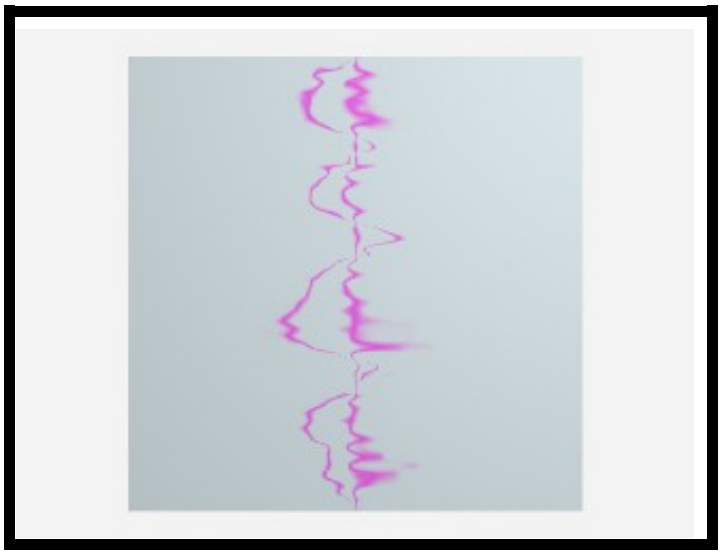
dncsprc.itx

Type : Color, Reflect, Filter, Bump.



DancSprk does a dancing plasma spark or wiggling veins type of thing. The basic texture is related directly to Branches.itx. The texture has an animated noise function, so it stays basically the same but the disturbance changes through time. The attributes of the spark are all definable. Also, the width and number of spark branches can be adjusted and a bump can be added to the texture for a raised vein effect.

REQUESTER TABS

- ***Color***
  - ♦ Branch Color and Filter These parameters set the attributes of the branches.
  - ♦ Reflect Adjust Key in a value to adjust the amount of reflection is use by the texture
- ***Size***
  - ♦ Branch Width (0..1): Branch Width adjusts how wide the branches are. Setting this to 1.0 will leave almost no spaces between the branches.
  - ♦ Branch Count (2,4,8...) This parameter controls how many branches emanate from the center of the texture.
- ***Animate***
  - ♦ Bump Adjust (−1..1): This adjusts the apparent height/depth of the branches. Turning the coloring off and using this makes things that look like veins. (Wiggling animated bumpy veins − yuck!).
  - ♦ Travel Magnitude Adj: This is the Animatable noise magnitude parameter. This controls the amount of noise gyrations the texture goes through. Making this number bigger will increase the number of gyrations. This can be used to speed up or slow down the noise gyrations during a fixed number of frames.
  - ♦ Dist Traveled: This is the animation tween position parameter that controls at which point the animation is in the tween. This is the parameter that has to be morphed to make this texture animate − morph it from 0.0 to 1.0.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the branches. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will break up, scatter and twist the pattern.