dripdrp.itx

Type : Bump



DripDrop does the rippled wave pattern you get from dropping a pebble into a smooth pond. The starting and ending parameters of the ripples are all definable within the texture for setting wavelength, amplitude, radius, and number of ripples. As the drop animates, the parameters are morphed from the Start values to their End values.
Note: Make sure the texture has it's Z axis perpendicular to surface

REQUESTER TABS

- ***Size***
  - ♦ Start/End Max Radius: These are the sizes of the largest circle created by the ripple.
  - ♦ Start/End Ripple Count: These parameters let you set the number of wavefronts in each drop−ripple.
- ***Controls***
  - ♦ Start/End Wavelength: These are the parameters that set how wide each ripple is.
  - ♦ Start/End Z Amplitude: These are the same as a bump adjust. They are used to set the apparent height/depth of the waves.
- ***Animate***
  - ♦ 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.