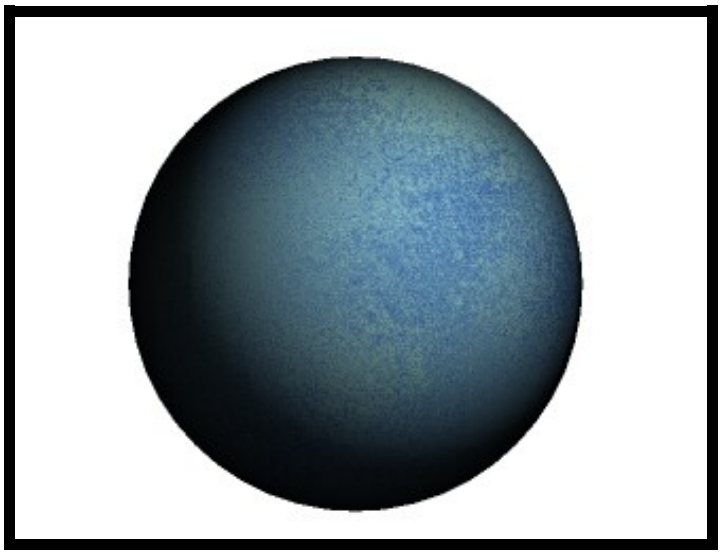
drtpain.itx



Type : Color, Reflect, Filter.

This texture works just like dirt, except that the intensity of the dirt application depends upon the attributes already on the objects. The intensity of the dirt is determined by the maximum intensity value set in the requester, and by how much a particular red attribute is turned 'on' on an object (this texture treats bright white the same as bright red). Using this texture in conjunction with brush maps or coloring textures can restrict the dirt to certain areas of objects. The texture can key off the amount of red in either color, reflect, or filter attributes. This way, you can apply the dirt on top of other surface attributes that may already be on the object. Note: when keying off the red color attribute, the color of the object can be replaced with the color typed into the texture's requester − when keying off of the filter or reflect red attribute, DrtPaint will automatically shut off all filtering or reflecting done on the object previously.

REQUESTER TABS

- ***Color***
  - ♦ Dirt and Object Color: These are the attributes of the dirt particles.
- ***Controls***
  - ♦ Bumpiness: The simulate bumpy look to the surface. This is achieved by contrasting the texture and objects colors.
  - ♦ Max Dirt Intensity(0..1): This parameter adjusts the maximum intensity of the dirt application on areas of the object that have the red color attribute turned full on.
  - ♦ Key Off?: You choose which red channel the textures keys off of. Color, Reflect, Filter.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters adjust the mixture and scattered look of the dirt. 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 and scatter the pattern.