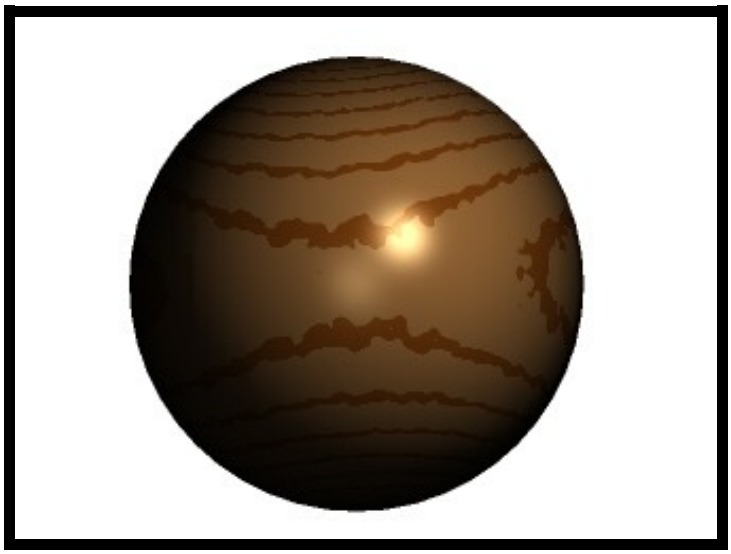
easwood.itx



Type : Color.

This texture applies color to an object to make it look as if the object was hewn from a single block of wood. The rings of the grain are centered around the Z axis. The ring color is set within the texture requester, and the color of the spaces between the rings comes from the object color. Use the requester's scaling values and rotate the texture axes to get different "looks." This texture only adds color, not surface bumps, to an object.

REQUESTER TABS

- ***Color***
  - ♦ Color/Reflect/Filter: You can set these for the grain of the wood.
- ***Size***
  - ♦ X, Y, and Z Sizes: These allow you to scale the overall size of the rings, or to alter the shapes of the rings by scaling in only one direction.
- ***Controls***
  - ♦ Noise: Adds noise in the X and Y directions to make the rings more wiggly.
  - ♦ Ring Width: This parameter sets the width of the rings. "0" is no ring, all object color, and "1" would be all ring color with no spaces. A value of about .5 gives you half and half ring and spacing.
  - ♦ Ring Vibration: Ring Vibration puts a vibration in the Z direction of the grain.