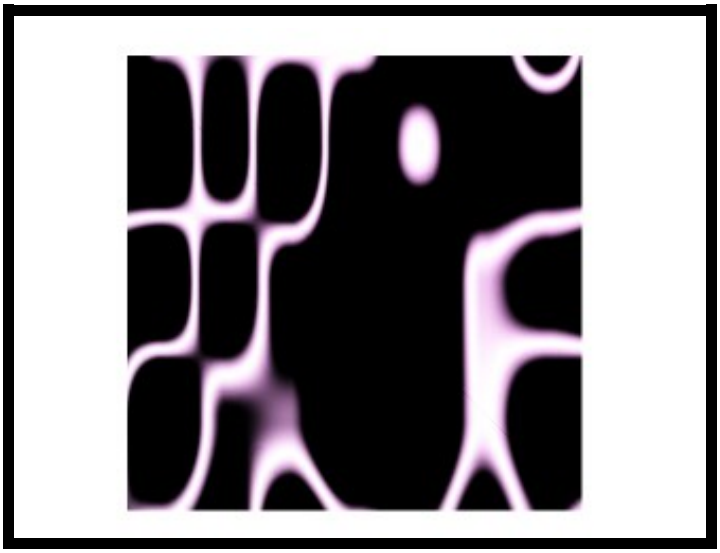
electrc.itx



Type : Animatable/Space Filling (Color, Reflect, Filter, Fog).

This texture applies a random pattern of tendrils of color (or reflect or filter or fog) to an object and looks a little like sparks traversing the surface of the object. The tendrils can have a very frazzled look and can be very thin or nearly wide enough to cover the object. The texture can be animated and can be looped to give it life. Aside from doing electrical effects, creative applications of this texture have been used to do some pretty good marbled and nebular effects.
(Use edit axis to change the size/position/orientation of this texture

REQUESTER TABS

- ***Color***
  - ♦ Color and Filter Set these values for the tendrils that the textures applies:
- ***Controls***
  - ♦ Reflect/Fog Length: These parameters set the attributes of the tendrils that this texture applies. These attributes are mixed with those already on the object due to the blended effects on the edges of the tendrils.
  - ♦ Width Adjust: This parameter adjusts the width of the tendrils.
  - ♦ Turbulence Adjust: This parameter gives the texture it's frazzled look. This parameter is actually a recursion factor, and, because of the complexity of the noise function used by this texture, large numbers will really slow down your renderings − so beware.
- ***Animate***
  - ♦ Distance Traveled: This is the animation parameter. Morphing this parameter causes this texture to animate. Morphing from 0.0 to 1.0 will do one loop of an animation loop.
  - ♦ Intensity Adjust: This parameter blends the texture attributes with the attributes that are already applied to the object. It can be used to morph the texture onto or off of an object or just to apply the texture "thinly."
- ***Noise***
  - ♦ Noise 1 and 2: These noise parameters can be used to further mess up and stir around the shapes of the tendril pattern.