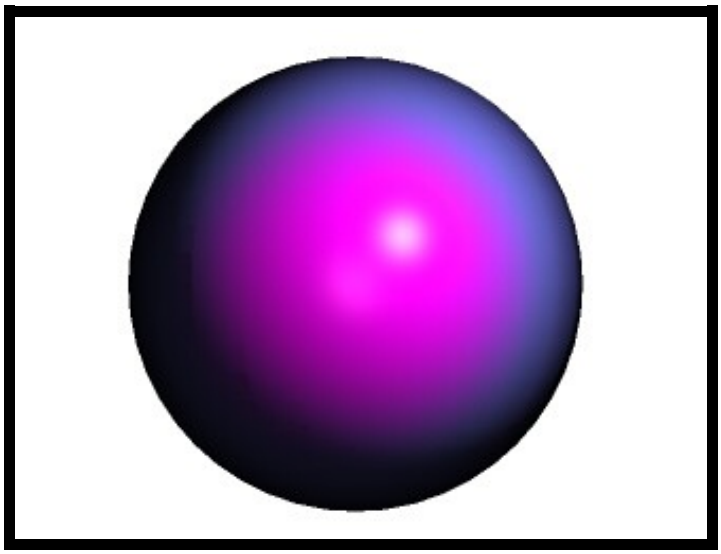
fakely.itx

Type : Color, Reflect, Filter.



This texture was inspired by the way light reflects in Oakley sunglasses. What it does is it puts one color on the parts of the object that face you, and a second color on the parts of the object that face 90 degrees away from you (the sides of the object). The texture can be set up to change the object's color, reflect, or filter attributes. The texture also has a threshold value that can be set to adjust where the color change occurs. This texture can be used to fake total internal reflection.

REQUESTER TABS

- ***Color***
  - ♦ Side/Front Color: These set the colors for the surfaces perpendicular to and parallel to the camera.
- ***Controls***
  - ♦ Change Thresh (0..1): This parameter sets the place where the color changes from that set in the Front colors to the one in the Side colors. Setting it to 0.0 makes the object almost totally the front color. Setting it to 1.0 changes the whole object to the Side color.
  - ♦ Type Number: This determines what type of texture this is, a color texture, filter texture, or reflect texture.