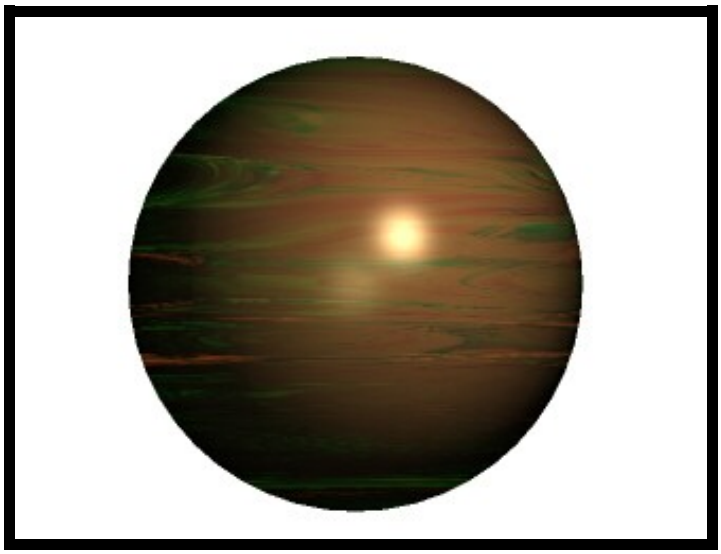
filnoz2.itx



Type : filter

The Noiz2 Family of textures came out of the need for a more controlable random color texture. The result is a texture that allows you to enter three colors, of which it will pick colors between any two of them and apply the resulting colors randomly over an object. The texture ends up looking more like poorly mixed paint, but this works pretty well for trying to emulate some kinds of marbeling. There are three textures in the Noiz2 family − ClrNoiz2, FilNoiz2, and RefNoiz2. They all have the same base algorithm, but one works with colors, one with filter values, and the third with reflectance values. Each texture has fully controlable colors, scaling and noise functions.

REQUESTER TABS

- ***Color***
  - ♦ Filter1,2, and 3: Each of the Noiz2 textures has 3 sets of RGB values to be set. ClrNoiz2 has 3 sets of color information, FilNoiz2 has 3 of filter values, and RefNoiz2 has 3 of Reflect data. These 3 sets of color/filter/reflect information tell the texture where to interpolate to get the colors you want. (Sorry, it's really much easier than it sounds. Just play with it...)
- ***Size***
  - ♦ X, Y, and Z: These parameters allow you to scale these textures, and by scaling non−uniformly in all three directions, you get the texture to stretch and orient itself in a particular direction.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the color patterns. The magnitude value adjusts how much to alter the shapes of the color areas, and the velocity value adjusts wether the noise is applied in a fast and jerky or slow and gradual manner.