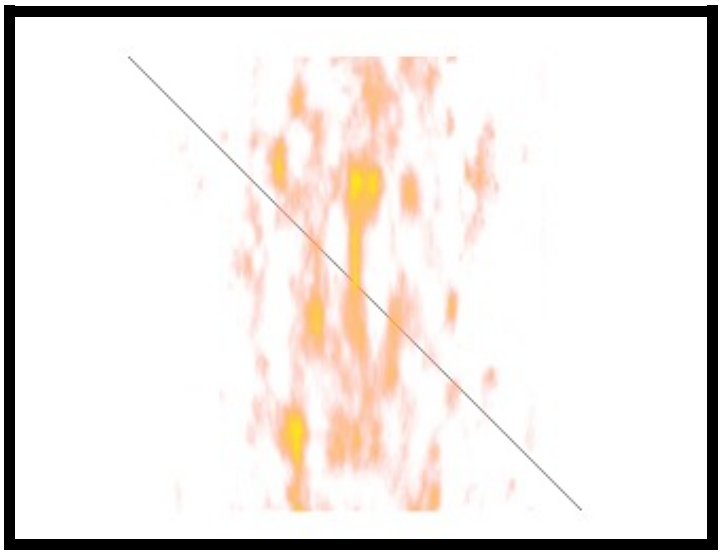
fire.itx



Type : Animatable/Specific Application (Color, Filter).

This texture does fire by altering the color and filter values of an object. This way, you can create a plane, turn it into fire, and place it within a scene. The texture can represent anything from a forest fire to the flame in an oil lamp. The orientation of the fire with respect to the object surface allows you to change the fire from a campfire shape, to a wall of fire with a flat bottom, to a beam of fire with flecks of flame on the either side of the column. This texture gives you full control of the colors and speed of the fire.
(Use edit axis to change the size/position/orientation of this texture)
Note: This texture works best when applied to a bright object.

REQUESTER TABS

- ***Color***
  - ♦ Central Color/Filter: These parameters set the attributes for the center of the fire texture.
  - ♦ Outer Color/Filter: These parameters set the attributes for the edges of the fire.
- ***Size***
- ***Controls***
  - ♦ Fragmentation Adjust: This parameter lets you adjust the size of the detail (the flecks of fire) within the fire. Large numbers will look more like a bon fire and small number will start to look more like a torch or an oil lamp flame.
  - ♦ Convection Speed: This parameter sets the speed that the fire details (the flecks of fire again) will move when animated.
  - ♦ Time Adjust: This is the animation parameter. Morphing this parameters causes the fire to animate. The animation of the fire is not looping, but fire is stochastic enough that you can usually get away with looping it. Some good parameters to start with may be something like 0.0 to 0.6 for a 30 frame animation.
  - ♦ 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."