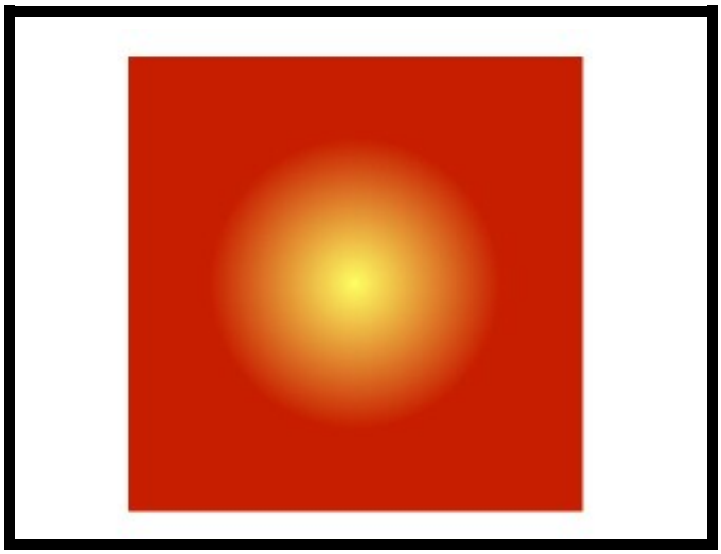
firebal.itx



Type : Color, Reflect, Filter.

This texture was originally an attempt at using a texture to do fire − as it turns out, it has a lot more potential than just that. Remember: The only place you will see this texture is where it intersects a surface − it does not, on it's own, occupy space. The texture applies itself as a sphere that can fade from one color at it's center to a second color at it's periphery. Applying it to a plane, you can see the color fade − applying it to a sphere, you will get a uniform color all over the sphere (unless you add some noise − which may well be the effect your after.) Any of the color/reflect/filter params can be set negative, in which case, the values will be taken from the object's original attributes.
To do fire: create a candle flame shaped object. Apply the texture and select "Edit Axis" from the texture requester. move the center of the texture axis to the base of your flame. Now scale the texture axis until one of texture axes extends beyond the top of your object. In the texture requester, set the noise to 0.3 and the "Filter 2" param to 1.0. Make the object bright.
Use this texture to airbrush certain areas on an object, to do burn marks, to create nebulous masses, and to do solar corona effects.
Note: FireBall uses texture axis to scale − texture bounding box gives approximate size, shape, and orientation of the central attributes.

REQUESTER TABS

- ***Color***
  - ♦ Color 1 and 2: These parameters set the attributes of the central part of the texture.
- ***Controls***
  - ♦ Noise: This parameter can be used to add some noise to this textures transition area. A good value is about 0.4.
  - ♦ Color/Reflect/Filter 2: These parameters set the attributes of the peripheral area of the texture.