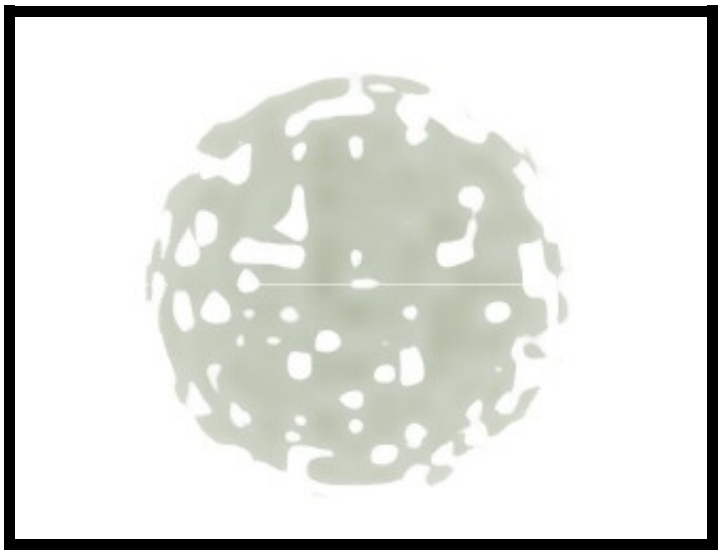
fogpain.itx



Type : Fog

This texture looks at the colors already on the fog object and everywhere the red color gun is turned up high, the fog will look thick − as the red color gun gets turned down, the fog gets thinner. This way, you could apply a texture or a brush of a particular shape, and "paint" the fog to be thicker where you want it to be. The texture must be used on a fog object with an initial fog length setting (.1 works well but, of course, the best value depends upon what you are trying to accomplish). The noise that is added to the texture can be sized and positioned by editing the texture's axis and color can be added to the object with attributes, brushes, or textures − or you can use the color values in this texture itself.

REQUESTER TABS

- ***Color***
  - ♦ Denser and 2nd Colors: These color values alloy you to set the colors of the fog. The denser color gets put where the fog is thickest, and the 2nd color gets put where the fog is thinnest.
- ***Controls***
  - ♦ Fog Length at T: T is a value that goes from 0.0 at where the red color gun of the object is turned off to 1.0 where the red color gun is full on (255). The fog length at T=0.0 is taken from the object's attributes, the fog length at T=n (the next parameter in this requester) is this value, and the fog length at T=1.0 is a fixed value that makes the object disappear where the red color gun is full on.
  - ♦ T: This is a threshold value that determines where, as the red color gun on the object changes, you want to fog length to be some particular value.
- ***Noise***
  - ♦ Noise Magnitude/Velocity: These parameters can be used to break up the blending of fog values and make the transition regions look less regular.