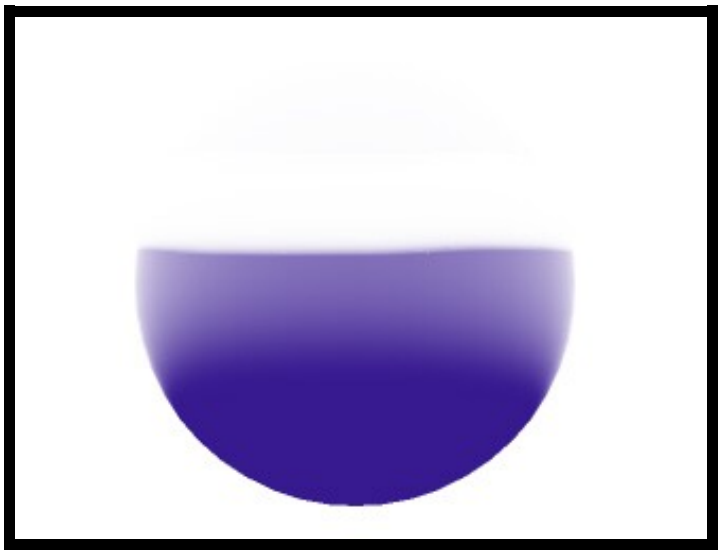
fogtop.itx



Type : Fog

This texture is very similar to MntnTop (mountain top), except that instead of changing the color/reflect/filter values on the object, it alters the fog length. This makes the fog object fade out in the direction of the texture's Z axis. 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 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. FogTop works well with Ghost for making fire out of a cone object (use fireball to color the cone).

REQUESTER TABS

- ***Controls***
  - Fog Length at T: T is a value that goes from 0.0 at the bottom of the texture's bounding box (in its Z axis direction) to 1.0 at the top of the texture's bounding box. 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 parameter, and the fog length at T=1.0 (The texture's bounding box) is a fixed value that makes the top of the object effectively disappear.
  - T: This is a threshold value that determines where, as the texture moves up the area of the bounding box, you want to fog length to be some particular value.
- ***Noise***
  - Noise Magnitude/Velocity: These parameters can be used to make the top edges of the fog transition more ragged and irregular.