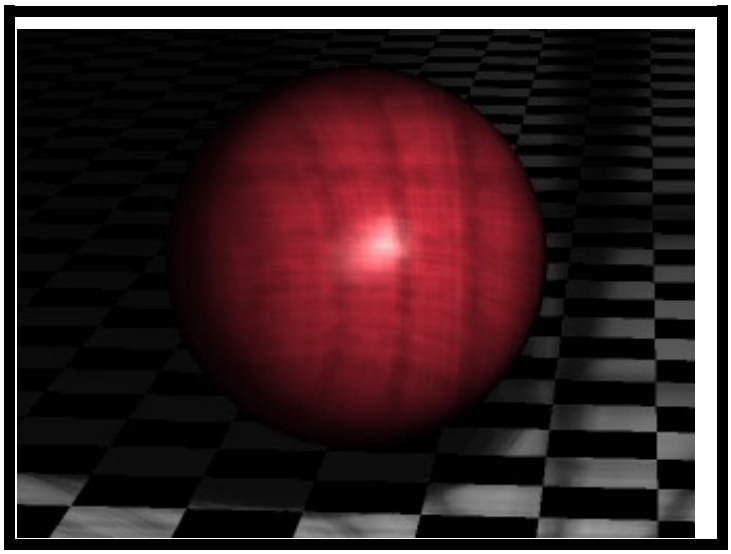
frnchwn.itx

Type : All Lights

This texture, applied to a light, will make the light look as if it were cast through a french window, or any window with regular, rectangular panes of glass.



REQUESTER TABS

- ***Controls***
  - ♦ Num Vert/Horz Panes : These parameters set the number of planes of glass that the terxture will show if applied to a rectangular light source.
  - ♦ Vert/Horz Shad Adj : These parameters adjust (apparently) how thick the wood would be between each pane of glass in the window. The numbers are a fraction of the size of the pane. A value of .5 could give a piece of glass with half shadow and half light.
  - ♦ Penumbra Adj : This parameter sets the size of the light's penumbra (soft shadow) as a fraction of the amount of light showing.