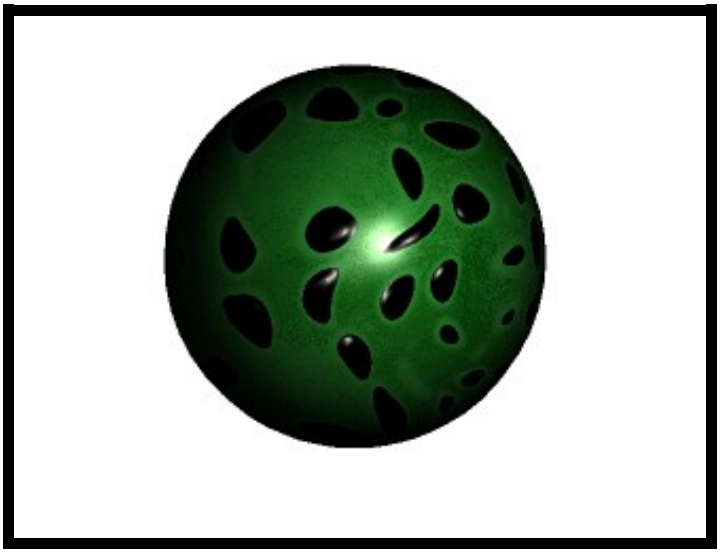
frogskn.itx

Type : Color, Reflect, Filter.



This texture does a speckly, bumpy, spotted thing that looks a bit like the skin of a leopard frog. The texture itself only modifies the color of the spots and speckles, so the base color of the object still has to be set (light green looks good with the defaults). The size of the speckles is scaleable by editing the texture's axis, and the size of the spots can be set in the texture's requester. The color of the speckles and the spots can each be set, a bump can be added to the spots, and there is a noise function that alters the shape of the spots and the speckled pattern.

REQUESTER TABS

- ***Color***
  - ♦ Bump/Speckle Color: These set the colors of the spots and the speckles.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters are used to set the size and to control the shape of the spots.
- ***Controls***
  - ♦ Bump Adjust: This parameter adjusts the apparent height of the spots.
  - ♦ Spot Size Adjust: This adjusts what fraction of the object's surface is covered by spot. This adjusts the size of the spots while keeping the positions the same.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the speckles and spots. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will move and alter the pattern.