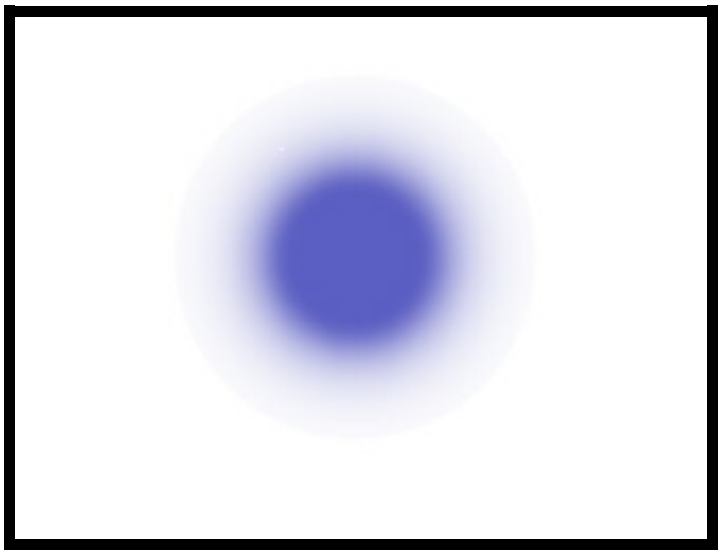
ghost.itx

Type : Fog



This texture alters the fog length of an object at its edges and makes fog objects with curved edges look insubstantial. 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). Color can be added to the object with attributes, brushes, or textures and can be use to do light beams, gas flames, etc.

REQUESTER TABS

- ***Controls***
  - ♦ Fog Length at T: T is a value that goes from 0.0 on the parts of the surface that face you to 1.0 on the parts of the object that are perpendicular to the camera. 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 edges of the object) is a fixed value that makes the edges effectively disappear.
  - ♦ T: This is a threshold value that determines where, as the surface curves away from the camera, you want to fog length to be some particular value.