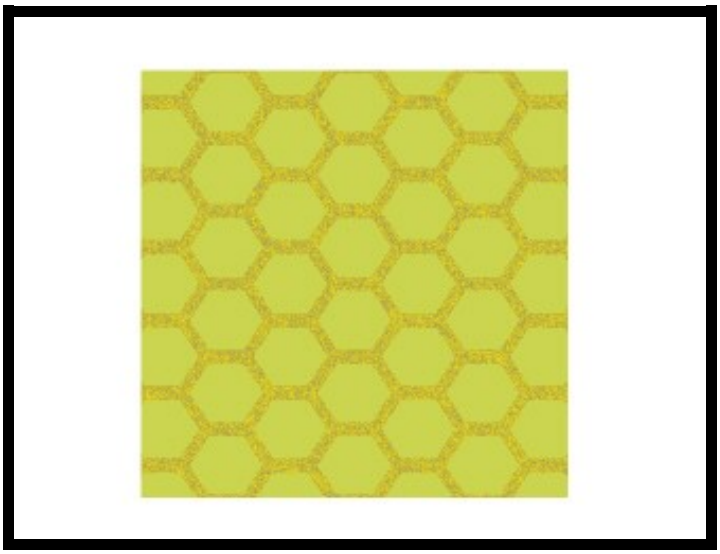
hexez.itx

Type :

This texture creates honeycomb pattern over the entire object.



REQUESTER TABS

- ***Color***
  - ♦ Color 1 and 2 These are the two colors that make up the texture.
- ***Controls***
  - ♦ Width Adjust Set the size of the wall width of the pattern. Setting it large will completey cover the object with the pattern. You can loose the pattern all together.
  - ♦ Filter and Reflect Adjust This will apply how much of the Filter and Reflect valuse from the base object are used by the texture. You could completely filter the basic object out and be left with just the texture. You could do this for both Filtering and Reflection.
- ***Noise***
  - ♦ Magnitude and Velocity 1 and 2 Use the settings to control the detailed pattern of the texture. Set these values to all 0's and see the effect. Then move these values up a bit, apply them and see the difference.