hrdwood.itx

Type : Color, Bump.



You've seen EasyWood, this is HardWood. This is a very good procedural wood texture. To use it, there is only a couple of things that need to be remember: The woods primary color comes from the object's attributes, and the grain travels down the texture's Z axis. A secondary color for the wood is set within the texture requester as well as a "Grain" color for the pits or cells in the wood. There is scaling parameters as well as noise parameters for altering the shapes and patterns of the grain − with experimentation, you should be able to come up with several different kinds of wood looks.

REQUESTER TABS

- ***Color***
  - ♦ 2nd Wood Color: These parameters set the secondary color of the wood. If you are doing purple wood with orange grain, set the object colors to purple, and these parameters to orange.
  - ♦ Grain Color: This is the color that gets put into the exposed cells of the wood. Most likely, this would (not wood) be set to something close to the 2nd Wood Color.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters are used to set the size and to help control the shape of the wood grain.
- ***Controls***
  - ♦ Bump Adjust (−1..1): The parameter adjusts the apparent height/depth of the cells (the exposed, open grain) on the object.
  - ♦ Grain Spacing Adj: This number can be used to adjust the spacing between and the number of parallel grain lines in the wood.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the grain. The woodgrain tends to break up an scatter pretty easily, but experimentation with these noise values may give you some suprising results.