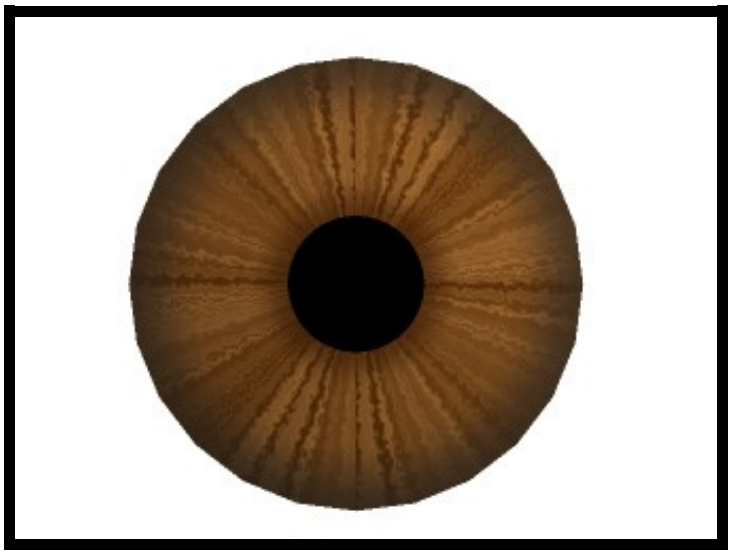
iris.itx



Type : Color

This texture was specifically designed to do the colors of an iris in an eyeball. The texture is applied to a black disk with it's Z axis coming out of it's surface. It has four colors that can be set. Two of the colors are used as base colors from which a range of colors is interpolated to get the rays of coloring that go from the pupil to the edge of the iris. One of the other colors is for the band of color around the pupil, and the last is for the band of color around the outer edge of the iris. A noise function is also included to give the color banding a more non−uniform look.
How it works: Add a primitive disk, and use Transform to rotate the disk's axis by 90 degrees around the X axis. Change the color of the disk to 0,0,0 (black) and apply Iris (the texture) to the disk. Accept the defaults in the requester. It's that easy.

REQUESTER TABS

- ***Color***
  - ♦ Iris Color 1 and 2: These colors are used to set up two colors that the texture will randomly interpolate between to come up with colors for the iris. A negative value in any of these parameters will tell the texture to use the color(s) already on the object.
  - ♦ Inner Color: These color values set up the color of the edge of the iris near the pupil. A negative value in any of these parameters will tell the texture to use the color(s) already on the object.
  - ♦ Outer Color: These color values set up the color of the outer edge of the iris. A negative value in any of these parameters will tell the texture to use the color(s) already on the object.
- ***Size***
  - ♦ Inner/Outer Radius: These parameters set the size of the Iris texture. The inner radius is the radius of the pupil, and the outer radius is the radius of the outer edge of the iris.
- ***Noise***
  - ♦ Noise Magnitude and Velocity: These parameters add some noise to the area of the iris that just uses the iris colors.