jersey.itx

Type : Color, Reflect, Filter.



Jersey colors an object with splotchy, random areas of color that are similar to those on a jersey cow. The texture alters the color of the object, but it can also modify the objects filter and reflect values. The texture can be scaled independently in each axis direction to change the shapes of the splotches. A threshold value determines what percentage of the object is covered with the splotches, and the texture has a noise function that can be used to alter the disturbance in the splotch shapes.

REQUESTER TABS

- ***Color***
  - ♦ Color/Reflect/Filter: These color values allow you to change the attributes of the splotchy areas.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters are used to set the size and to control the shape of the splotches.
- ***Controls***
  - ♦ Threshold How much of the texture takes up on the object.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the splotches. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will break up and scatter the pattern.