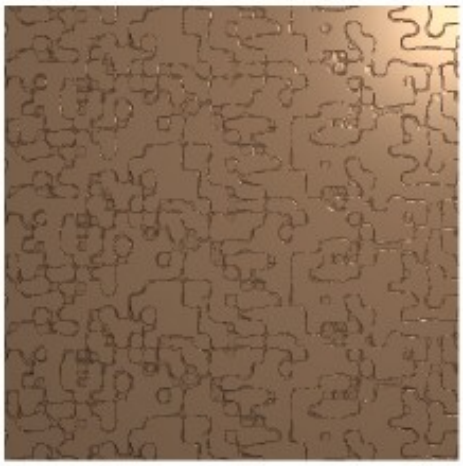
leather.itx

Type : Bump

Leather is a bump only texture that emulates the graininess of leather or wrinkles. The texture can be scaled in each axis independently, the grain width can be adjusted, and the apparent depth of the grain can also be set. Color comes from the base object.



REQUESTER TABS

- ***Color***
- ***Size***
  - X, Y, and Z Sizes: These allow you to scale the overall size of the leather grain. You can also get to grain to orient along a single axis scaling in only one direction.
- ***Controls***
  - V1 and V2: These parameters are upper and lower threshold levels that allow you to adjust the the width of the grain.
  - Bump Adjust: This sets the apparent depth of the grain.