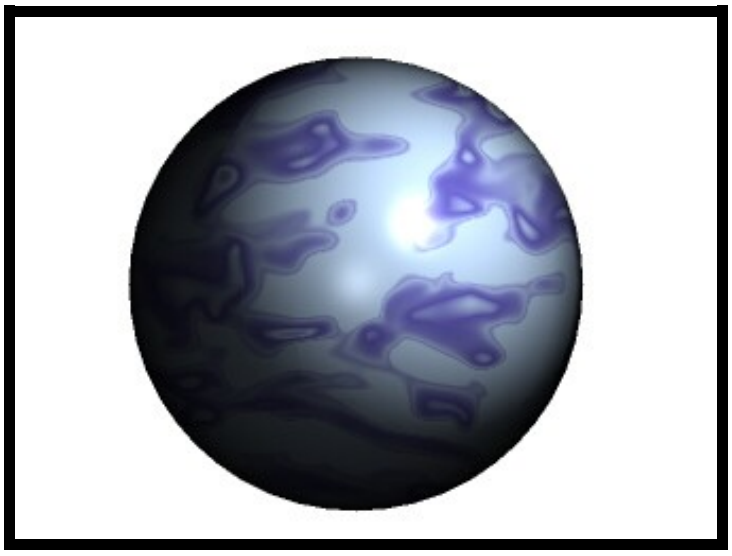
marble.itx



Type : Color, Reflect, Filter.

Marble does something very similar to Splotch with varying levels of blended color that, when used on the right base object so the colors blend properly, looks a bit like marble. The pattern is similar to the pattern used in Splotch, but this texture offers a different level of control with the introduction of a noise function, and intensity control, color control, and a threshold parameter that controls what fraction of the object's surface is covered with the pattern. The texture can be scaled and positioned by editing the texture's axes.

REQUESTER TABS

- ***Color***
  - ♦ Grain Color: These color values allow you to change the color of the marbling.
  - ♦ Intensity: This parameter determines how much the original object colors are covered up by the marbled texture.
  - ♦ Threshold: This parameter controls how much of the surface of the object will be covered by the marble grain. A small value will put a very small amount of grain on the object. A larger value will cover more of the surface with the marble grain.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the marbling. 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.