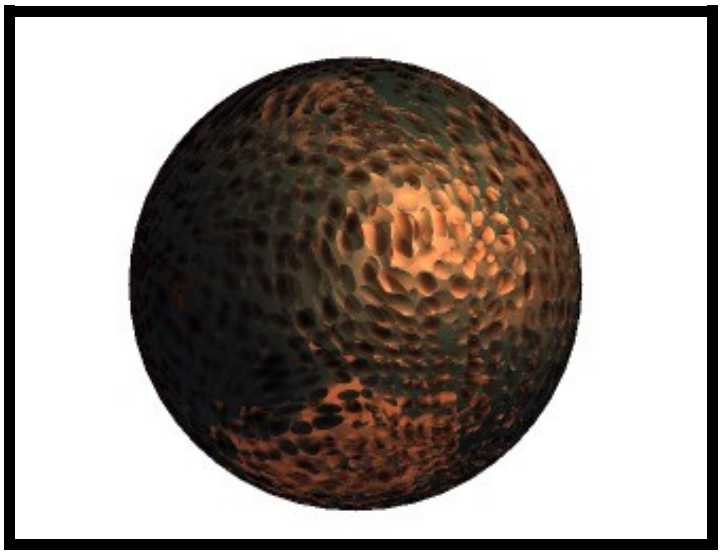
metals.itx

Type : Color , Reflect , Bump



This texture was put together so we could have consistent and pre−packaged metallic textures. The requester lets you pick from 6 metal looks (Gold, Brass, Copper, Chrome, Silver, and Aluminum), and 6 finishes (Smooth, Bumpy, Peened, Scratched, Pebbled, and Crumpled). It also lets you set how highly polished (how reflective) the object is or (if you use an antiquable texture) how much antiquing is used. As a default, the texture sets the object to be highly reflective. The Requester doesn't give any hints to this, but the textures can be scaled by changing the size of the texture axis.

REQUESTER TABS

- ***Controls***
  - ♦ Metal: Use the drop down requester to pick the metalyou want.
  - ♦ Finish: Enter the number of the surface texture you want to use −The numbers are explained on the requester itself.
  - ♦ Sheen: Use this value for the amount of reflectiveness the texture has.
  - ♦ Antique: This parameter adds antiquing to metals with bumpy finishes on them.