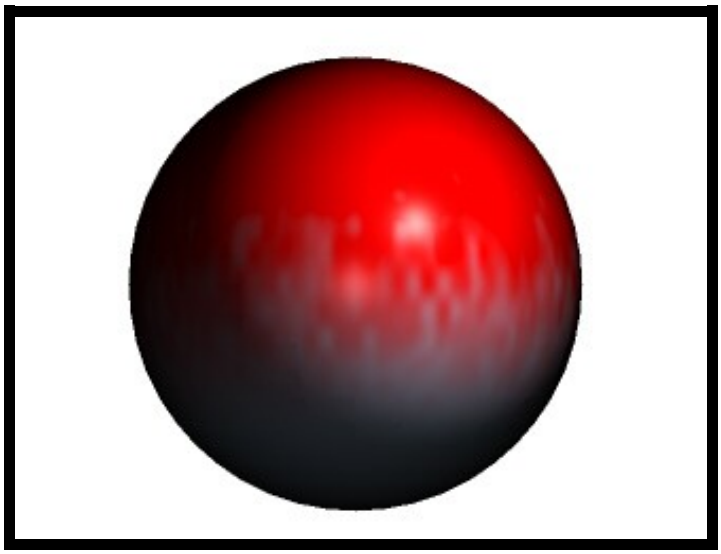
mntntop.itx



Type : Color, Reflect, Filter.

This texture is similar to the old Linear texture in that it does a transition from the object attributes (in negative Z texture axis) to the attributes which are set in the MntnTop Texture requester (in positive Z texture axis). The main difference between this and the old Linear is that this texture has a user controllable noise function and the transition width as well as the position are set by moving/scaling the texture axis.
Note: This texture can be reapplied several times, at different positions and with different colors and eventually fade to transparent to get an interesting wall of fire look.

REQUESTER TABS

- ***Color***
  - ♦ Color/Filter/Reflect: These are used to set the attributes of the positive Z part of this texture. Negative values will turn off the application of any particular Noise Magnitude and Velocity: This noise function disturbs the transition area of the texture. The magnitude parameter sets how much to disturb it, and the velocity tells the noise function weather the disturbance is fast and jerky, or slow and sweeping.
- ***Size***
  - ♦ Change the general shape and size of the effect with these noise functions.