monster.itx

Type :



Monster is a gory hamburger−like texture that looks like some sort of creeping−crud disease. The texture is made up of a bumps with bumps on them (clumps of bumps?), and there are two colors that can be set to color the bumps. There is also a dispersion value that is very effective with this texture. It allows you to turn on clumps of bumps so you can get these big scabby looking areas (clumps of clumps?).
note: if the bumps start looking too square on the bottom, set the Bottom Clip parameter closer to zero.

REQUESTER TABS

- ***Color***
  - ♦ Big and Small Bump Colors: These are where the colors of the big bumps (clumps) and the small bumps (bumps on clumps) are set. Setting them to negative values will turn the coloring off.
- ***Size***
  - ♦ X, Y, and Z Sizes: These allow you to scale the overall size of the texture. You can get these bumpy clumps to line up along a single axis by scaling in only one direction.
- ***Controls***
  - ♦ Bottom Clip: This sets the position where the edge of the clumps meet the object surface. Turning it down makes the clumps smaller.
  - ♦ Bumpiness This adjusts the apparent height (depth) of the bumps.
  - ♦ Dispersion: Dispersion sets which clumps are turned on. A value of 1.0 causes the texture to cover the whole object, 0.5 causes the texture to cover only 1/2.
- ***Noise***
  - ♦ Magnitude and Velocity 1 and 2. These two noise functions are used the same as in DinoSkin. The magnitude value adjusts how much to alter the shape of the texture, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner. As a default, the first noise function adds a high magnitude, low frequency randomness to the texture and the second adds some medium magnitude, fast frequency randomness.