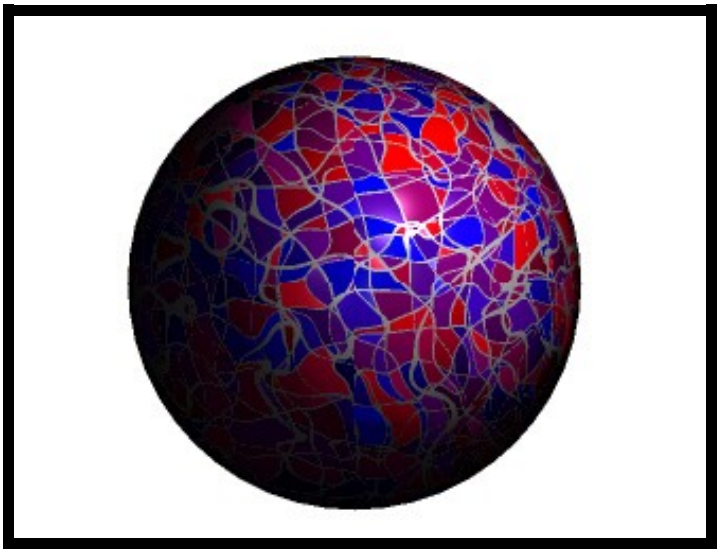
mosaic.itx

Type : Color, Reflect, Filter, Bump.

Mosaic is a texture that tries to do the broken tiling look that mosaic tiles have. It adds color and a random orientation to the tops of each tile. Three colors can be added and/or turned off. Two of these colors set the range of tile colors, and the third sets the color of the grout between the tiles.



REQUESTER TABS

- ***Color***
  - ♦ Colors 1 and 2: These Color parameters set up the range for the tile colors. The defaults are set to red and blue, so the tiles that are produced range from reds to violets to blues. Either or both of these can be set to a negative value in which case they will get their values from the colors already on the object.
  - ♦ Grout Color: These color parameters are used to set the color of the grout. If you use a negative value for any of the parameters, the grout color will be taken from the color already on the object.
- ***Size***
  - ♦ Grout Width: This parameter allows you to adjust how wide the grout lines between the tiles are. A value of 0.0 will make the grout lines disappear, and a value of 1.0 will cause the grout to completely cover the tiles
  - ♦ Scale Adjust: This parameter adjusts the size of the mosaic tiling. It can only be scaled as a whole.
  - ♦ Bump Adjust: The tiles in Mosaic can be given a random orientation (like they are not all laid in perfectly flat). This parameter allows you to adjust just how irregular the tile orientation is.
- ***Variance***
  - ♦ Filter / Reflect: These parameters allow you to make the tiles reflective or transparent.
  - ♦ Filter / Reflect Vary: These parameters add a randomness to the values set in the Filter / Reflect parameters. This way you can have tiles of varying color, transparency, and reflectiveness.