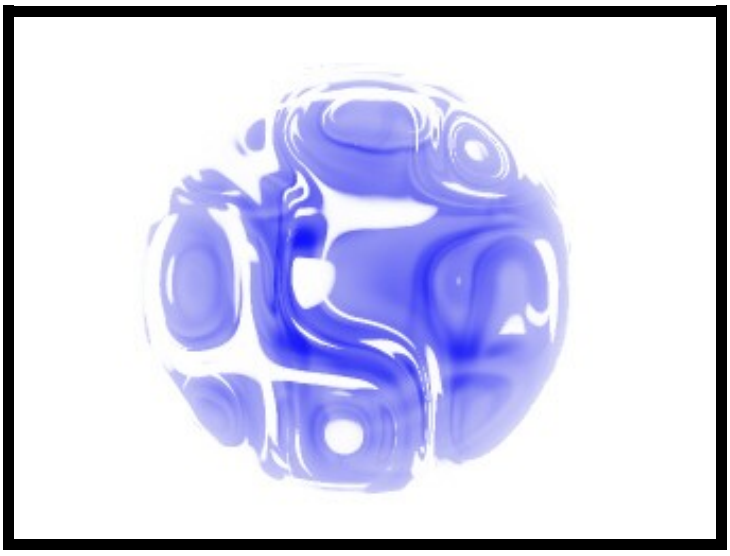
nebula.itx



Type : Fog

This texture is very similar to Ghost, except that there is a noise function to perturb the fog, and some automatic coloring that can be done by the texture. This texture makes the fog object fade out at its edges and have a whisky interior appearance. The texture must be used on a fog object with an initial fog length setting (.1 works well but, of course, the best value depends upon what you are trying to accomplish). The texture can be sized and positioned by editing the texture's axis and color can be added to the object with attributes, brushes, textures, or with Nebula itself. Nebula can be used to do gaseous things like nebulas and smoke.

REQUESTER TABS

- ***Color***
  - ♦ Central Color: This color is applied to the thickest (shortest fog−length) parts of the fog. The color of the fog in the thinner areas comes from the colors already on the object.
- ***Controls***
  - ♦ Fog Length at T: Aside from what the noise function does to the fog length, this "Fog Length at T" idea works the same as it does in Ghost. That is: T is a value that goes from 0.0 on the parts of the surface that face you to 1.0 on the parts of the object that are perpendicular to the camera. The fog length at T=0.0 is taken from the object's attributes, the fog length at T=n (the next parameter in this requester) is this value, and the fog length at T=1.0 (The edges of the object) is a fixed value that makes the edges effectively disappear.
  - ♦ T: This is a threshold value that determines where, as the surface curves away from the camera, you want to fog length to be some particular value.
- ***Noise***
  - ♦ Noise 1 and 2: These noise functions are used to break−up and scramble and mix the nebulous/whispy pattern.