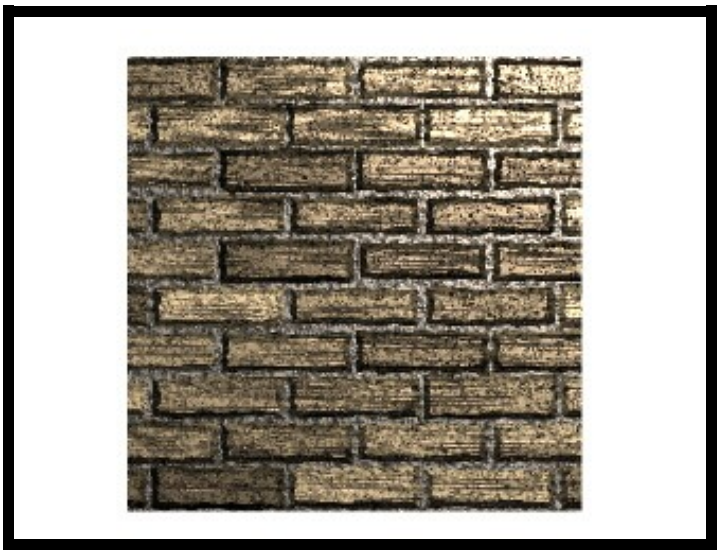
oldbric.itx

Type : color , bump



This texture will simulate a wall of Medieval or Ancient looking bricks. These are the type you may have seen in a game like doom. You can adjust the size and general brick pattern. This textures gives you more controls over the brick shape than the original Bricks texture. You can set the mortar width along with the Brick Edge width. There are controls for giving the brick surface and old rustic appearance.

REQUESTER TABS

- ***Color***
  - ♦ R G B Values for Brick 1 and 2.....These are the colors for different brick faces.
- ***Size***
  - ♦ X−Size, Y−Size, ...You can change the size or shape of the brick pattern.
  - ♦ Mortar Width.....Set the size of the Mortar (the stuff between the Bricks). 0 through 1 are valid numbers.
  - ♦ Brick Edge Width....This controls the edge of each brick. Older bricks have a rough edge, use this setting to achieve that look. 0 through 1 are valid numbers.
- ***Controls***
  - ♦ Bump Adjust.....Used to increase or decrease the raised look to the brick surface.
  - ♦ Brick and Mortar Dirt. Use these parameters to dirty up the mortar. 0 through 1 are valid numbers.
  - ♦ Shape/Size Disturb...This a value that will adjust the disturbance between the shape and size. This will also give you more of a rougher, or worn down brick. 0 through 1 are valid numbers.
  - ♦ Stagger Adjust. This will change the offset look of the brick pattern. 0 through 1 are valid numbers.