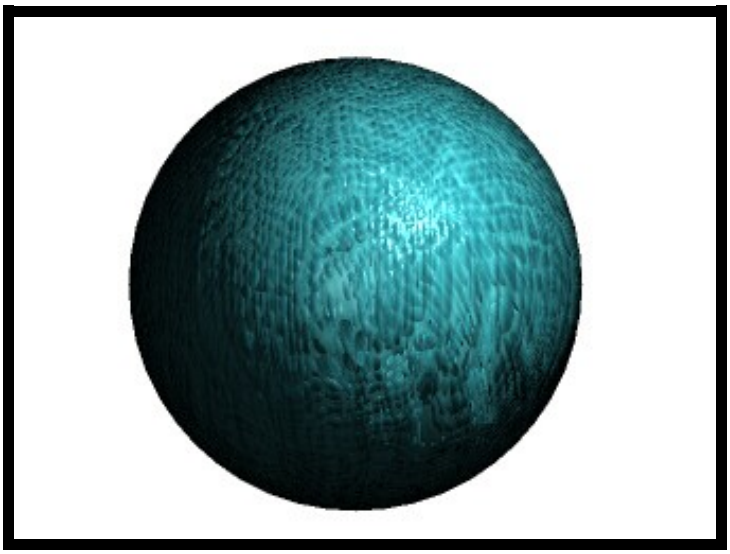
pebbled.itx

Type : Color, Reflect, Bump.



This Texture does the pebbled looking texture that is sometimes seen on plastic and metal parts. The texture applies a lot of tightly packed and overlapping spherical bumps to the surface, and it can also add color between the bumps which will look like an antique finish has been applied to the surface.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: This is color that will be added in the spaces between the bumps. Setting any of these to a negative value will turn the coloring part of this texture off.
  - ♦ Color Clip: This is used to control the bump color. The color goes from the space between the bumps to some portion of the way to the center of the bumps. How far the color goes towards the center of the bumps is controlled by this parameter.
- ***Size***
  - ♦ X Y, and Z Sizes: These 3 parameters are used to scale the bumps and can be used to scale in each axis independently, stretching the bumps along those axes.
- ***Controls***
  - ♦ Bumpiness This parameter sets the apparent height (or depth if set to a negative value) of the bumps.
  - ♦ Top and Bottom Clip: These can be used to adjust the spacing between the bumps (bottom clip) or can be used to clip off the tops of the bumps (top clip).
  - ♦ Dispersion: This parameter is used to turn bumps off, and sets up what percentage of the surface is covered by bumps. Adjusting this messes up the bump coloring so you may want to turn off the coloring aspect of this texture if you change the dispersion.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the pebbled pattern. The magnitude value adjusts how much to alter the shapes of the bumping pattern, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.