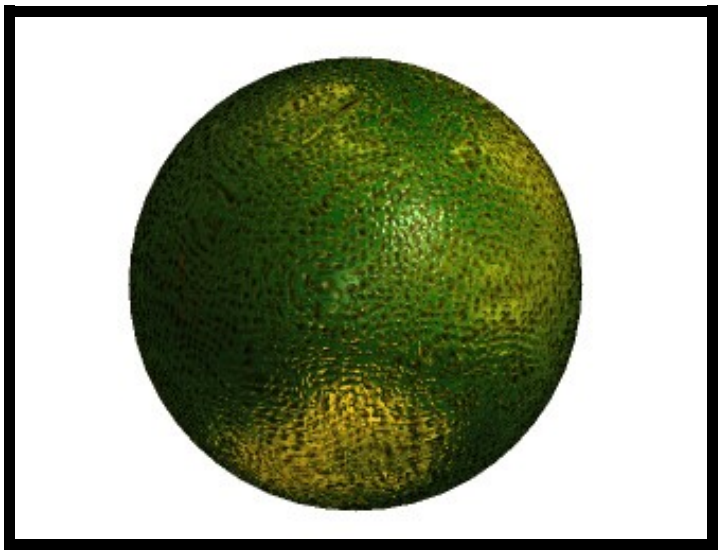
peened.itx

Type : Color, Reflect, Bump.



This Texture does the Peened (hammered) looking texture that is sometimes seen on finished metals. The texture applies a lot of tightly packed and overlapping spherical dents to the surface, and it can also add color into the dents which will look like an antique finish has been applied to the surface.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: This color is added into the dents of this texture. This coloring can be shut off by entering a negative value in any of the parameters.
  - ♦ Color Clip: Coloring on this texture starts at the center of the dents and fades out to the edges. This value sets how far the coloring goes.
- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters are used to scale the dents in this texture. Scaling these independently so that the dents get really stretched out can create an almost scratched or grainy look.
- ***Controls***
  - ♦ Bumpiness This is used to alter the apparent depth (or height if a positive value is used) of the dents.
  - ♦ Top and Bottom Clip: These parameters can be used to change the spacing of the dents (bottom clip) or used to flatten out the centers of the dents (top clip).
  - ♦ Dispersion: This parameter is used to control what percentage of the surface is covered by these dents. Setting it to a lower number turns off a portion of the dents.
- ***Noise***
  - ♦ Magnitude and Velocity 1 and 2 These functions are used to alter the randomness of the dented pattern. The magnitude value adjusts how much to alter the shapes of the dents, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.