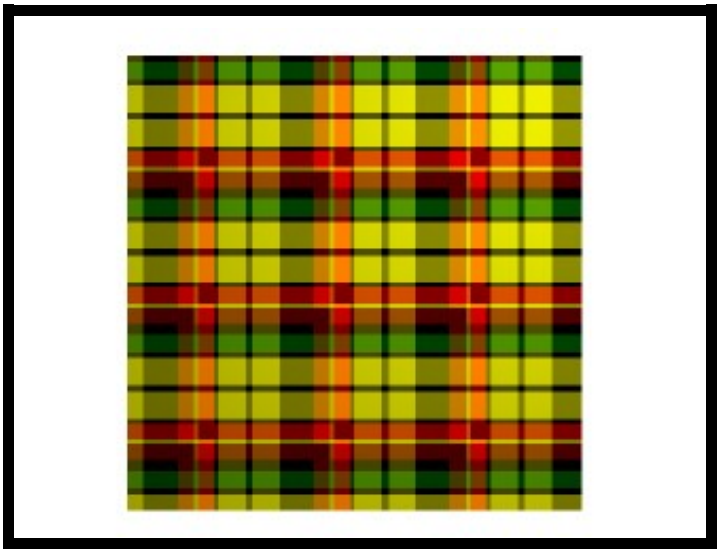
plaid.itx

Type : Color



This texture is ... well ... its plaid.
The texture lets you set up 3 colors for your plaid, and has a few adjustments for adding noise, staggering the rows of pattern as the texture goes up the Y axis, and the ability to apply it in a checkerboard pattern.

REQUESTER TABS

- ***Color***
  - ♦ Colors 1, 2, and 3: These are the three colors for the pattern. Setting any of the values to a negative number will tell the texture to get this particular color from the object's base color.
- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters allow scaling of the texture. Scaling any of these independently will change the shape of the plaid pattern by stretching the pattern.
- ***Controls***
  - ♦ Stagger Adjust: This allow you to stagger every other row of this texture as it applies itself in Y. A value if 0.5 will stagger the texture in a pattern like bricks (plaid bricks? − Why not).
  - ♦ Apply as Checks: A check in this box will turn off every other "check" of the plaid pattern so that you can do ... well... plaid checks...
- ***Noise***
  - ♦ Noise Magnitude and Velocity: These allow you to disturb the straight line in the plaid pattern. This way the texture may look more like crumpled cloth.