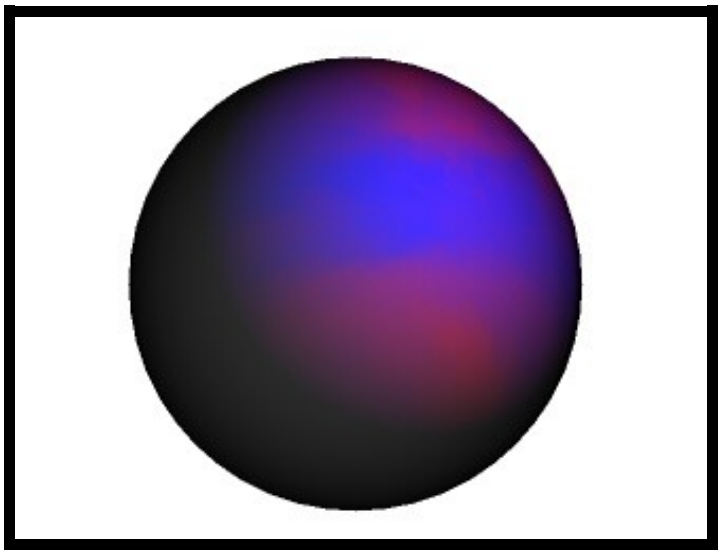
purphaz.itx



Type : Lighting

This is a cool, Jimmy Hendrix type of texture (if you don't know who Jimmy Hendrix is... well its wild and psychedelic). As with all lighting textures, the distance or placement of the light will have a large affect on the texture's look. Move this light around and render the scene, then move it closer or farther away and re−render the scene. The change will be dramatic. This is a good texture to create wildly lighted scenes.

REQUESTER TABS

- ***Color***
  - ♦ 1 2 These are the two main colors that the lighting texture uses to create it's look.
- ***Size***
  - ♦ X−Y−Z This will give a general size to the texture. Moving the texture away from the scene will also change the size.
- ***Noise***
  - ♦ Magnitude and Velocity 1 2: These functions will change the shape of the texture. The maximum size is 10.