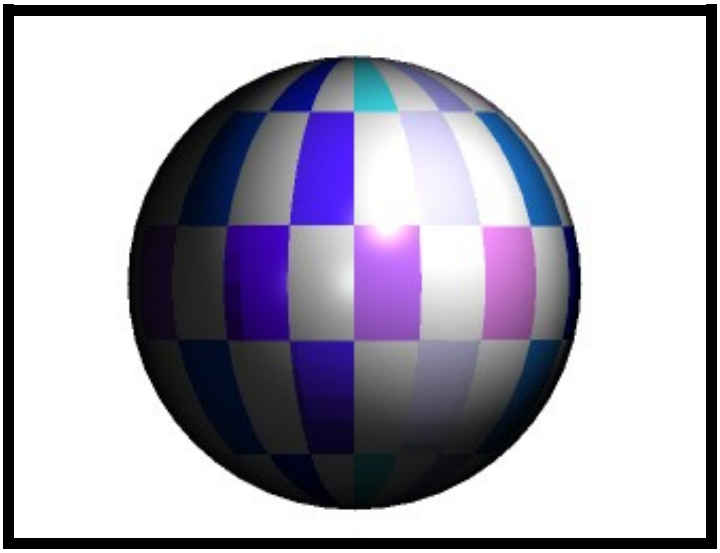
radchks.itx

Type : color , reflect , filter



This texture applies a checker pattern in a radial pattern, out from the center of the texture axis. This can be used for applying checks to a ball or to a tube, and if applied to a plane with the Z axis coming out of the front, will radiate checks from the center. By setting the Z size of this texture to something larger than your object, and applying it to a sphere, you can do a beach−ball type of texture.

REQUESTER TABS

- ***Color***
  - ♦ Color controls
- ***Controls***
  - ♦ Radial Scale: This parameter allows you to scale the texture's size as it radiates out from the axis center.
  - ♦ Z Scale: This parameter allows you to scale the texture's size as it moves up the Z axis.
  - ♦ Sweep Divisions: This parameter allows you to scale the texture's size as it sweeps around the Z axis.