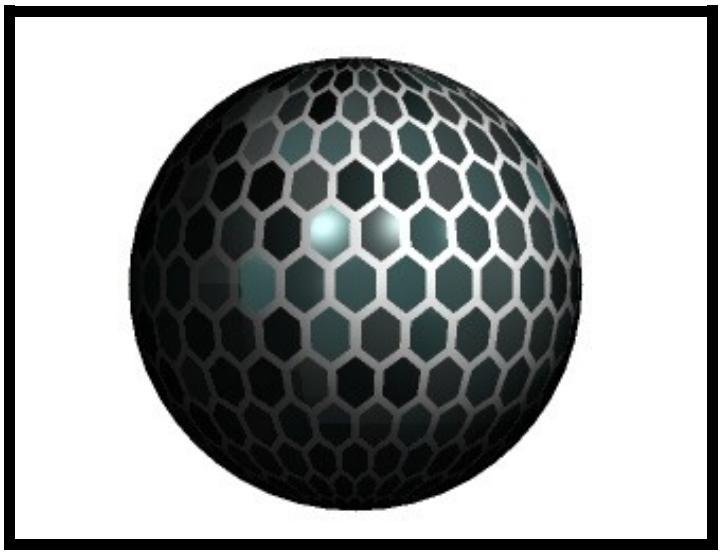
radcomb.itx



Type: Color, Reflect, Filter, Bump.

honeycomb, RadComb and Hexez are the textures that make up the Honey Comb family. These textures apply a pattern of hexagons to an object. In honeycomb and RadComb, color of the walls (ie. cell "walls" in a honey comb) of the hex's comes from the attributes already on the object. In Hexes, the attributes already on the object are applied to the center of the hexagons. The attributes applied by the textures are interpolated randomly from values set within the texture's requester. All the scaling and positioning of these textures is accomplished with the texture's axis. A bump adjustment is also included for doing irregularly oriented hex shaped panels or irregularly oriented (or bumpy) walls.

REQUESTER TABS

- ***Color***
  - ♦ Colors 1 and 2 Use these settings to get the fill color between the texture you want.
- ***Size***
  - ♦ Wall Width Adj (0..1): This parameter adjusts the width of the cell walls. A value of 0.0 removes the cell walls completely.
- ***Controls***
  - ♦ Ref/Flt 1 and 2: These parameters set up the two base attribute values from which all the hex face attributes are interpolated.
  - ♦ Bump Adjust: This parameter sets how apparently dis−oriented all the hex faces are relative to each other.
  - ♦ Arc Division Adj: This will effect the amount of coverage the texture has on your object.