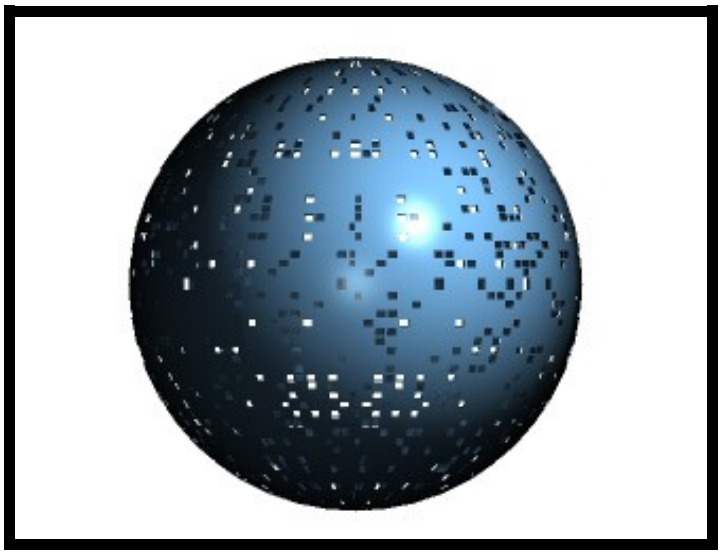
# radwind.itx



***Type: Color, Reflect, Filter.***

These Three Textures, RectWindow, RadWind, and TubeWind, are used to put a lot of little, randomly spaced, randomly lit windows on different objects. This is for doing buildings or space ships, or anything that needs a lot of little symmetric looking, rectangular holes punched in it. By using the Low/Hi Threshold values carefully, and reapplying the same texture, you can get a building with any particular portion of the windows turned on, and have the rest look as if there is no light inside. RadWind is specifically designed to apply properly to spherical objects. How to do a ball with lights on the inside of it: Add a primitive sphere. Scale that sphere down just a little bit (.98), leave it white, and make it bright. Add a second sphere, and don't scale it. Make it some other color (like red), and give it a good specular spot (white) and some hardness (100). Now you have a bright, white sphere inside of another sphere that isn't bright. Apply RadWind to the outer sphere, accept the defaults, and do a quick render with your light source at about a 60 degree horizontal angle. You should get a sphere with windows spread randomly over the surface −− notice that the windows on the dark side of the sphere are still lit up (due to the bright object inside). The transparency value of 1.0 in the default RadWind requester sets the transparency of all the windows to fully transparent so you see the bright object on the inside. Setting this to a lesser value (0.5 −> 0.0) would allow you to see the color adding effects that this texture has. Two colors can be selected, and the color of each window will be randomly interpolated from these.

***REQUESTER TABS***

- ***Color***
  - ♦ Colors 1 and 2: These two parameters let you set up a color range from which the colors of the windows are randomly interpolated.
  - ♦ Sweep Division Adjust: This parameter adjusts the window scaling as they sweep around the Z axis. Integer values work best for this.
  - ♦ Reflect Adj: This parameter can be used to set the reflectance of the windows. A negative value will tell the texture not to modify the reflectance the object already has.
  - ♦ Brightness: Turns on the Brightness function to the windows.
  - ♦ Transparency: This parameter sets the transparency of the windows. The Window textures can add just colored windows to an object, or they can add transparent spots where you can see into the inside of the object. A negative value in any of these will tell the texture to use the colors that are already on the object. A negative value will tell the texture not to modify the transparency the object already has.
- ***Size***
  - ♦ Radial Scaling: This parameter adjust the window scaling as the windows radiate out from the texture

axis.

- Z Scaling: This parameter adjusts the window scaling in the Z direction.
- Min/Max Spacing: These parameters are used to set the size of the space (frame) between each of the windows. By having these set to non−equal numbers, the spacing between the windows will be set randomly between the values you selected.
- Fraction On: What percent of the windows or turned on or are you able to see.
- Distance Traveled: For animation's, you can morph the distance the texture may move.