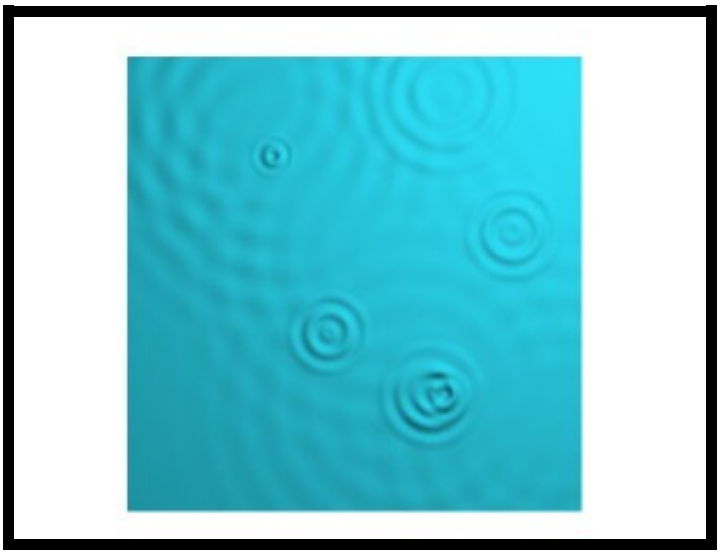
rain.itx

Type: Bump.



Rain makes a surface look like that of a puddle being rained upon. Rain is basically similar to DripDrop.itx. The texture allows the defining of a range of drop parameters (wavelength, amplitude, radius, and number of ripples). Rain occurs in a repeatable cycle. You pick the number of drops in the cycle, and how long (as a fraction of the cycle length) each drop stays around. The textures Axis bounding box restricts this texture's area of effect. − ie. The rain will fall within the area bounded by the texture's axis.

REQUESTER TABS

- ***Size***
  - ♦ Min/Max Wavelength: These are the parameters that set up a range of widths each ripple.
  - ♦ Min/Max Z Amplitude: These are the same as a bump adjust. They are used to set the apparent height/depth of the waves.
  - ♦ Min/Max Max Radius: These set up a range of sizes for the circles created by the ripple.
- ***Controls***
  - ♦ Min/Max Ripple Count: These parameters let you set a range for the number of wave fronts in each drop−ripple.
  - ♦ Min/Max Lifetime The length of time that each drop stays around. The smaller these numbers are, the faster the drop−ripples disappear − Use this to make the ripples dissipate at the rate you need.
- ***Animate***
  - ♦ # of Drops in Cycle: This parameter sets how many drops are going to fall in one animation cycle. The more drops you use here, the longer it will take to render the texture.
  - ♦ Dist Traveled: This is the animation tween position parameter that controls at which point the animation is in the tween. This is the parameter that has to be morphed to make this texture animate − morph it from 0.0 to 1.0.
  - ♦ Random Seed: This parameter can be used to get different patterns of rain.