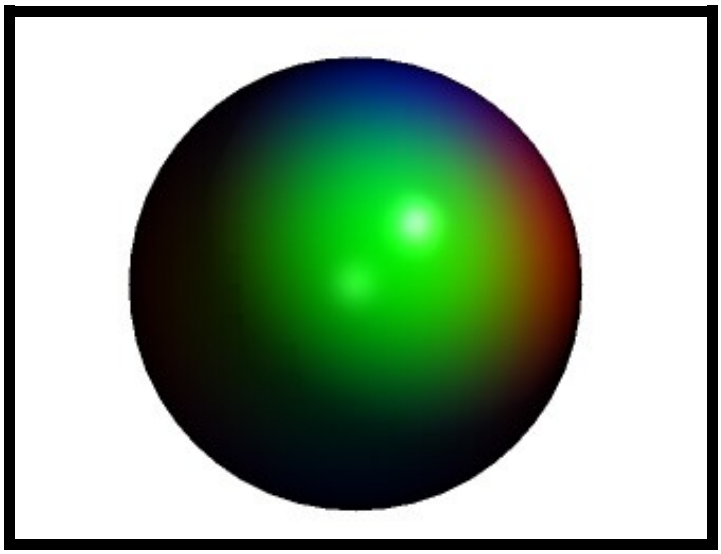
rainbow.itx

Type : color



This texture applies color to the surface of an object based on the direction that that point on the surface of the object points relative to the texture axis. There is three color values which may be set, one for surfaces which point in the X direction, one for the Y direction and one for Z. This texture is most effective when applied to a very bumpy object, or if applied after a texture that makes the surface appear bumpy.

REQUESTER TABS

- ***Color***
  - ♦ Color: This parameter controls the colors that appear prevalently on the surfaces that are nearly perpendicular to the X axis. Any of these can be shut off by entering a negative value as a parameter.
- ***Controls***
  - ♦ Reflect/Filter: These parameters control the colors that appear prevalently on the surfaces that are nearly perpendicular to the Y axis. Any of these can be shut off by entering a negative value as a parameter.