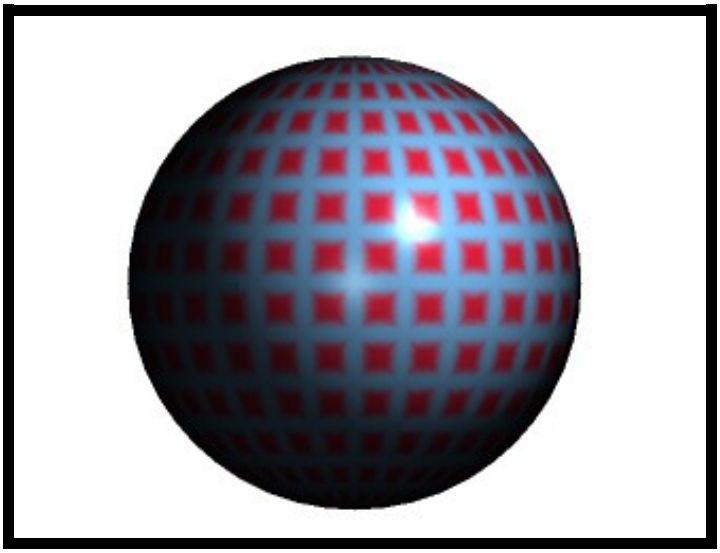
rdditrc.itx

Type: Space Filling (Color, Reflect, Filter).



These textures apply rectangles or circles to an object. The edges of the pattern have a blending so that they won't necessarily have the hardness of just applying the shapes to the object. The dithered area of the shapes also have a noise function that will randomize the blending. DithCirc.itx and DithRect.itx apply best to rectangular objects, while RdDitCir.itx and RdDitRec.itx apply best to spherical objects.

REQUESTER TABS

- ***Color***
  - ♦ Color: These parameters set the attributes of the applied shapes.
- ***Controls***
  - ♦ Size Adjust: This parameter adjusts the size of the shape relative to the size of the overall repeating pattern of shapes (set by the axis size).
  - ♦ Blending Width: This parameter sets the size of the shape that is to be blended from the object attributes to the texture attributes. This parameter is also measured relative to the size of the overall repeating shape pattern.
  - ♦ Intensity Adjust: This parameter blends the texture attributes with the attributes that are already applied to the object. It can be used to morph the texture onto or off of an object or just to apply the texture "thinly."
  - ♦ Arc Division Adjust: In RdDitCir.itx and RdDitRec.itx, this parameter adjusts the number of shapes that are drawn as you go around the circle.
- ***Noise***
  - ♦ Noise 1 and 2: These noise functions are used to dither the blended area of the shapes.