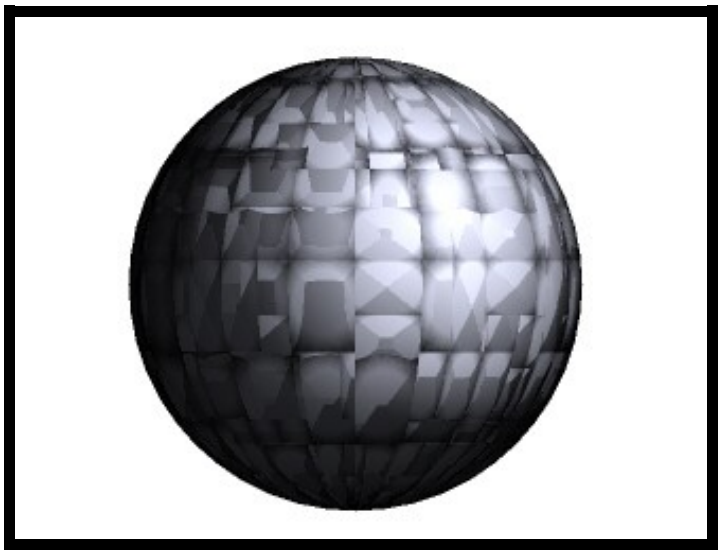
rddthst.itx

Type: Color, Reflect, Filter, Bump.



Coolness − These textures applies a random pattern of beveled, dirty tiles to an object. Color can be added to the bevels and dirt or rust can be added to the corners of the tiles. The first texture, Death Star, applies itself best to flat or cubic objects, the second, Radial Death Star, applies best to tubular or spherical objects. The bump mapping can be turned off, and by adding only color you can do a printed circuit board type look.

REQUESTER TABS

- ***Color***
  - ♦ Bevel Color: The bevels on this texture can be colored. These parameters allow you to set this color. A negative value in any of these will turn the application of color to the bevels off.
  - ♦ Bevel Reflect/Filter: These let you explicitly set the reflectance or transparency of the bevels. Negative values in any of these will tell the texture to just use the values already on the object. Try this texture on a fully transparent object with this filter value set to 0.0.
  - ♦ Bevel Dirt/Rust: These parameters let you dirty up the corners of the tiles. The value you put in here sets the approximate size of the dirt spot. If you apply both dirt and rust, it may look best to keep the rust size smaller than the dirt size.
- ***Size***
  - ♦ Z Scale Adj: This scales the tiles in the Z direction.
  - ♦ Radial Scale Adjust: This parameter adjust the size of the tiles as they radiate out from the texture axis.
  - ♦ Bevel Width Adjust: This parameter sets the width of the bevels (lines) between the tiles.
  - ♦ Bump Adjust: This adjusts the apparent steepness of the bevels between the tiles. 0.0 will make the bevels flat.
  - ♦ Sweep Div: This adjust the size of the tiles as they sweep around the Z axis. Integer values look best, but aren't necessary.
- ***Controls***
  - ♦ X,Y, and Z Eccentricity Adj: These sets the amount of scaling difference in tiles that are affected by an eccentricity factor an a particular axis. − Its a little tough to explain − just play with it.