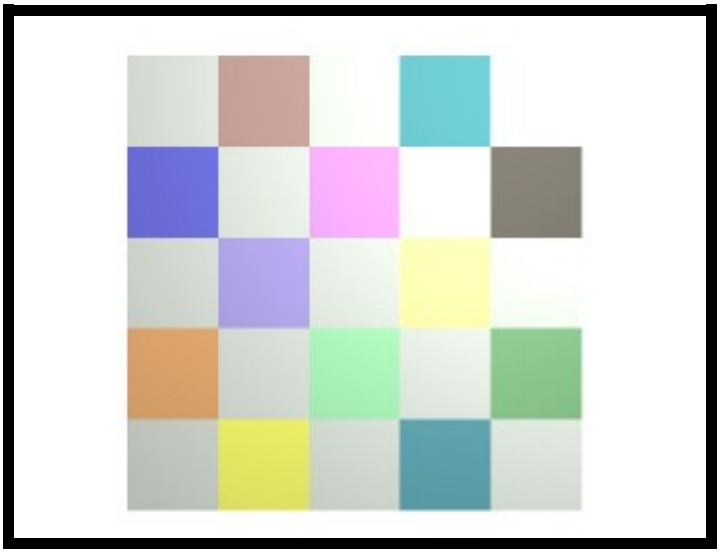
rectchx.itx

Type : color , reflect , filter



This texture applies itself best to rectangular objects. The position of the checks as they go up the Y axis can be staggered so that the checks can be stacked as bricks, and the texture may be applied as boxes all over or as a checker−board.

REQUESTER TABS

- ***Color***
  - ♦ Just that. The color of the check pattern.
- ***Size***
  - ♦ X, Y, and Z Sizes: These are the parameters used to scale this texture. Any of these can be scaled independently in any direction to stretch or change the shape of the checks.
- ***Controls***
  - ♦ Apply as Checks: A check in this box will apply as a checker board pattern on your object.
  - ♦ Stagger Adjust: This parameter will stagger every other row of checks by some fractional amount of the check width. Setting it to 0.5 will stack the checks like bricks along the Y axis.
- ***Variance***
  - ♦ Use this menu to vary the effect it's self. You can vary the basic color, along with Reflection and Filters.