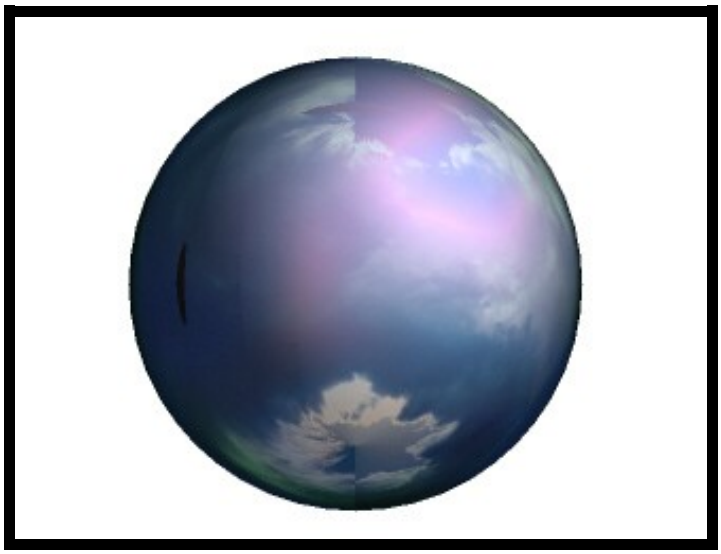
refnoz2.itx



Type : reflect

The Noiz2 Family of textures came out of the need for a more controllable random color texture. The result is a texture that allows you to enter three colors, of which it will pick colors between any two of them and apply the resulting colors randomly over an object. The texture ends up looking more like poorly mixed paint, but this works pretty well for trying to emulate some kinds of marbling. There are three textures in the Noiz2 family − ClrNoiz2, FilNoiz2, and RefNoiz2. They all have the same base algorithm, but one works with colors, one with filter values, and the third with reflectance values. Each texture has fully controllable colors, scaling and noise functions.

REQUESTER TABS

- ***Color***
  - ♦ Reflect 1,2, and 3: Reflect Noise has 3 of reflect values. These 3 sets of reflect information tell the texture where to interpolate to get the colors you want. (Sorry, it's really much easier than it sounds. Just play with it...)
- ***Size***
  - ♦ X, Y, and Z Scaling: These parameters allow you to scale these textures, and by scaling non−uniformly in all three directions, you get the texture to stretch and orient itself in a particular direction.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the color patterns. The magnitude value adjusts how much to alter the shapes of the color areas, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.