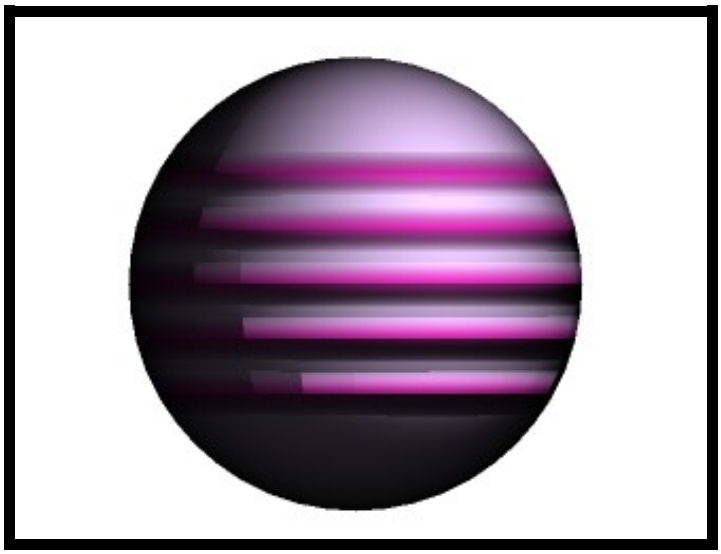
ribbed.itx

Type: Color, Reflect, Filter, Bump.



The Ribbed texture puts a specific number of stripes or bump lines on an object. The texture's area of effect is constrained by it's axis bounding box. Color, reflect, filter and bumps can be added with to the ribs, and the shape of the bumps is affected by the noise function and the smoothing parameters. There is also an intensity value that will allow any brushes/textures already on the object to show through.

REQUESTER TABS

- ***Color***
  - ♦ Rib Color: These set the color attributes for the areas within ribs.
  - ♦ Fract Colored (0..1): Fraction Colored sets what fraction of the repeating pattern of ribs is part of a rib.
- ***Controls***
  - ♦ Filter/Reflect Adjust: These set the reflectance and filter attributes of the areas within the ribs.
  - ♦ Colr Intensity(0..1): This parameter sets how much of the attributes on the object show through the texture's color application.
  - ♦ Bump Adjust: The parameter adjusts the apparent height/depth of the ribs on the object.
  - ♦ Bump Smoothing: This parameter is used to change the shapes of the ribbs from hard edged to smooth edged.
  - ♦ Number of Ribs: This lets you set how many ribbs you want within the area of the texture's bounding box.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the ribs. Setting them to 0,0,0,0 will give you regular, straight ribbs. Adding in the noise will break up and scatter this pattern.