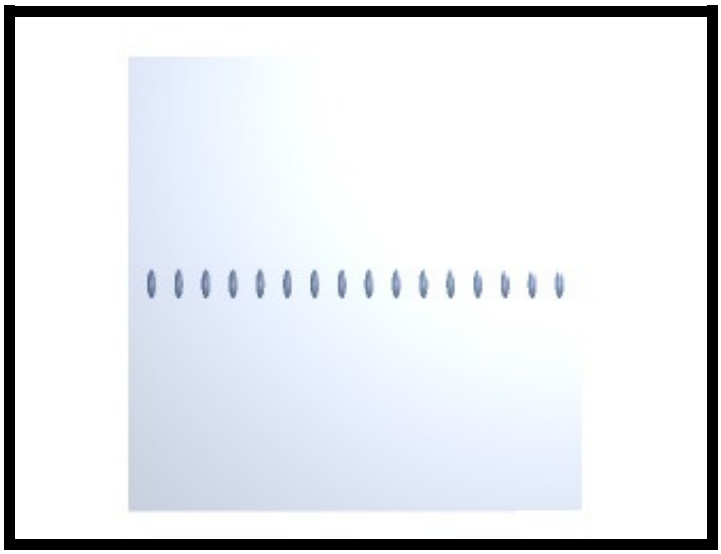
rivitz.itx

Type : color , reflect , filter



This is just that....Rivitz.. You can apply them and get symmetrical patterns on your object. You can make windows or shinny bumps. Apply them multiple times on a box and get a sealed Rivited look. Remember, they are symmetrical patterns, round or rectangular. You can change the amount of and appearance, but not the randomness of the pattern. That texture is DinoSkin.

REQUESTER TABS

- ***Color***
  - ♦ Color: Select the base color of the Rivit.
  - ♦ Rivitz Bright: Use this to flatten out the color. The higher the color the more 2D looking the texture becomes.
  - ♦ Rivit Filter and Reflect Adjust: The Rivit itself can have these attributes. Set the Filter value higher and you can get windows. Set the Reflect higher and you get reflective rivitz.
- ***Size***
  - ♦ Size of Rivitz: The width of each rivit. A setting to 1 will give an entire rivit across the object.
  - ♦ Number of Rivitz: How many are applied to the object.
- ***Controls***
  - ♦ Flat X/Wrap Z: How do you want the rivit to apply itself to your object. Leaving the box empty will apply the first function, Flat−X, While checking the box will apply the second option, Wrap−Z.
  - ♦ Shape Rect/Rnd: Use the check box to change the shape from a Rectangular to Round shape.
  - ♦ On Ordered/Random: Are the Rivitz all on or showing, or are the randomly applied. In an animation, this could simulate a flashing pattern.
  - ♦ Anim Chase/and: During an animation, does the On Ordered/Random pattern happen randomly or work like chaser light, following one after the other.
  - ♦ Percent On: What percent, up to 1, is being turned on or showing.
  - ♦ Bump Adjust: This is the raised look adjustment. The higher the value to 1, the greater the height of the Bumpiness.
- ***Animate***
  - ♦ Random Seed: A value that you use to set a randomness to the animation.
  - ♦ Time Adjust: To make a repeating pattern that is seamless. Setting this to 1 will accomplish this.