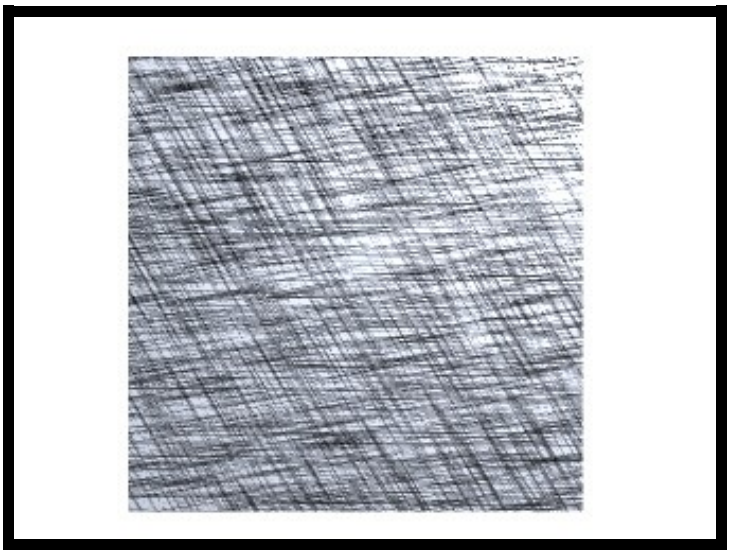
scratch.itx

Type: Color, Reflect, Bump.



This Texture applies random scratches, dings, and dents to the surface of an object to give it a very beat up, and rough look. The texture applies several long and thin, overlapping cuts and dents which are intersected by the surface. This intersection creates the scratched up appearance. It can also add color to the scratches which will look like an antique finish or dirt has been applied to the surface.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: This is the color that will be drawn into the scratches. The coloring can be shut off by entering a negative value in any of these parameters.
  - ♦ Color Clip: This can be used to adjust how much of the dented area gets colored. The coloring radiates from the centers of the scratches to their edges. Increasing this number will let the coloring overlap outside the edges of the scratches, decreasing it will make the color only apply to a smaller area in the center.
- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters are used to scale this texture. If you look at the defaults in this texture you will note how the independent scaling in each axis direction is used to give the scratched look.
- ***Controls***
  - ♦ Top and Bottom Clip: These parameters can be used to adjust the spaces between the scratches (bottom clip) and can be used to flatten out the bottoms of the scratched areas (top clip).
  - ♦ Bump Adjust: This parameter is used to adjust the apparent depth (or height if you use a negative value) of the dents that make up the scratches.
  - ♦ Dispersion: This parameter is used to turn on (or off) a percentage of the scratches. 1.0 turns on all the scratches, 0.5 turns on about half.
- ***Controls***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the scratched pattern. The magnitude value adjusts how much to alter the shapes of the scratched areas, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.