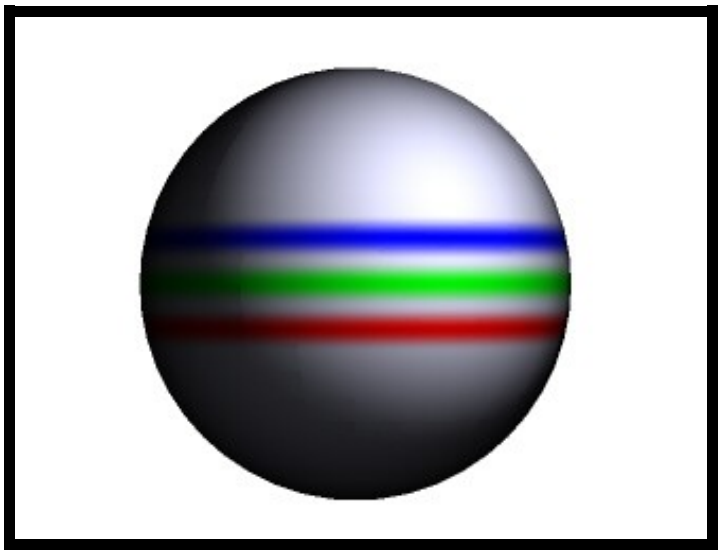
sftstrp.itx



Type: Color, Reflect, Filter.

This texture applies soft edge stripes to an object. The idea is for adding stripes that can look like a soft spray painted line or even like neon−type stripes on an object. The requester has room for three stripes. The texture, if applied to a plane, needs the Z axis coming out of the surface. Note: You can get some hint about how the stripes will be applied by looking at the texture's axis (use Edit Axis). The bounding box is approximately the height of the three stripes that are defaults in this texture (the axis size doesn't change when you change the stripe sizes nor vice versa). Doing Neon or Phasor−like beams: Add a primitive plane, and change the default attributes to make the plane bright and fully transparent (filter = 255, 255, 255). Using transform, rotate the plane's axis by 90 degrees around the X axis (so that the Z axis points out of the plane's surface). Apply SftStrip to the plane. Make the following changes to the texture: Set Stripe 1 and Stripe 3 Width to 0.0. Set Stripe Filter to 0.0. Now render the plane, and you should get a green neon stripe in your picture.

REQUESTER TABS

- ***Color***
  - ♦ Stripe 1, 2, and 3 Colors: Each of the three stripes then gets it's own color settings. Any of these can be set to −1 to turn the stripe off.
  - ♦ Stripe Reflect/Filter: Finally, all three stripes share reflect and transparency (filter) values.
- ***Size***
  - ♦ Stripe 1 and 2 Spacing and Width: The width of, and space between, each stripe is set with the first 5 parameters in the requester.