shingle.itx

Type: Bump.

This texture applies a bump map to an object that sort of emulates the shape of roofing shingles. This texture only works in 2D so apply it to a plane with the Z axis coming out of the surface, and the Y axis pointing towards the peak of the roof.



REQUESTER TABS

- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters are used to scale this texture. Scaling any of these independently can stretch the shingles in that particular direction.
  - ♦ Shingle Ht and Width : These parameters set the height and bottom edge width of the shingles as a fraction of the total size that a shingle and it's bevels take up.
  - ♦ Apply As Checks: By entering any positive number in this parameter, you can tell this texture to only apply every other shingle.
  - ♦ Shingle Size Vary: This can be used to add some randomness to the sizes of the shingles.
- ***Controls***
  - ♦ Face Slope Adjust: This parameter lets you adjust how much the face of each shingle looks like it is sloped from perpendicular to the surface on which the texture is applied.
  - ♦ Bottom, Left, and Right Edge Slope: These parameters adjust the apparent steepness of the bevels on the shingles.
  - ♦ Slope Variance: This parameter adds some randomness to the directions that the faces an bevels face on the shingles.
  - ♦ Stagger Adjust: This parameter can be used to stagger every other row of shingles. This parameter defaults to a value of 0.5 which stacks the tiles like a brick wall.