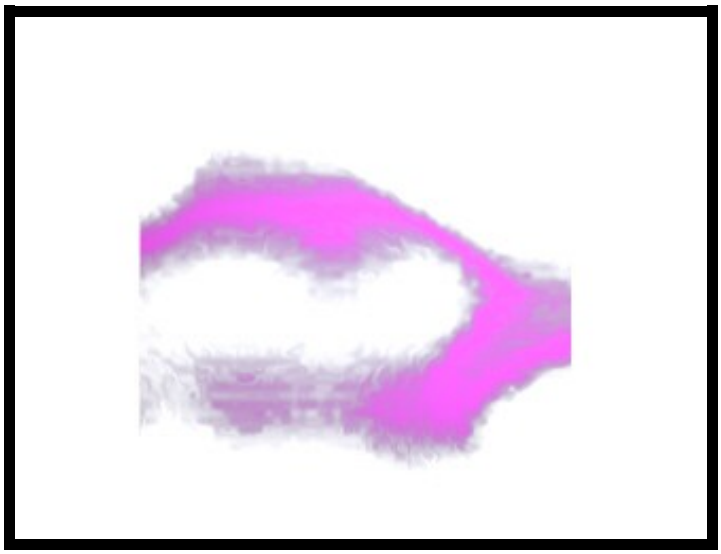
spark.itx

Type: Color, Reflect, Filter.



Spark does the arcing, jumping, popping, dancing thing that a spark between two electrodes does. This is an Animatable noise function, so the only thing changing during the animation is the noise being added to the texture. The attributes of the spark itself are user definable. Use the noise function and the texture axis to alter the shape, size, and position of the spark.

REQUESTER TABS

- ***Color***
  - ♦ Color/Reflect/Filter: These parameters set the attributes of the spark.
  - ♦ Dist Traveled: This is the animation tween position parameter that controls at which point the animation is in the tween. This is the parameter that has to be morphed to make this texture animate − morph it from 0.0 to 1.0.
  - ♦ Travel Magnitude Adj: This is the Animatable noise magnitude parameter. This controls the amount of noise gyrations the texture goes through. Making this number bigger will increase the number of gyrations. This can be used to speed up or slow down the noise gyrations during a fixed number of frames.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the spark. Setting them to 0,0,0,0 will give you a straight, flat line. Adding in the noise will break up and scatter the sparks shape.