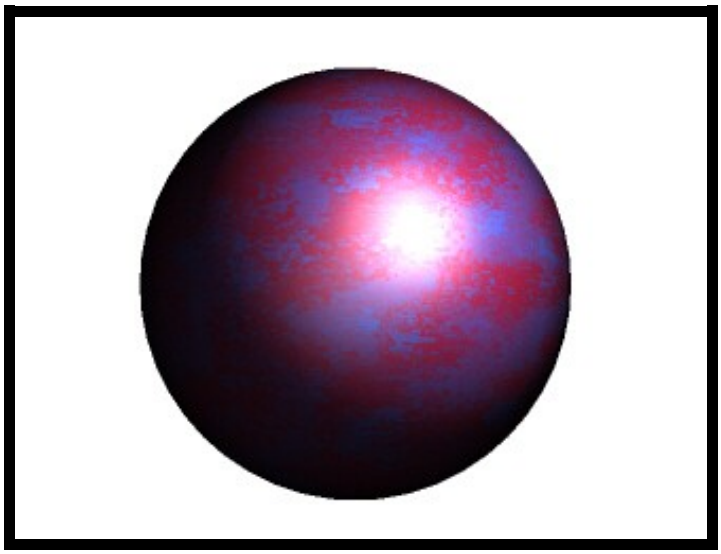
speculr.itx

Type : color



This textures "keys" off the base color of the object and adds a specular color that you set. This is done to achieve a different color than what can be applied with the specular function in the basic detail editor.

REQUESTER TABS

- ***Color***
  - ♦ Key Color: Set the color which the specular will "key" off of.
  - ♦ Specular Color: Set the hot spot or specular color.
- ***Controls***
  - ♦ Hardness: This will tighten up the specular spot on your object. The higher the value the tighter the hot spot.
  - ♦ Intensity: How bright will the specular spot be. The lower the value the less intense the specular spot will be.