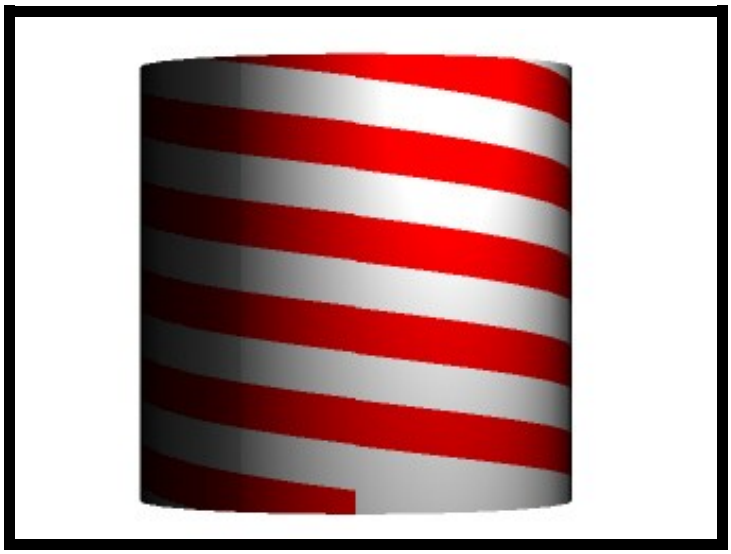
sprlchk.itx

Type : color , reflect , filter



This texture will do barber pole−like stripes, and will do a checker pattern the same way. You have to be careful using this texture, because it is sensitive to the position of it's texture axis relative to the object. The spirals travel up and around the Z axis, and the axis must be positioned above or below the object to avoid getting a change of direction in the spirals. Apply the texture to a tube, and move the texture axis a ways below the object to get rid of any discontinuities in the pattern.

REQUESTER TABS

- ***Color***
  - ♦ Color Sets the basic color of the texture.
  - ♦ Red/Green/Blue Vary: These parameters tell the texture how much it may randomly alter each part of the base color.
  - ♦ Color "Value" Vary: This parameter lets this texture randomly push the check colors closer to black (to change the color's value).
  - ♦ Reflect/Filter Level Vary: These parameters allow you to control how much the texture can randomly alter the reflectance and/or transparency of the checks.
  - ♦ Plate Angle Vary: The orientation of each check may be randomly altered, and this parameter controls how much they can change from check to check.
- ***Size***
  - ♦ Radial Scale: This parameter allows you to scale the texture's size as it radiates out from the axis center.
  - ♦ Z Scale: This parameter allows you to scale the texture's size as it moves up the Z axis.
  - ♦ Sweep Divisions: This parameter allows you to scale the texture's size as it sweeps around the Z axis.
  - ♦ Apply as Checks: Any positive value in this parameter will tell this texture to only apply itself to every other check on the surface. This does checker board patterns.