staingl.itx

Type: Color, Filter, Bump.



The idea of this texture is to create the stained glass look of random bits of different colored glass separated by leading (led−ing). The texture is designed so that a shadow casting light source will cast multi−colored shadows after passing through an object with this texture on it. This texture can also apply a bump to the pieces of glass. The texture takes three colors, two of which are used to interpolate colors for the bits of glass, and one for the color of the lead.

REQUESTER TABS

- ***Color***
  - ♦ Colors 1 and 2: These color parameters set up the range for the glass colors. The defaults are set to red and blue, so the pieces that are produced range from reds to violets to blues. Either or both of these can be set to a negative value in which case they will get their values from the colors already on the object.
  - ♦ Leading Color: These color parameters are used to set the color of the leading. If you use a negative value for any of the parameters, this color will be taken from the color(s) already on the object.
- ***Controls***
  - ♦ Scale Adjust: This parameter adjusts the size of the glass bits. It can only be scaled as a whole.
  - ♦ Bump Adjust: The surface of the glass bits can be given a random surface bump. This parameter allows you to adjust just how deep this pump appears.
  - ♦ Leading Width: This parameter allows you to adjust how wide the lead between the pieces of glass are. A value of 0.0 will make the lines disappear, and a value of 1.0 will cause the lead to completely cover the surface.
  - ♦ Bump Velocity: This parameter can be used to adjust the size of the bump mapping on the glass.
  - ♦ Transparency: These parameters allow you to set the overall transparency of the glass bits.