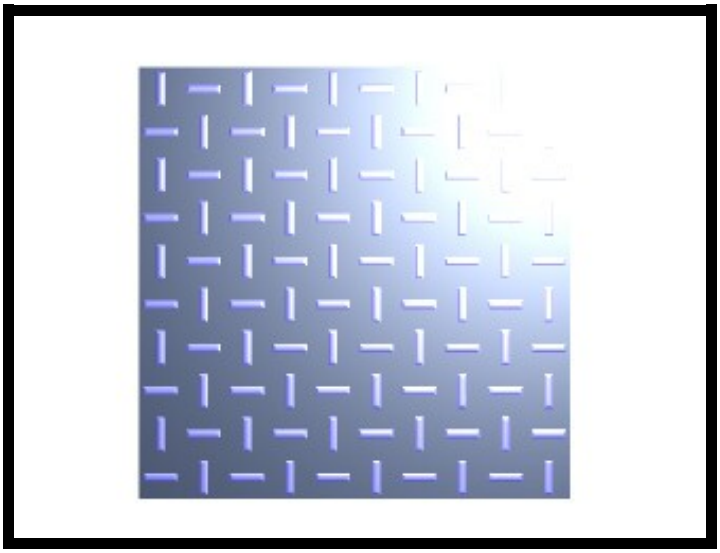
stamped.itx

Type: Color, Reflect, Filter, Bump.



This texture does something like the texture of the stamped steel plate that is sometimes used as flooring in steel cat walks or stairs. This texture is basically a derivative of BathTile.itx, so it uses the same nomenclature (ie."Grout" is the spaces between the tiles or bumps...). The texture can be scaled independently in all three axes, and the color/reflect/filter of the areas between the bumps can be set.

REQUESTER TABS

- ***Color***
  - Grout Color: These color values set the color attributes of the areas between the stamped blocks.
- ***Size***
  - X, Y, and Z Size: These parameters are used to set the size and to control the shape of the stamped pattern.
  - Bevel Width: This parameter controls the width of the bevel on each of the stamped blocks.
  - Bevel Slope Adj: This is a bump adjustment that controls the apparent height and slope of the bevels on the stamped blocks.
  - Grout Width: This parameter sets the amount of space between the stamped blocks.
- ***Controls***
  - Stagger Adjust: This can be used to stagger the blocks in a brick−like pattern. I don't know of any use for it, but left it in anyway.
  - Bevel Smooth (0..1): This parameter controls some smoothing that can be done on the edges of the stamped blocks.
  - Grout Reflct/Filter: These allow adjustment of the filter and reflect attributes of the areas between the stamped blocks.
  - Checks Enabled: This check box will shut off every other of the bricks. This leaves all the remaining blocks oriented the same way.