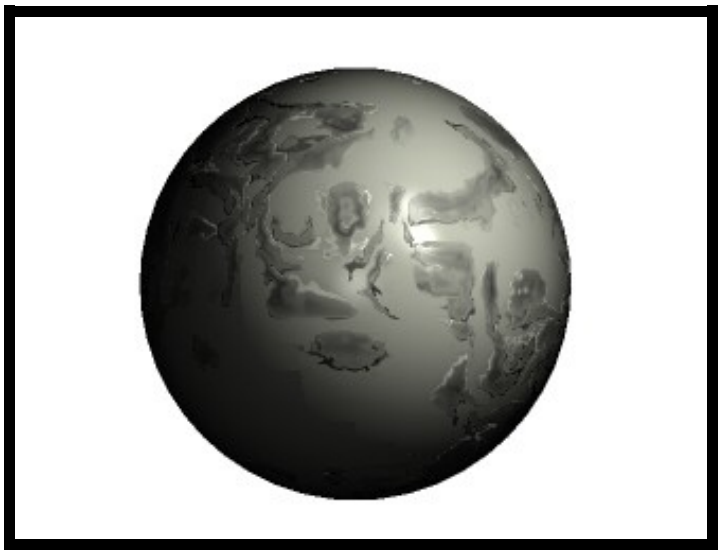
statue.itx

Type: Color, Bump.



Statue is a surface texture that applies random shaped swatches that look like flakes of the surface have worn away. The texture can also apply color to the areas that have are gone, perhaps giving the object a more weathered look. The shapes of the bumps can be controlled by changing the size of the texture or by using the two noise functions to disturb or smooth out the original shapes.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: This is the color that can be added to the center of the chipped out areas. As a default the red value is negative which shuts of the addition of color.
  - ♦ Color Clip: When color is added, this parameter determines how far out from the center of the chipped out areas the color will go.
- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters are used to scale the texture, and by scaling in only one axis direction, you can stretch the surface pattern in that direction.
- ***Controls***
  - ♦ Top and Bottom Clip: Bottom clip adjusts the spacing between the chipped out areas. The top clip adjusts how much of the middle of the chipped out area is flat. The difference between these two determines how wide the sloped areas will be.
  - ♦ Bump Adjust: This parameter adjusts the apparent steepness of the edges of the worn away area.
  - ♦ Dispersion: This parameter tells what percentage of the chipped out spots should be added. 0.5 will apply about half of the total possible chipped out spots.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the surface texture. The magnitude value adjusts how much to alter the shapes of the chipped out areas, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.