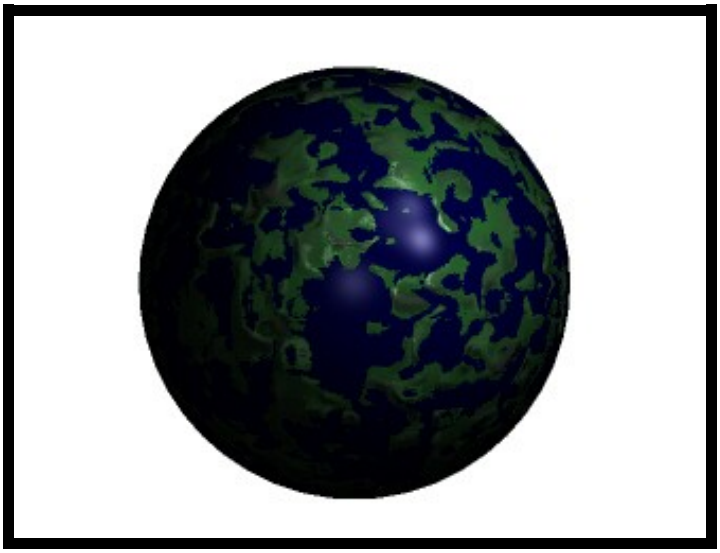
terra.itx

Type: Color, Bump.



Terra is a texture that has two independent bump functions that can be combined to make something that looks like landforms. Each of the bump functions has a color associated with it and color blending can be used to allow the object color to come through. This texture has the usual axis scaling and noise functions that allow changing of the sizes and shapes of the bumps.

REQUESTER TABS

- ***Color***
  - ♦ Color 1 Red/Green/Blue: These color settings set the color of the first of the two color/bump map areas. If blending is turned on, this color will dominate the center of the bumps and fade out to the object's color on the periphery.
  - ♦ Color 1 Bump (−1..1): This parameter sets the apparent height/depth of the bumps in the first bump/color mapping function.
  - ♦ Blend Color 1? (0/1): Setting this to 0.0 will turn off the color blending in the first bump/color/mapping function. Setting to one turns on the color blending.
  - ♦ Color 2 Red/Green/Blue: These color settings set the color of the second of the two color/bump map areas. If blending is turned on, this color will dominate the center of the bumps and fade out to the object's color on the periphery.
  - ♦ Color 2 Bump (−1..1): This parameter sets the apparent height/depth of the bumps in the second bump/color mapping function.
  - ♦ Blend Color 2? (0/1): Setting this to 0.0 will turn off the color blending in the second bump/color/mapping function. Setting to one turns on the color blending.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the bump/color mapping. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will break up and scatter their pattern.