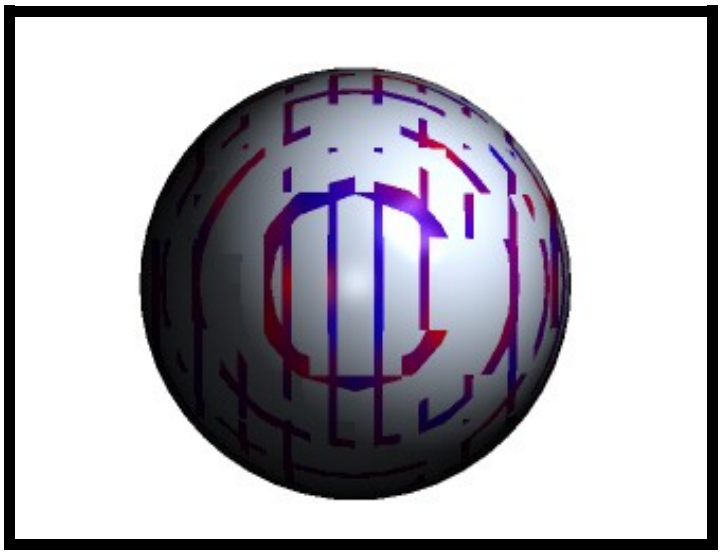
tracer.itx

Type: Color, Reflect, Filter, Bump.



This texture creates a sort−of techno looking pattern of horizontal and vertical line segments. The attributes of the line segments is interpolated from the values in the texture axis and is applied in manner similar to ColrNoiz and BumpNoiz. The texture can be scaled independently in all three axes by editing the texture's axis, and the color/reflect/filter/bumpiness of the line segments can be modified.

REQUESTER TABS

- ***Color***
  - ♦ Color 1 and 2: These parameters set up the two base attribute values from which all the line segment attributes are interpolated.
- ***Controls***
  - ♦ Wall Width Adjust: This sets what fraction of the objects surface will be covered by the line segments. The width adjust adjusts the thickness of the lines.
  - ♦ Ref/Flt 1 and 2: These parameters set up the two base attribute values from which all the line segment attributes are interpolated.
  - ♦ Bumpiness: This parameter sets the apparent depth of the bump mapping that can be applied on top of the lines.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change and break up the shape of the color/bump mapping that is applied to the line segments.