transpr.itx



Type : filter

This texture works on a very simple idea − take all the colors on the surface of an object and convert them to filter values. This can be used on brush maps or on procedural color maps (textures). The transparency adjustment in the requester allows you to adjust the amount of transparency so that if you render an object that is made transparent, the colors will still look good. The texture can be used to put things that look like slides into a scene, and it can be used to create things that shadow casting light sources can interfere with.
Shadow casting example: Add a primitive sphere. Add a ground and move it below the sphere. Add the Worm Vein texture to the sphere and accept the defaults. Add Transpar texture to the sphere and accept the defaults. Add an axis to the scene and make sure its in the center of the sphere. On the axis, modify the attributes to make the axis a shadow casting light source. Now render this scene with the shadow casting light source being the only light source in the scene (in quick render, click on "Don't Add Light Source"). The texture on the sphere will be cast as a colored shadow onto the ground.

REQUESTER TABS

- ***Controls***
  - ♦ Transparency: This sets the transparency level of the resulting object. Fully transparent seems to mess up the looks of the colors when viewed directly. Setting this to a lower value (like 0.5) fixes this.