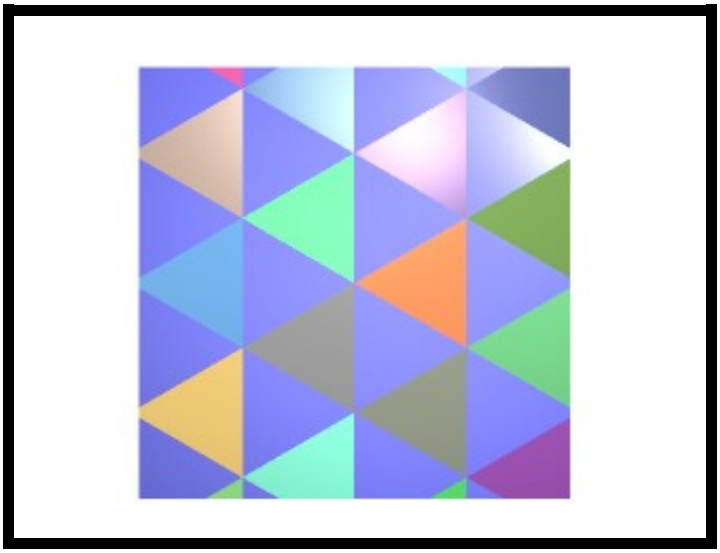
trichex.itx

Type: Color, Reflect, Filter, Bump.



This is another checkerboard texture, but this one applies itself based on a triangular pattern. The checks are independently scaleable in all the texture axis directions. A base color can be set (or turned off), and the base color can be varied independently in all three colors as well as a whole. The reflectance and transparency of each check can be randomized and the apparent surface orientation of each check can also be altered.

REQUESTER TABS

- ***Color***
  - ♦ Color: These are the parameters that set up the base color for the texture.
  - ♦ Red/Green/Blue Vary: These Parameters tell the texture how much it can randomly alter each of the color values set in the base color.
  - ♦ Color 'Value' Vary: Color "Value" tells you how far from black a color is. By changing this parameter, you can randomly alter the value of each check the texture makes.
  - ♦ Reflect/Filter Level Vary: These parameters are use to randomly alter the reflectivity and transparency of triangles in this texture.
  - ♦ Plate Angle Vary: This parameter can be used to randomly alter the direction of the surface of each check in this texture.
- ***Size***
  - ♦ X and Y Size: These parameters can be used to scale the checks, and each can be scaled independently to change the shapes of the triangles.
  - ♦ Apply as Checks: Any positive number in this parameter will tell TriChex to apply itself in every other triangle position (like a Chinese checker board).