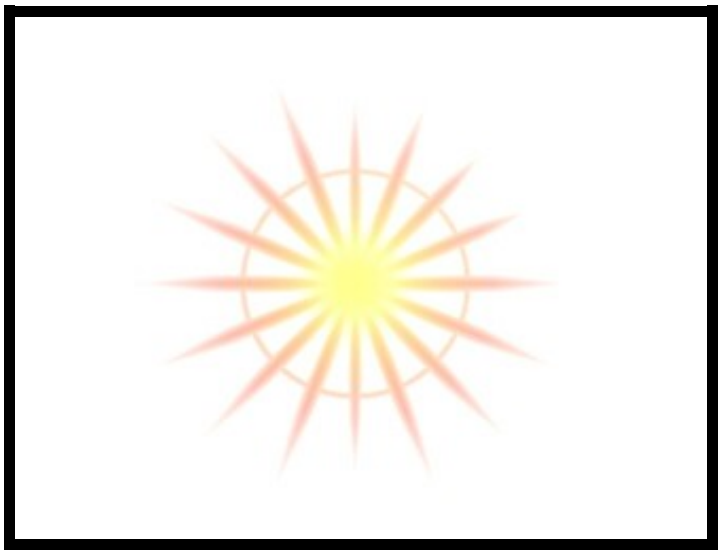
twinkle.itx



Type : filter

Twinkle is designed to emulate the flaring effect that light sources sometimes have on a blistering bright objects. The texture is applied to a flat surface with it's Z axis pointing out of the surface, and it adjusts the transparency of the object so that four seperate shapes appear, a flare, a ring, an eight pointed star, and a four pointed star. The size and density (intensity) of each shape can be adjusted. The colors already on the object show up as the color of the star. For example, apply FireBall texture so that the center of a disk is white, and the edges are purple, and the flare will fade from white at the center to purple at the edges.
Notes: If you use fireball to paint the Flare object, remember to set the filter adjust numbers to −1.0 so that FireBall doesn't re−affect the filtering set up by Twinkle.

REQUESTER TABS

- ***Size***
  - ♦ Flare Radius: This is the size of the inner flare.
  - ♦ Ring Radius: This adjusts the size of the ring around the flare.
  - ♦ Star 1 Radius: This sets the size of the eight pointed star.
  - ♦ Star 2 Radius: This sets the size of the four pointed star.
- ***Controls***
  - ♦ Flare Inten (0..1): This adjusts how intense the flare is − how non−transparent
  - ♦ Ring Select(1,2,3..): This can be used to adjust the radius of the ring, but where Ring Radius Adj changes the thickness of the rings, this won't.
  - ♦ Ring Inten (0..1): This adjusts how intense the ring is − how non−transparent.
  - ♦ star 1 Inten (0..1): This adjusts how intense the eight pointed star is − how non−transparent.
  - ♦ star 2 Inten (0..1): This adjusts how intense the four pointed star is − how non−transparent.Flare Inten (0..1): This adjusts how intense the flare is − how non−transparent
  - ♦ Ring Select(1,2,3..): This can be used to adjust the radius of the ring, but where Ring Radius Adj changes the thickness of the rings, this won't.
  - ♦ Ring Inten (0..1): This adjusts how intense the ring is − how non−transparent.
  - ♦ star 1 Inten (0..1): This adjusts how intense the eight pointed star is − how non−transparent.
  - ♦ star 2 Inten (0..1): This adjusts how intense the four pointed star is − how non−transparent.