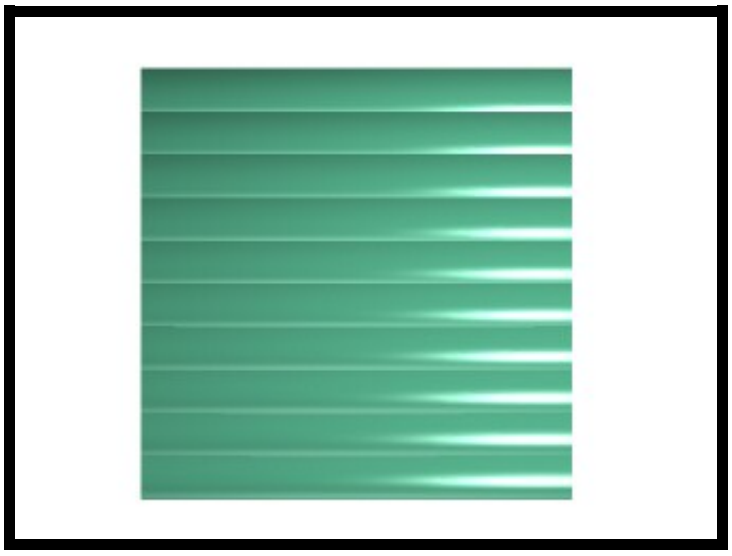
venitin.itx

Type : Bump

This Texture applies a bump map to an object that sort−of emulates a closed Venitian blind. It could be used for siding on a house, or anything that needs textured stripes.



REQUESTER TABS

- ***Size***
  - ♦ Z Size: This param sets the vertical height of each slat in the blind.
  - ♦ Bump Adjust: This sets the apparent depth of the blind − can be set to negative to invert the bumps.