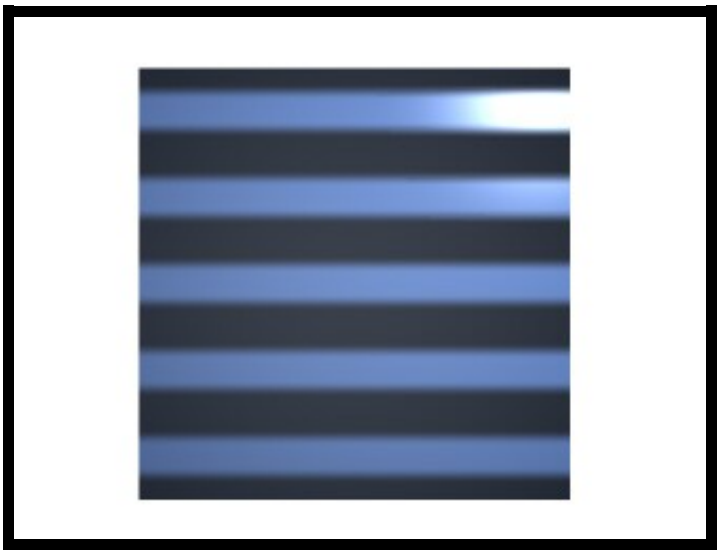
# venlite.itx

***Type: All Lights***

This texture, applied to a light, will make the light look as if it were cast through a venitian blind.



***REQUESTER TABS***

- ***Controls***
  - ♦ Number of Shadows : This is the number of slats that are in the Venitian blind that would cast shadows if the light was a rectangular light source.
  - ♦ Shadow Sz Adj : This parameter adjusts the size of the shadow (how open or closed the blind is). A value of .5 will give a light that is half occluded by the slats in the blind.
  - ♦ Penumbra Adj : This parameter sets the size of the light's penumbra (soft shadow) as a fraction of the amount of light showing.
- ***Noise***
  - ♦ Noise 1 and 2 : These parameters allow you to add noise to the penumbra area of the texture so you can get a more grainy penumbra instead of a smooth gradient.