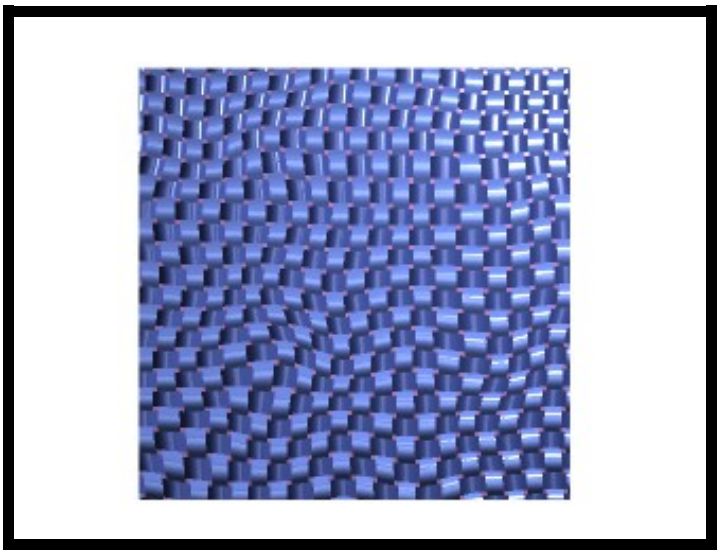
weave.itx

Type: Color, Reflect, Filter, Bump.



This texture applies both bump mapping and colors to an object to make a weaved pattern like you would find in lawn chair webbing. The width of the strips in the weave can be adjusted as can the vertical and horizontal striping color. The amount of bump can also be altered from totally removing the bumps to making them appear very bumpy. Negative bump values look kind of fakey because they put the specular spots in the wrong positions.

REQUESTER TABS

- ***Color***
  - ♦ Verticle and Horizontal Stripe Colors: These parameters allow you to set the colors of the stripes. If you enter a negative value for any of these parameters, the color for that stripe will be taken from the colors already on the object.
- ***Size***
  - ♦ X and Y Size: These parameters are used to scale the texture in X, and Y. The texture can be stretched by scaling in only one direction.
  - ♦ Stripe Width: This parameter allows you to set the width of the stripes in this texture as a fraction of the X/Y Size values.
  - ♦ Bump Adjust: This parameter adjusts the apparent height of the stripes as they weave under and over each other.
- ***Controls***
  - ♦ Stripe Reflect/Filter: These parameters can be set to alter the reflectivity or transparency where the stripes fall. Negative values in any of these parameters will not alter the filter/reflectivity already on the object.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to add randomness to the weaved pattern. The magnitude value adjusts how much to alter the shapes of the stripes, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.