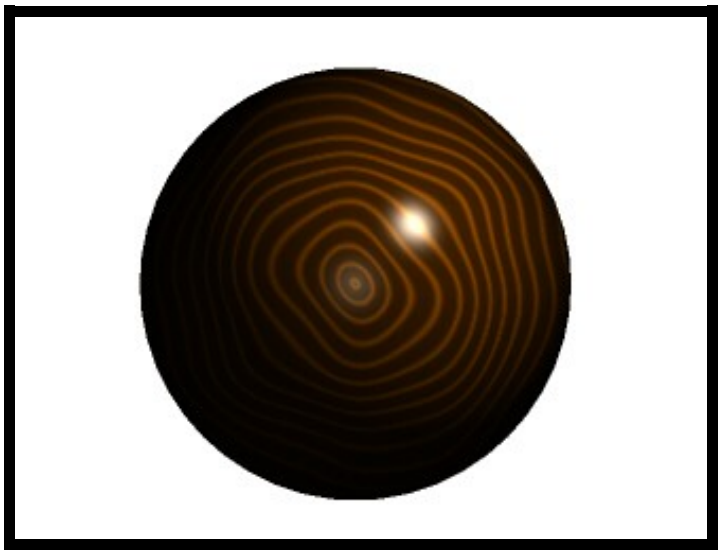
wood.itx



Type : Color

This texture produces a wood grain pattern, as if your object was cut from a single piece of wood, with a grain pattern that is concentric rings (with random variations), centered around the texture's Y axis.
You control the the pattern uses the object color, and a "ring color" that you specify. The "Exponent" parameter controls the relative thickness of the "ring color" lines ... with a larger value giving a narrower line. The "Variation" parameter controls the "randomness" in the pattern.

REQUESTER TABS

- ***Parameters***
  - ♦ Set the color , space , exponent and variation of the rings