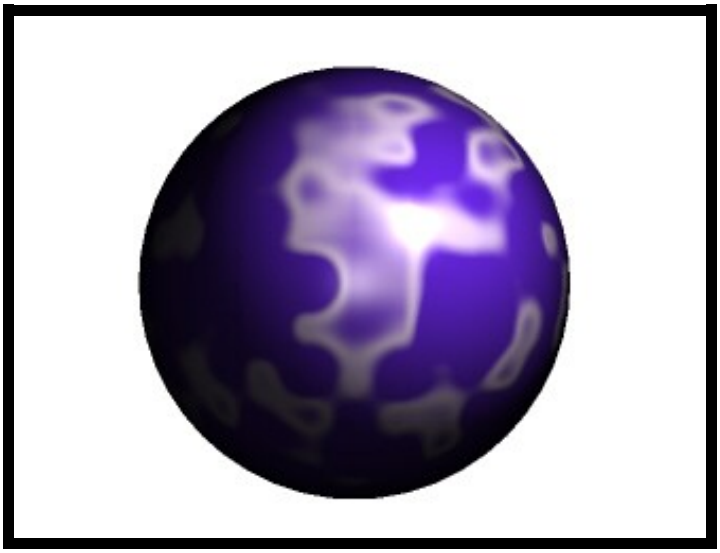
wormven.itx



Type: Color, Reflect, Filter, Bump.

This ones cool. This texture applies wandering worm−like things to the surface of the object. The worms can be color and/or bump mapped onto the object and is scale−able in all 3 texture axes directions independently. This scaling allow you to squish the texture until it looks like the veining is oriented in a certain direction. The bump mapping allows you to apply raised, flat, or indented veins, and the color/reflect/filter values allow you to color the veins. Negative values in color/ref/filt will cause those aspects of this texture to be ignored. The texture also has a V1 and V2 parameters that are an attempt to make the vein width adjustable, but wide ranges don't map very well.

REQUESTER TABS

- ***Color***
  - ♦ Color/Reflect/Filter: These parameters set the attributes of the veins. A negative value in any of these parameters will tell the texture to take that particular attribute from what is already on the object.
- ***Size***
  - ♦ X, Y, and Z Sizes: These parameters are used to scale this texture. By scaling any of these up in a particular axis direction, you can get the veins to line up towards a certain direction.
- ***Controls***
  - ♦ V1 and V2: Together, the difference between these parameters determines the width of the veins.
  - ♦ Bump Adjust: This adjusts the apparent height (or depth if you use a negative value) of the veins on the surface of the object.
- ***noise***
  - ♦ Magnitude, Velocity 1 and 2: Create some diversion in the pattern with these functions.