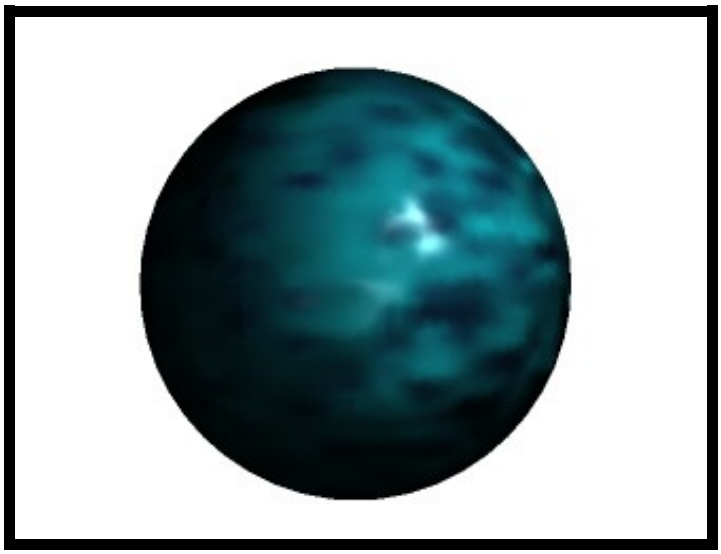
wrinkle.itx

Type: Color, Reflect, Bump.



This texture is a bump noise type that, through scaling and noise functions, applies itself in wiggly lines across the object. The texture also has the ability to apply a semi−controlled, random color pattern to the object that follows the same patterns as the bumps. The applied color is interpolated from somewhere between two colors that you set up.

REQUESTER TABS

- ***Color***
  - ♦ Colors 1 and 2: These two color settings can be used to apply a random coloring to the object which will follow the same basic patterns as the wrinkles.
- ***Size***
  - ♦ X, Y, and Z sizes: These parameters are used to scale the size of the wrinkles and, scaled independently, can be used to alter the shape and alignment of the wrinkles.
- ***Controls***
  - ♦ Bump Adjust: This parameter adjust the apparent height (or depth depending on your perspective) of the wrinkles.
- ***Noise***
  - ♦ Noise 1 and 2: These are the noise functions used to alter the randomness of the bump patterns. The magnitude value adjusts how much to alter the shapes of the bumpy areas, and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.