zooloo.itx

Type: Color, Bump.



This texture applies (sort−of) stripe shaped, random splotches of color to an object. The scaling in X, Y, and Z give the splotches their stripe−like look. The amount of noise can be varied in all the texture axis directions to disturb the shapes of the splotches, and the size, color, and the surface orientation of the splotches can be altered to make the specularity play across them differently.

REQUESTER TABS

- ***Color***
  - ♦ Stripe Color: These parameters set the attributes for the spots themselves. Setting any of these values to a negative number will make the texture take this particular attribute from that on the object already.
  - ♦ Percent Colored: This parameter controls the size of the spots on an individual bases. Setting this to a smaller number will make the spots smaller.
- ***Size***
  - ♦ X, Y, and Z Scale: These parameters are used to scale the texture, and they can also be use to stretch the shapes of the "spots" when adjusted independently.
- ***Controls***
  - ♦ Stripe Reflect and Filter: These parameters set the attributes for the spots themselves. Setting any of these values to a negative number will make the texture take this particular attribute from that on the object already.
  - ♦ Angle Vary: This parameter is used to the surface orientation of the spots themselves. The higher this value, the higher the possible angle difference could be from that the object originally had.
- ***Noise***
  - ♦ Disturbance: This parameter adds noise to the shapes of the bumps. The higher this number, the more wiggly and un−round the spots will get.
  - ♦ Dispersion: This parameter will randomly turn off a portion of the spots. It can be used to determine how much of the surface is covered with spots.