MEMO – Hyper Texture

Problem / Task

Create a means to output very high positive or negative values to over-drive materials.

Solution

1. Put a dot in any parameter in the Materials Lab to get a random texture, then enter the DTE and modify the texture according to the table.

Positive Hypertexture		Component 1	Component 2	Component 3
Component	Swatches	All Black	All Black	All Black
	Color Mode	RGB, None	RGB, None	RGB None
	Output Type	Alpha Cannel	Alpha Cannel	Alpha Cannel
Noise	Type	Distance Squared	Nothing	Nothing
	Mode	Minimum	Standard	Standard
	Octaves	1	0	0
	Frequency	X = Y = Z = –1	X = Y = Z = 0	X = Y = Z = 0
	Dimensions	3D	3D	3D
	Direction	XY = YZ = 0	XY = YZ = 0	XY = YZ = 0
Filter	Type	None	Sine(aX)+b	Sine(aX)+b
	a	1	~0.013	~0.013
	b	0	0	~ –0.50
	c	2	2	2
Phase	Type	Nothing	Nothing	Nothing
	Mode	Standard	Standard	Standard
Blend Mode	Comp 1 & 2	Difference		
	Comp 2 & 3		Multiply	

Negative Hypertexture: Copy Component 3 into Component 2 and disable Component 3. Blend Component 1 and 2 with Mode Multiply.

2. Save the Positive and Negative Hypertextures into the Texture Library for later use.

Adjustments

- With extreme care fine-adjust the Filter b parameter towards zero to increase hyper value. –4.90 gives a higher value than –0.50.

Note: The Combination window shows a pattern that gives a hint how intense the value is set. The more diagonal strips are visible, the higher the value. Strive for as few as possible so the value can be better handled with the parameters in the Materials Lab. The value at far right is higher.

Hyper textures can be created since Bryce 5. *David Brinnen* gets the credit for discovering this option. There are many uses for them in the Materials Lab. One is the *Super Metallic Effect* (see respective Memo).

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