KERKYTHEA

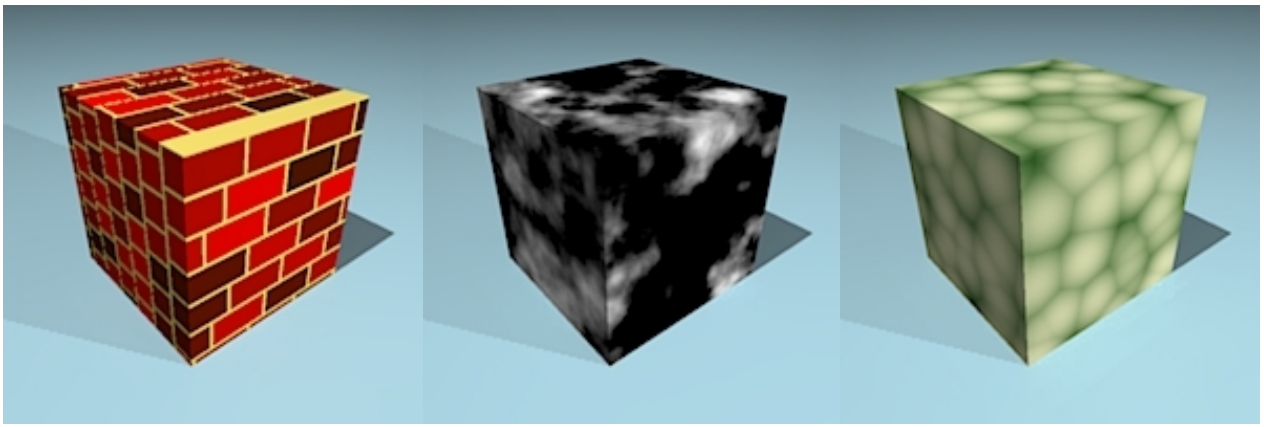
Texture Plugins provided by Avariant for Kerkythea.

Kerkythea provides a plugin SDK through which developers may create textures, materials, and lights. These are plugins for textures that you can apply to any channel in the material editor.

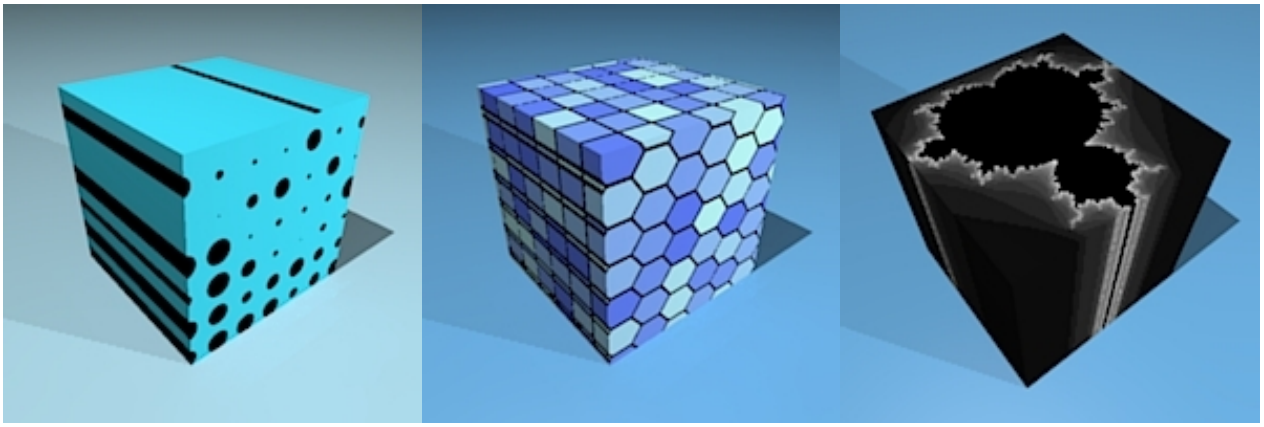
All the .dll files need to be in the same directory as Kerkythea.exe. The images in \MaterialEditor\Icons should be copied to the \MaterialEditor\Icons directory. The following needs to be added to the Kerkythea.ini text file (or just replace your existing file with the included one):

plugin mBrick.dylib
plugin mCells.dylib
plugin mCloud.dylib
plugin mCylinder.dylib
plugin mDepth.dylib
plugin mFractal.dylib
plugin mHexagon.dylib
plugin mLines.dylib
plugin mMultiFractal.dylib
plugin mRock.dylib
plugin mSpots.dylib
plugin mTile.dylib
plugin mWaves.dylib
plugin mWeave.dylib

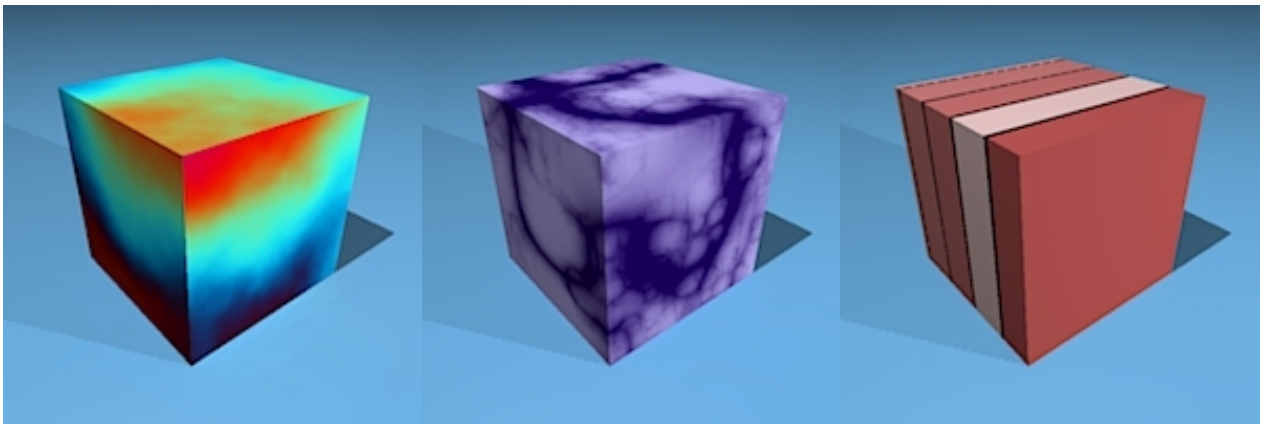
Some examples:



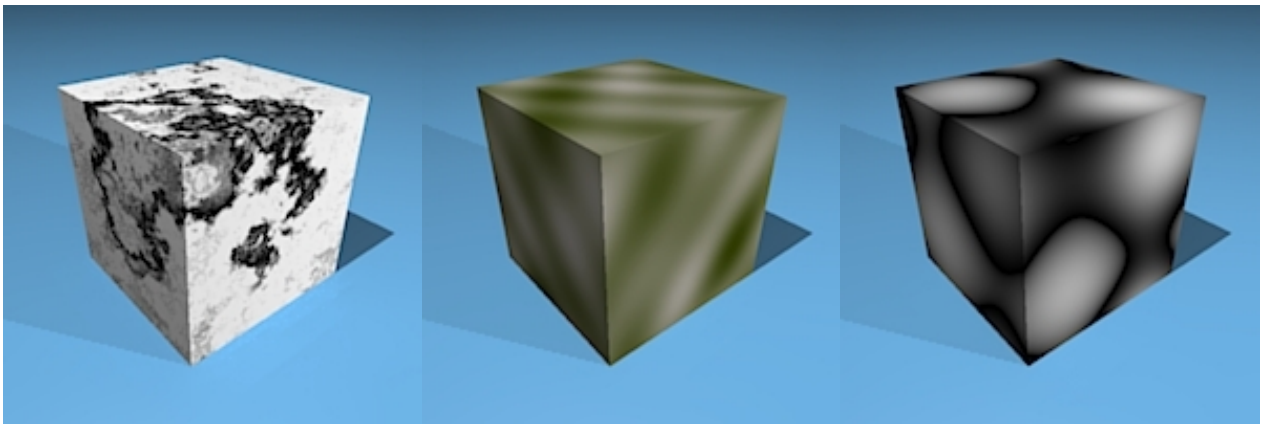
mBrick *mCloud* *mCells*



mCylinder *mHexagon* *mFractal*



mIridescent *mMultiFractal* *mLines*



mRock *mWaves* *mSpots*

mWeave

All the textures have quite a few parameters. Here is an overview of them.

There are two categories of textures in this set: Unit and Organic.
The organic textures include Cloud, Iridescent, MultiFractal, and Rock. All the others are considered "unit" textures.

The unit textures allow you to specify turbulence, which distorts the texture in a "fluid" way. All the parameters in the **"Noise"** block control the turbulence.

Turbulence: The magnitude of the turbulent effect
Octaves: Influences the fineness of the turbulent detail
Omega: Influences the "size" of the turbulence features
Variation: Influences the smoothness / blurriness of the turbulence
Seed: Generates a whole new turbulent set with similar characteristics but different features

Tip: Keep turbulence low (<1) and make only small adjustments from the defaults until you get a good feeling of what the parameters do.

The organic textures have many of the same parameters that act in the same way but they effect the texture itself, instead of any turbulence.

Brick:
Aspect Ratio: Controls the height-to-width ratio of each brick
Brick Offset: Controls how much each concourse of bricks is offset from the previous
Mortar Percent: The size of the mortar lines
Brick Color: Brick Color
Mortar Color: Mortar Color
Invert: Inverts the brick and mortar color. Useful when masking
Random Color: A secondary brick color randomly blended with Brick Color if Random Bricks is selected.
Random Bricks: Blends Brick Color and Random Color
Random Weight: Controls how the random blending is performed
Axis: The primary axis along which the bricks are layed

Cells:
Chord: The cellular pattern
Metric: Affects the shape of the pattern
Iterations: Blends multiple iterations of the texture
Color settings

Cloud: (organic)
Color settings

Cylinder:
Hard Color: Hard or blended transition
Scale: Cylinder size
Random Scale: Randomly varies the size of the cylinders
Random: Cylinders randomly appear
Iterations: Blends multiple iterations of the texture
Axis: The primarily axis along which the cylinders travel
Color settings

Fractal:
Iterations: Controls detail of fractal
Type: Type of Mandelbrot fractal
Color settings

Hexagon:
Mortar Percent: The size of the mortar lines
Brick Color: Brick Color
Mortar Color: Mortar Color
Invert: Inverts the brick and mortar color. Useful when masking
Random Color: A secondary brick color randomly blended with Brick Color if Random Bricks is selected.
Random Bricks: Blends Brick Color and Random Color
Random Weight: Controls how the random blending is performed
Axis: The primary axis along which the bricks are layed
Aspect Ratio: Controls the height-to-width ratio of each brick

Iridescent: (organic)

Layer IOR: Index of refraction for the thin film
Surface IOR: Index of refraction of the surface on which the film is applied
Thickness: Thickness of the film in micrometers
Variance: Variation of the film in micrometers
Note: The noise parameters effect the variation of the film thickness.

Lines:
Line Width: The size of the lines
Line Color: Line Color
Fill Color: Fill Color
Invert: Inverts the line and fill color. Useful when masking
Random Fill: A secondary fill color randomly blended with Fill Color if Random Color is selected.
Random Color: Blends Fill Color and Random Color
Random Scale: Random size of line width
Axis: The primary axis along the lines are layered

MultiFractal (organic)
Lacunarity: Affects the size of the pattern
H: Affects the sharpness / detail of the pattern
Threshold: Affects the transition from High Color to Low Color
Sharpness: Affects the sharpness of the pattern ridges
Offset: Affects the amount of High Color vs Low Color
Color settings

Rock: (organic)
Mode: Different rock styles / patterns
Color settings

Spots:
Iterations: Blends multiple iterations of the texture
Color settings

Tile:
Tile Offset: Controls how much each concourse of tile is offset from the previous
Color settings

Waves:
Wave Count: Number of wave emanation points
Frequency: Wave frequency
Color settings

Weave:
Exactly like Bricks