

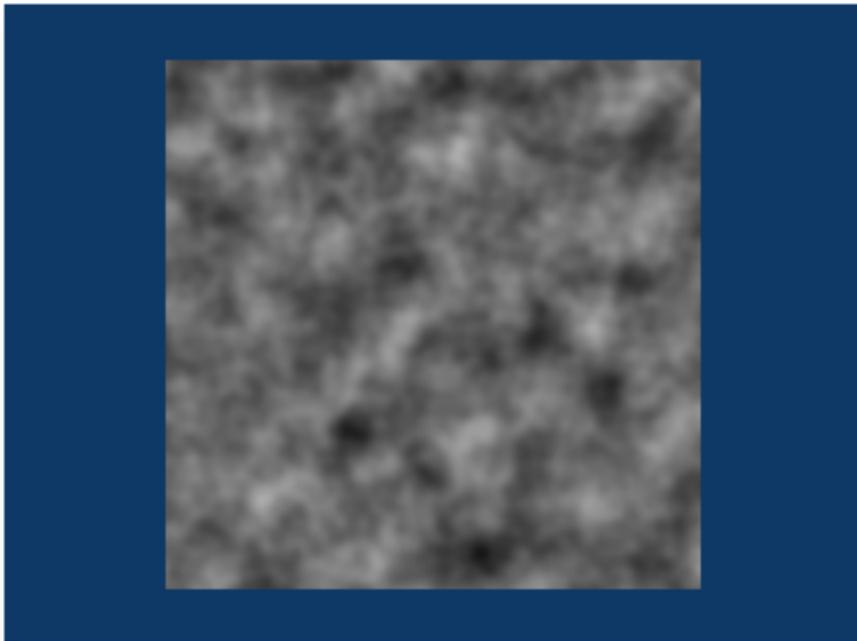
Animated Procedural Textures in Blender

Animated Procedural Textures

Create a new Blender file with a simple plane created in the top view/
Re-orient your camera to look straight down onto the plane so that the camera view can see the whole of the plane reasonably enlarged in the view.
Map a NEW material on the plane with default values, but set to shadeless and the map to colour to black.

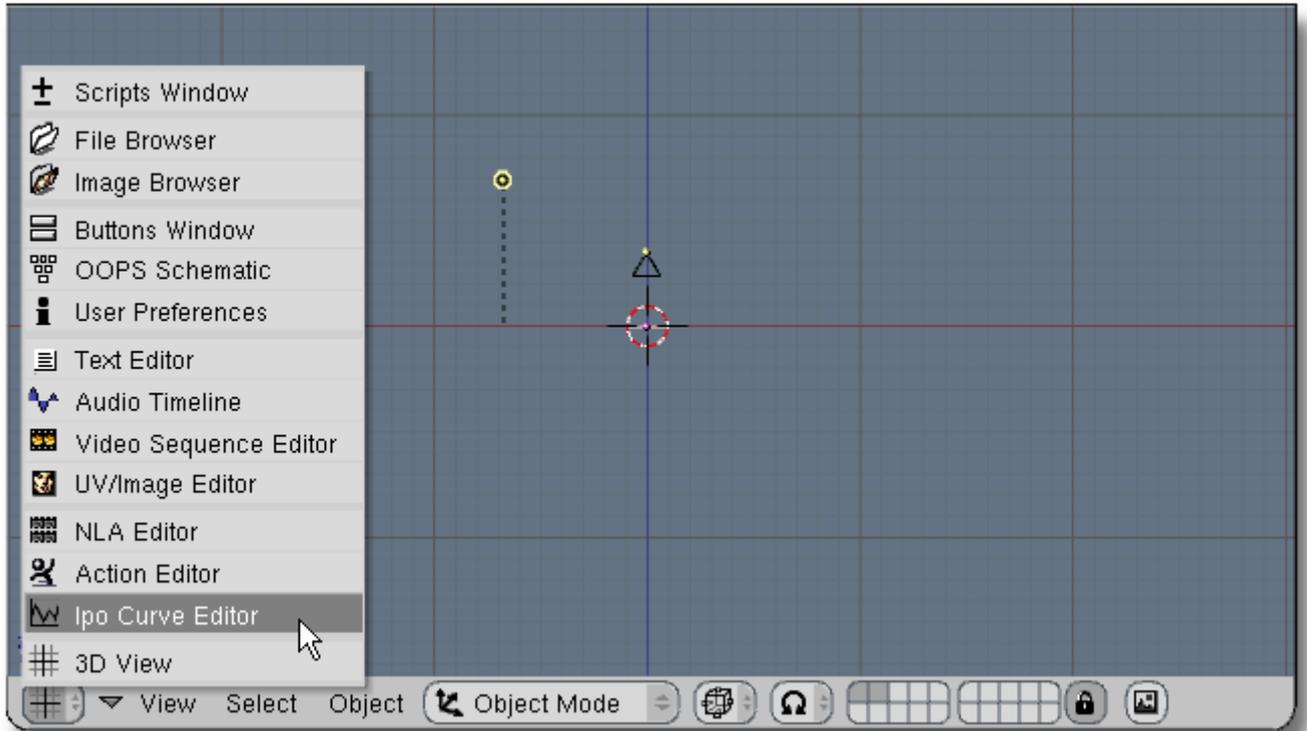


Add a Cloud texture, with default settings, onto the plane
Render a still of this at reasonable resolution. The result and it should look like this.

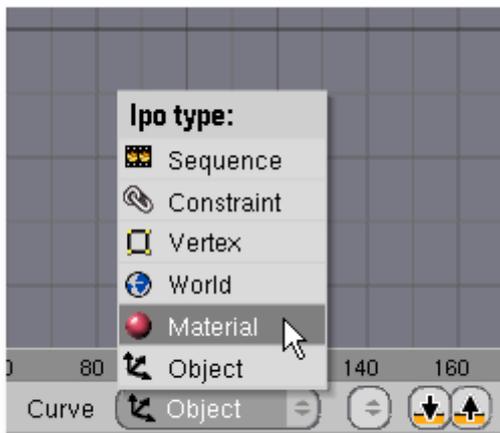


OK let's animate this texture. First ensure that it is selected.
Switch one of the spare views to an IPO view.

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and select Material Mode as shown.



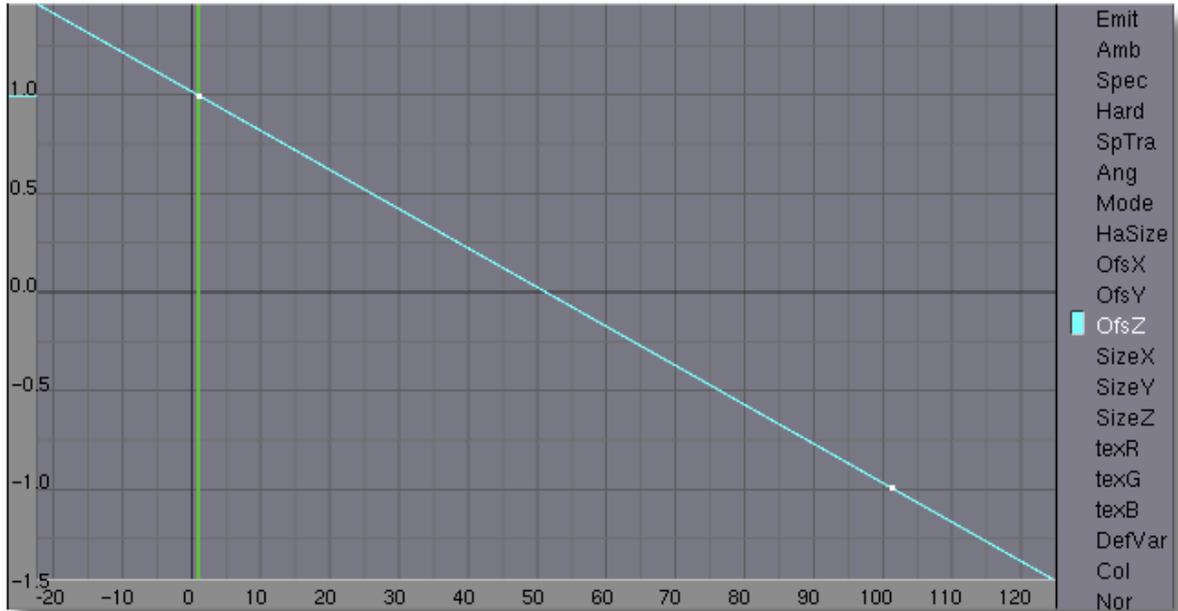
We are going to change the position of the texture in both the X and Z axis. The Z axis will produce a nice dynamic change in the shape of the texture and the X will make the texture track across our plane object from right to left.

First we have to ensure that this IPO curve affects the texture we require. You will notice that you are allowed 8 textures in any material. These are numbered from 0 to 7 and can be selected in the material IPO window as shown. Just click above the number to raise it and below to lower it. In our case ensure that it reads 0 since that's the texture slot we are using.

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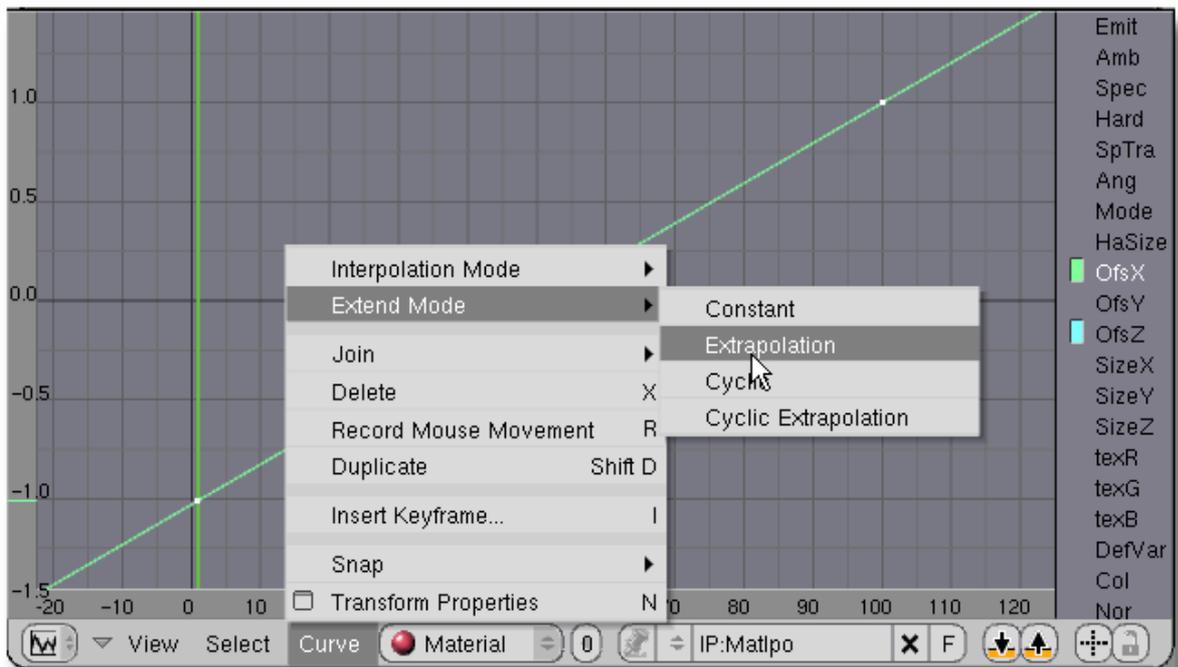


Scroll the menu to the right with the middle mouse button and LMB on OfsZ to select it. CTRL+LMB on 1.0 at frame 1. Move to frame 100 and CTRL+LMB on -1.0



Now select the OfsX and this time create a curve from -1.0 at frame 1 to 1.0 at frame 100.

Also select from the curve menu Extended Mode and Extrapolation. This ensures that the movement will be at constant speed. Do the same with the OfsZ curve also.



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Press F10 to select the render dialog and set the start and finish points to 1 and 100 respectively. Also select AVI Raw as the output and then render the animation to a reasonable size.

Once it's finished press the PLAY button to view your animated dynamic texture.

Save this blend file as Materials-TEST.blend

Good isn't it. Think of all the ways you can use this on materials. It is used extensively in my 'seascape' tutorial to produce realistic looking waves if you are interested check out that tutorial at my website.

<http://homepages.nildram.co.uk/~raytrace/tutorials.html>

Happy Blending

Cog