Facade Vector

or 1, 1, 0

0.5, 1, 0

0,1,0

-0.5, 1, 0

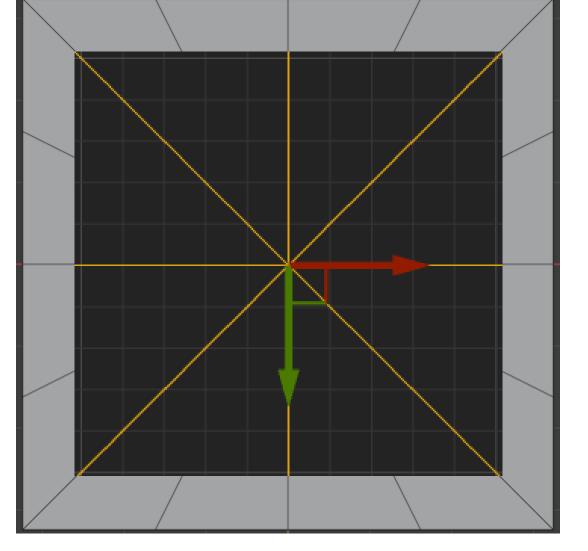
-1, 1, 0

Quick Reference

The letters used for a color represent coordinates

R, G, B, A 1, 1, 0, 0

1, 0.5, 0



-1, 0.5, 0

✓ Vector Parameter Values

D EmissiveTint

✓ FacadeVector

R

0.0

T

B

0.0

D

TintColor

1, 0, 0

1, -0.5, 0

-1,-0.5, 0

-1, 0, 0

Each Façade MI will need to have it's own coordinate.

When applying the coordinates make sure the Y (Green arrow) is facing the lower portion of your screen.

1, -1, 0

0.5, -1, 0

0,-1,0

-0.5,-1, 0

-1,-1, 0