Diamond For Artists and Designers - Textures

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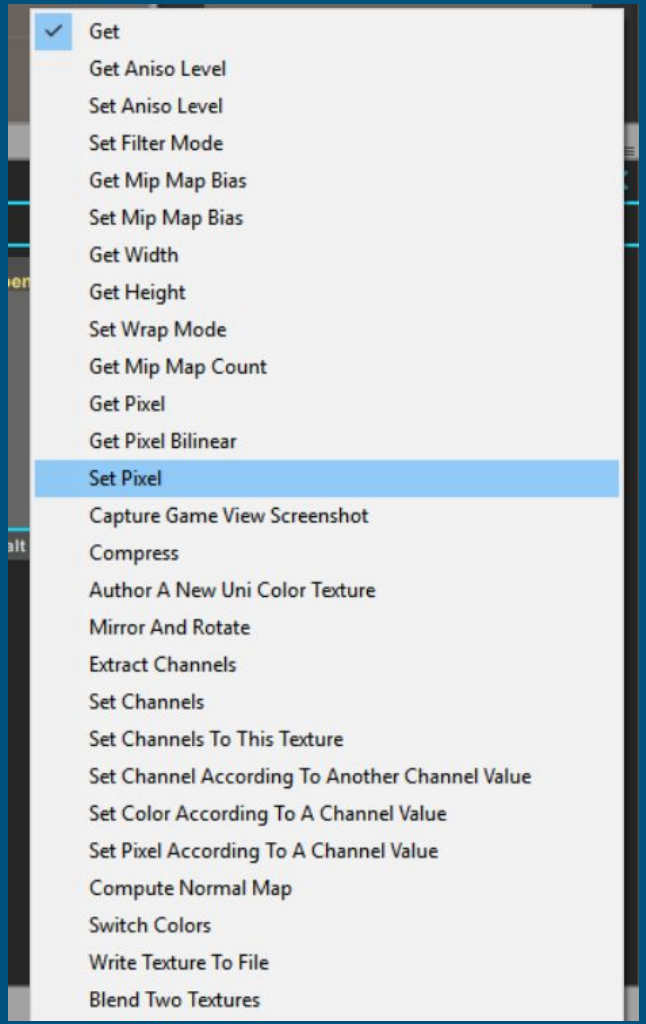
Precaution

We will talk about a logic node dealing with Textures. Two things to worry about:

1. Some cases of this logic node need to read pixels in a texture, make sure to enable the ‘enable read/write enabled’ in the texture import settings.
2. Dealing with big textures can is slow. Some logic nodes loop all the texture’s pixels. If you deal with big textures, make sure to apply the logic node once or a few times (not at every frame). You have to worry about this even in Unity Editor and in runtime (generated scripts). For example: never put the Do It button at ‘Always Do It’ when dealing with textures.

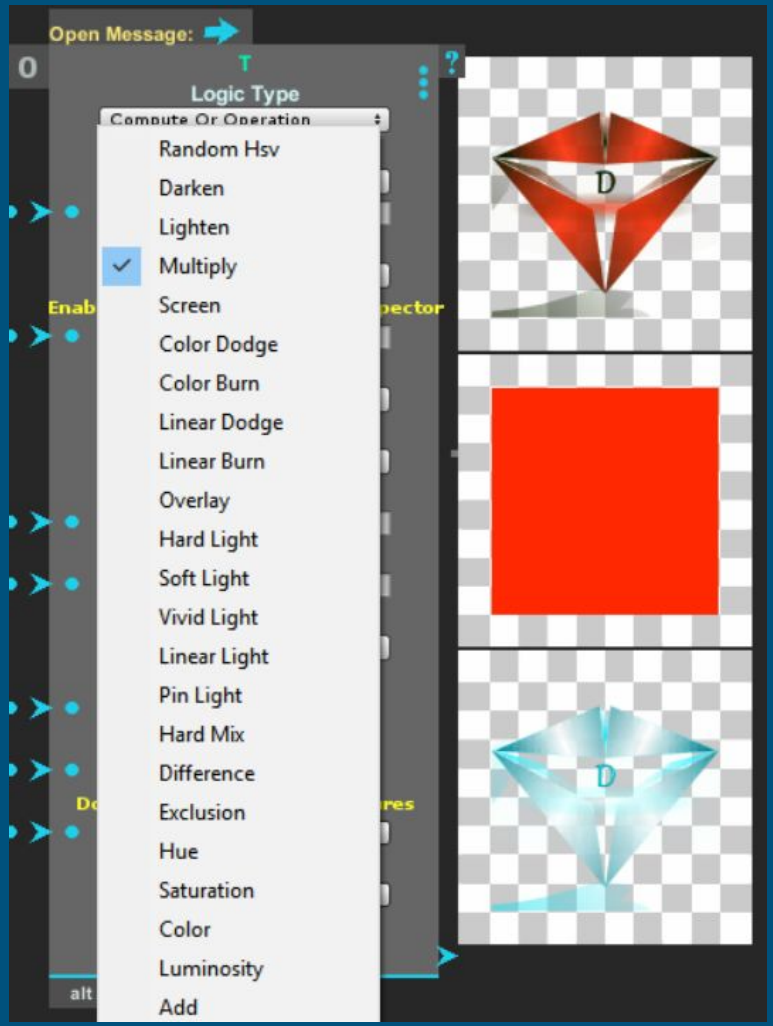
Textures 2D - Compute Type

With Diamond you can manipulate textures pixels, blend textures generate normal maps, extract textures channels according to another, etc...



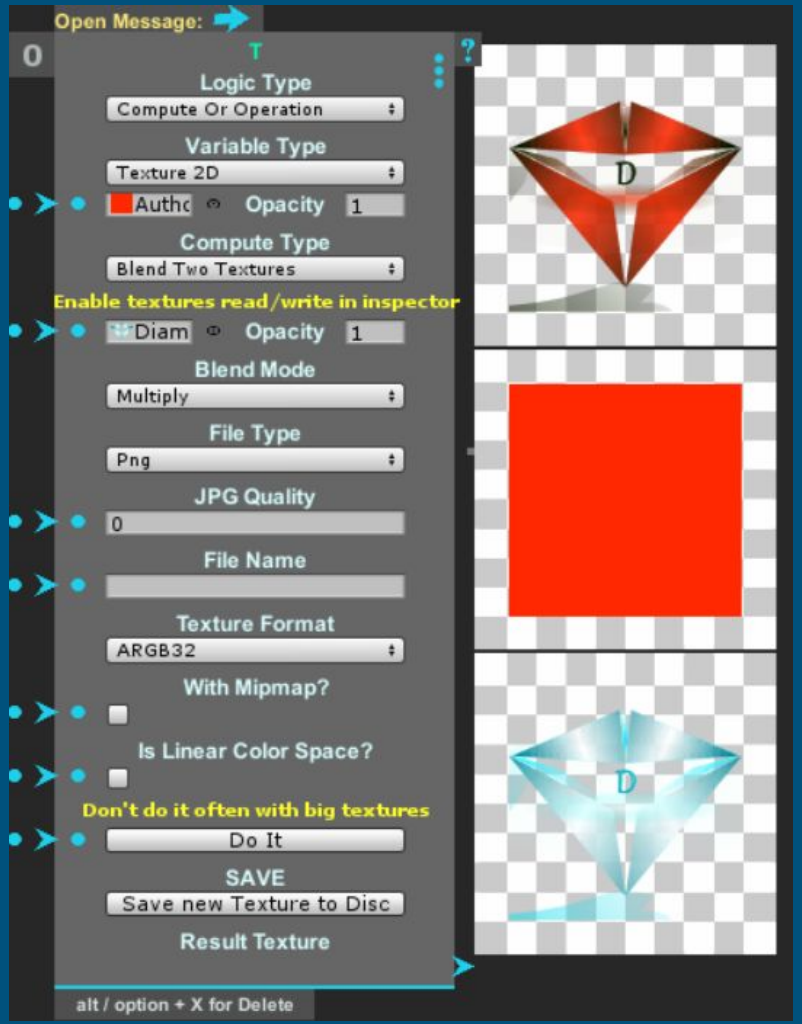
Blend Modes

If you choose Blend two textures in the above list, you will see a 'Blend Mode' field, the same of the image editing Softwares, here is the list of the available blend modes.



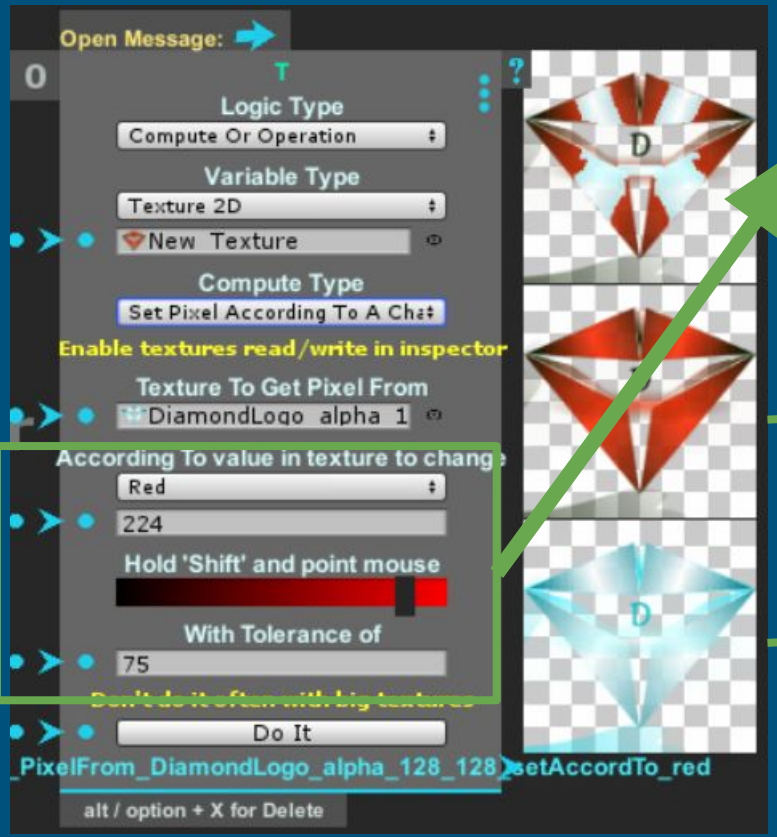
Blend Modes - multiply

In the following image, I have chosen the multiply blend mode.



Set Pixel According To A Channel Value

Other than blend modes, There is a bunch of things that you can do with textures. For example, in the 'Compute type' if I choose: 'Set Pixel According To A Channel Value', the resulting texture will get pixels from the first texture according to the channel value on the texture to modify.



Channel, its value, and the search tolerance

Texture to modify, search performed on it

Texture to get pixels from

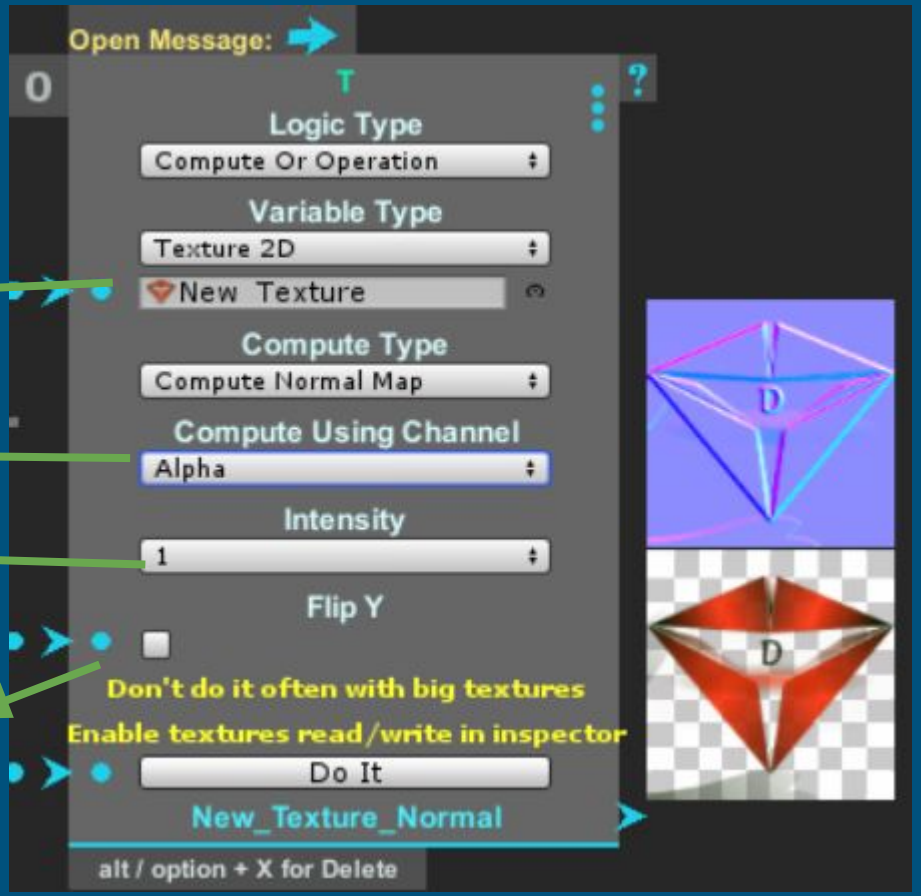
Generate Normal Map

Texture based on it

Channel based on it (red, green, blue, alpha, hue, saturation, or value)

Intensity of resulting normal map (1 to 10)

It’s not the y in your scene. It’s the y in your normal map pixels. To fit with DirectX or OpenGL, depending on the renderer that will use the map.



End

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