

## **Frequent Asked Questions**

### *What are the different types of modules ?*

In brief, there are two type of modules. The first one is made of modules called « Generators »; the other type, «Modifiers», is made of modules which modify the previously computed texture.

All modules from « Textures » and « Functions » are generators and all modules from « Filters », “Effects”, « Adjust », « Geometric » and « Layers » are modifiers. The « Buffer » menu is a little bit special as the « Move to buffer » doesn’t modify or generate a texture (just saves the current texture), the « Recall buffer » can be thought of as a generator. « Color channels » is just a utility to check how the 3 channels are build.

There are no blending functions for « modifiers » modules as they don’t generate a new texture which can be blended with the previous computed texture.

### *How do the texture modules work ?*

LouText processses each module in turn from the top down until it reaches the currently selected module (which can be useful for seeing how a texture is built up). To process the whole texture, click on the bottom module before you hit "Process".

If we consider a sequence of 2 or more « Generator » modules LouText processes them in the following way :

- 1) Compute the first « generator module » into a temporary area (the « Current Layer »). Then copy the « Current Layer » into another temporary area we can name (the « Result Layer »).
- 2) Compute the second « generator module » in the « Current Layer », then blend it with the « Result Layer » and finally copy the blending result in the « Result Layer ».

Repeat step 2 for all Generator Modules of the sequence.

A « Modifier Module » just modifies the « Result Layer » and put the result back to the « Result Layer ». It doesn’t create any « Current Layer », which is why there are no blending parameters are available for a « Modifier Module ».

Remarks :

- 1) Except that there is no reason to put a « Modifier Module » as the first module of the texture, there are no rules regarding the way you stack up the modules. For instance, you can have a sequence of 2 Generators, 3 Modifiers, 1 Generator, 2 Modifiers, 6 Generators, 3 Modifiers .... And so on ...
- 2) There are 2 Scrollbars in the blend parameters which allow you to give a blending weight to the current and the result layer. That allows you to give more or less importance to one of the two layers, giving a transparency effect.

### How to create several separate textures and mix them later ?

First create a texture (Texture A) made of several modules ending with a « Move To Buffer » module. Then create a new texture (Texture B) beginning with a module which has the three channel-blending functions set to « current layer » (which prevents the first module of Texture B from being blended with the last module of Texture A. Then you just have to end Texture B by a « Recall Buffer » module and choose the blending parameters applied to Texture B and the copy of Texture A coming from the buffer.

You can create more sophisticated combination of textures using more than one buffer. For instance, suppose you want to create a texture which is built by blending « Texture AB » and « Texture CD ». « Texture AB » is the result of « Texture A » blended with « Texture B » and « Texture CD » is the result of « Texture C » blended with « Texture D », you just have to use 2 buffers :

Texture A modules ...

Move to Buffer 1

First Texture B module (Blend parameters set to « current layer »)

Other Texture B modules ...

Recall Buffer 1 (create the texture AB)

Move to Buffer 2

First Texture C module (Blend parameters set to « current layer »)

Texture C modules ...

Move to Buffer 1

First Texture D module (Blend parameters set to « current layer »)

Other Texture D modules ...

Recall Buffer 1 (create the texture CD)

Recall buffer 2 (Create a texture which is a AB + CD blend)