

Crystalllic

257522_PixelRule.tiff ↵

1. New Image, White, 250x250 pixels, RGB
2. Textures->HeightMaps->Facet : Apply
Crystalllic-01.tiff ↵
3. HeightMap->Light Steep : Apply
Crystalllic-02.tiff ↵
4. Crop 1/1/1/1 pixels
5. Compositing: Mul
6. Textures->Color->Plasma : Apply
Crystalllic-03.tiff ↵