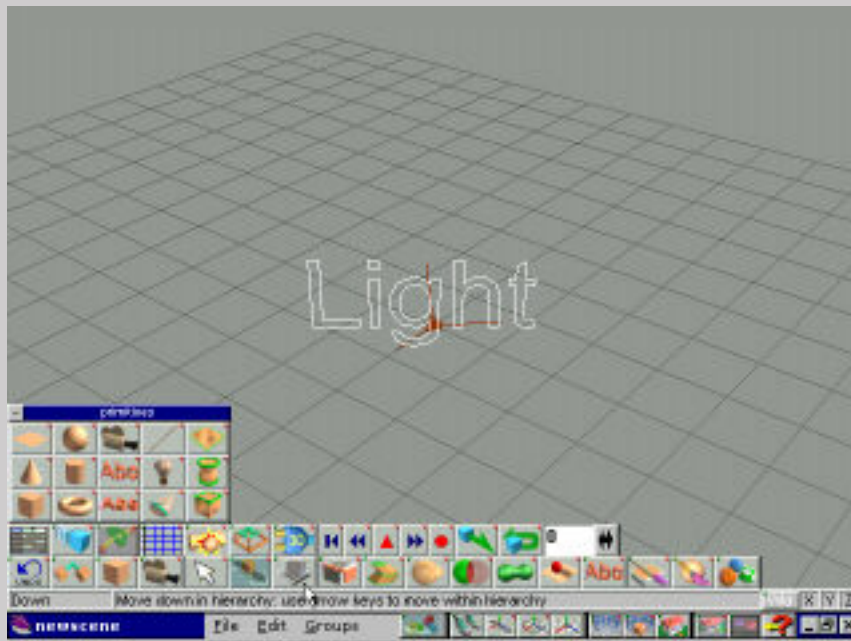


Light © Voitek Niedbala

This tutorial is based on something I read in a Book. Although this tutorial is written for trueSpace the information can be used in any 3D program.

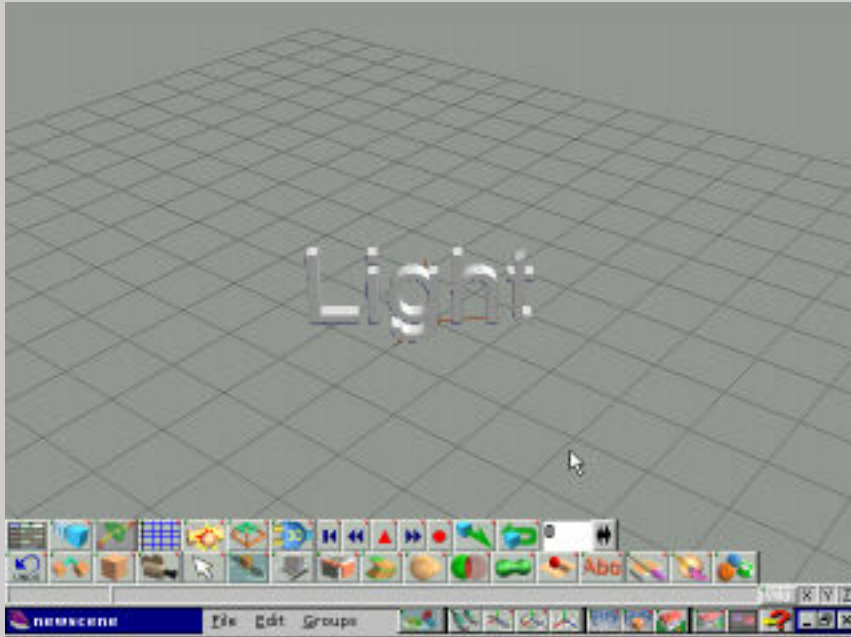


- 1.You need an object. For this tutorial you will make a text object.
- 2.Select the Vertical Text Tool, and type in Light.

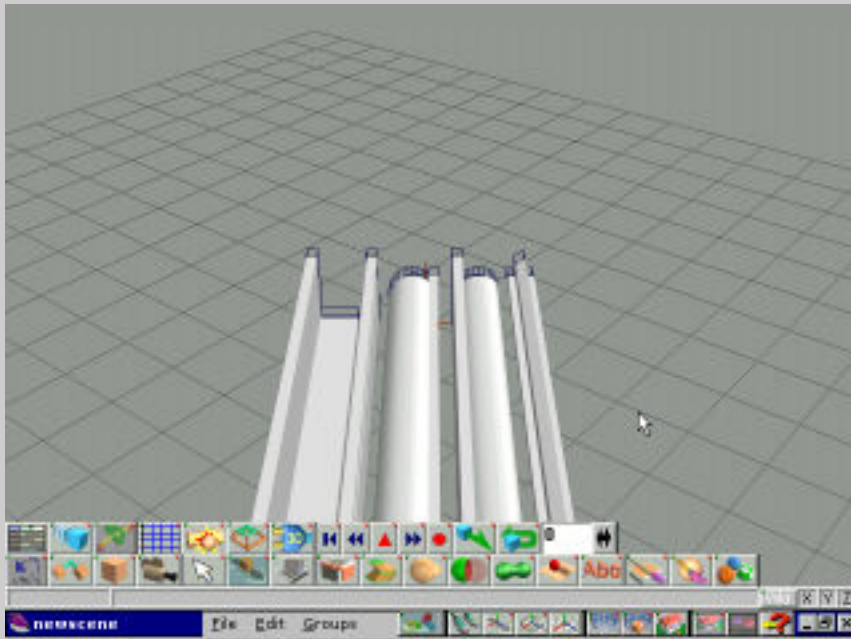


- 3.We will need two objects, so select the word Light and copy it.
- 4.Now you should have two Light Objects, in the same space.

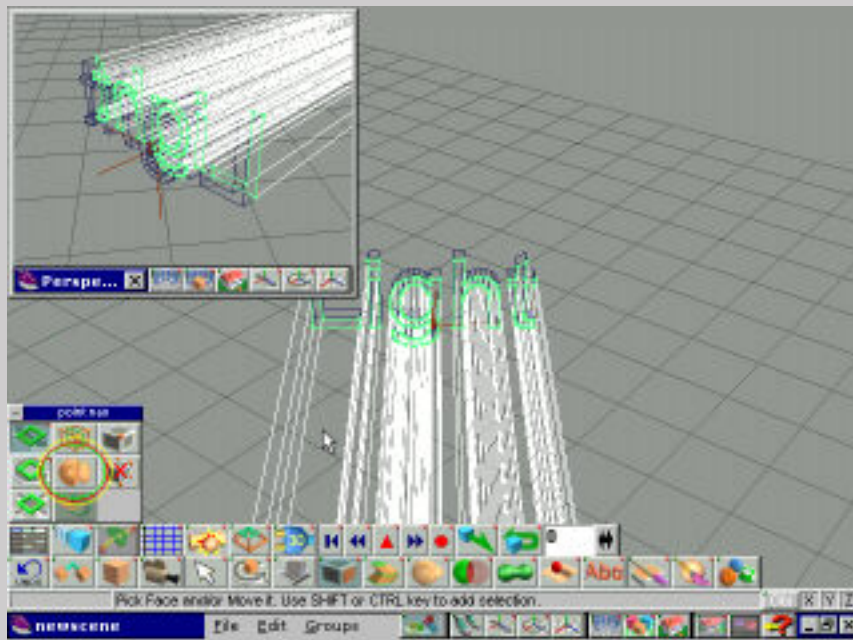
5. Select one of them and sweep it, in the negative direction. That will give you your object.



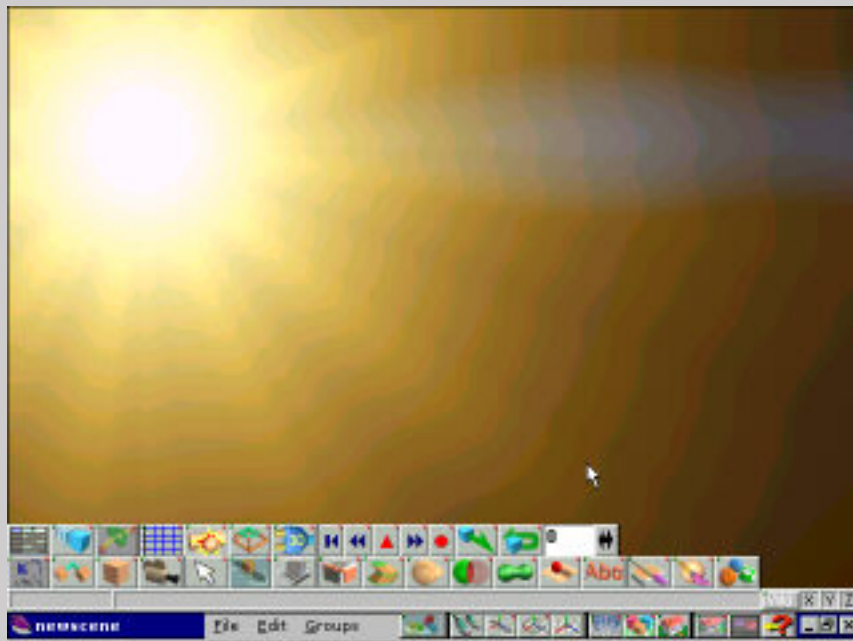
6. Now Select the other Light Object, sweep it in the positive direction, and make it pretty long.



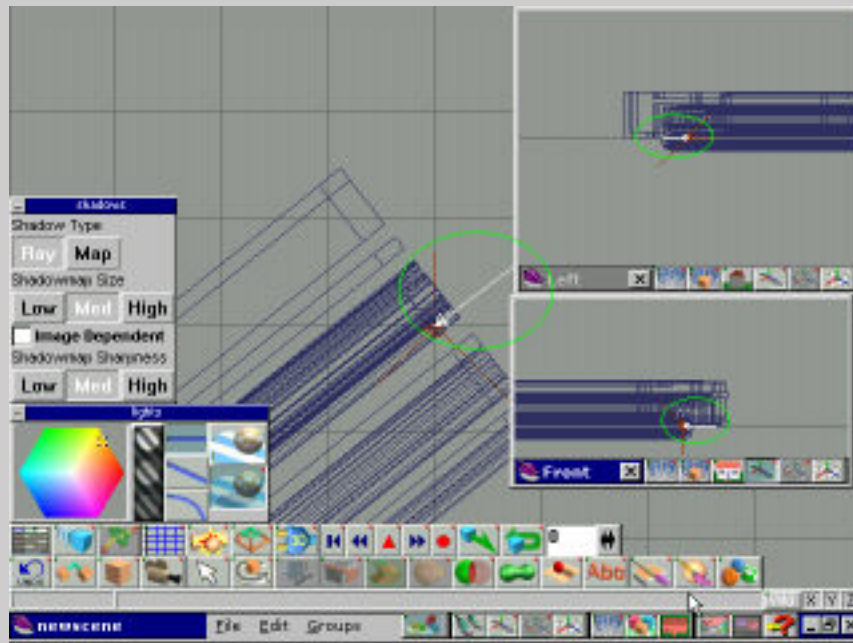
7. Select the faces that are closest to the text and separate them from the shadow object, then delete it.



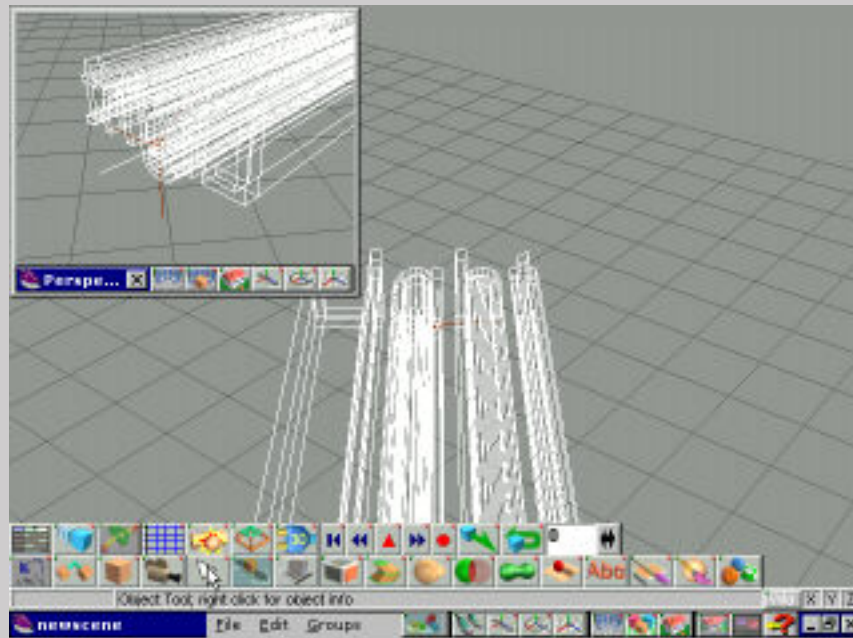
8. At this point you need a good light source. I don't mean a light, light, but a light source like a good background. A background with a flare (a little pun:)



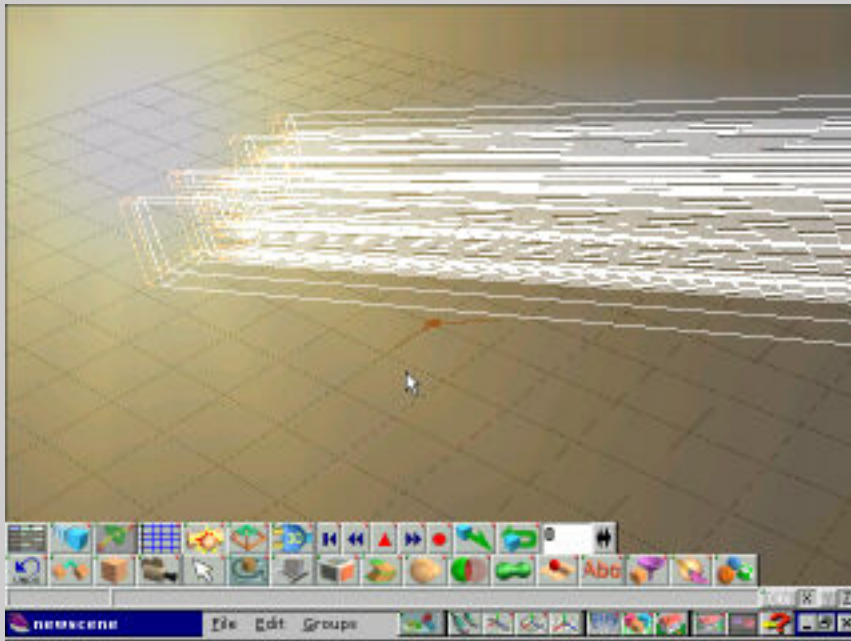
9. The "real" lights have to be now set up, preferably in the same direction, and the same color.



10. For positioning, I would glue all things together. so they can be positioned easily.

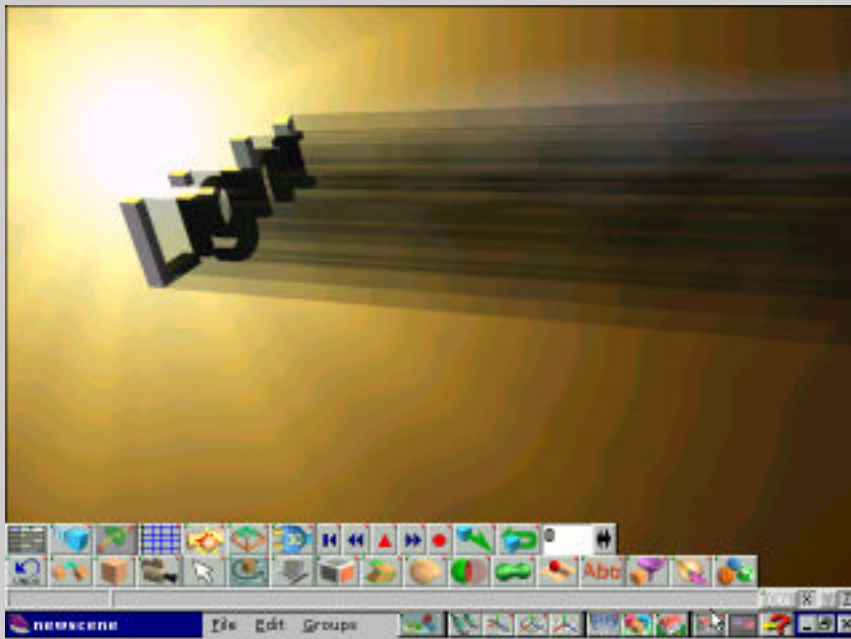


11. Now we need to position the Light Object, for that turn on the Show Background. For that background choose the image with the flare.



12. Make sure that you can't see the other end of the "shadow" object through the camera.

13. We are ready for texturing now. For the "Shadow" use a cloudy, dark texture, and the text can be whatever texture you want.



14. This technique could also be used to make the text appear to emit light beams, and if you have some other object not text, just make a polygon that

resembles the shape of the object and then do the same thing as was done with the text.

Close