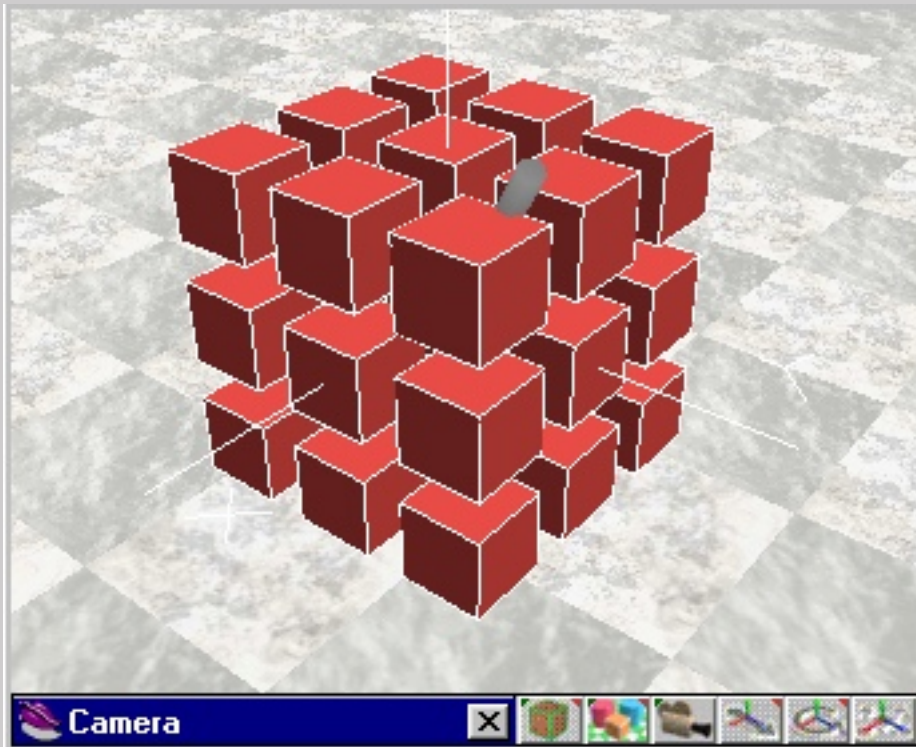


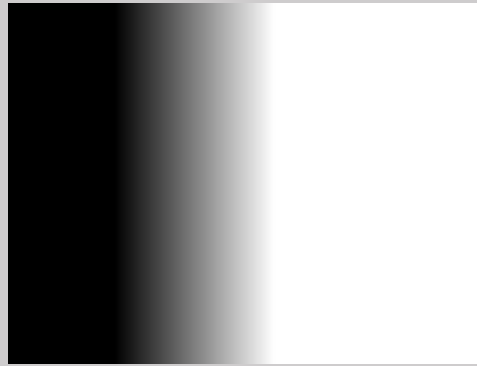
## Half Wire Animation © Matthew Bennett

This tutorial is an extension of the half-wire tutorial. I would recommend attempting a still image before moving on to an animated half wire scene. The only additional program you will need is something to make a nice graduated grey scale target image. Before beginning, you should have a fairly simple animation ready to render. The animation I am using is a simple 3X3 array of cubes that will rotate. Remember that the objects should be fairly simple for the wire frame images to look good.



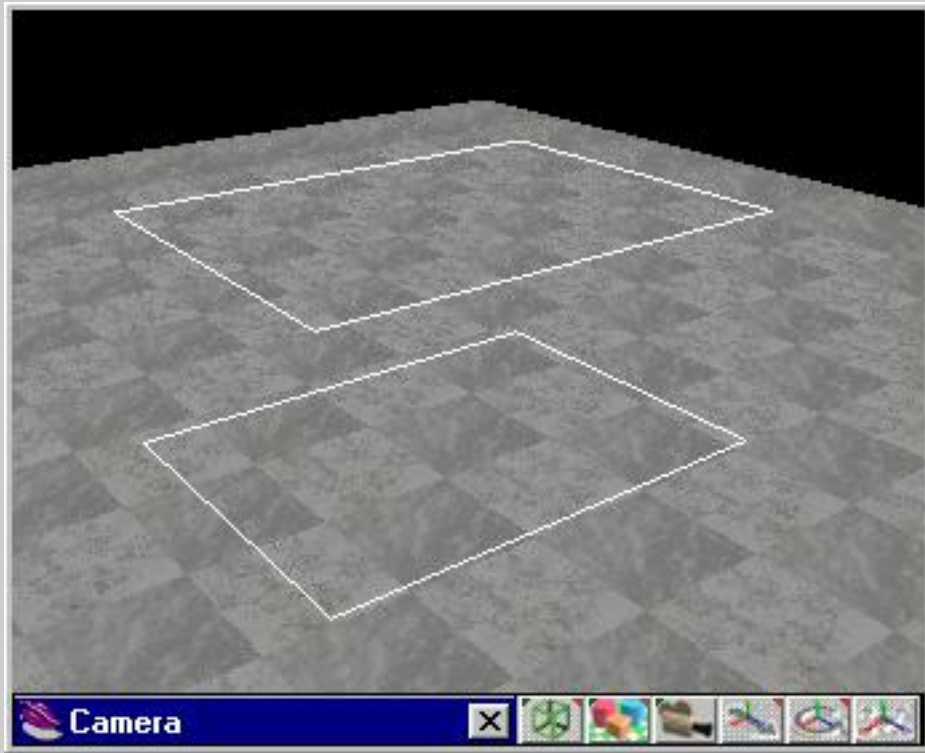
I use Paint Shop Pro 6 (because I'm on a budget which allows me only one expensive piece of software) to create my grey scale image. The graduated image should not be a smooth transition from one side to the other, rather the change from black to white should

happen in about the middle 1/3 or 1/4 of the frame. Below is a reduced picture of the one I used.



The next step is to render out the animation you have decided to use. Before hitting render, create two folders. Call one solid frames, the other wire frames. As you might have guessed, one will hold the individual frames of the solid render animation, the other will hold the wire frame animation frames. Render the scene once with all the raytracing and fancy stuff you choose, then render it with the Rendering Quality set to hidden line, or wire frame (I prefer hidden line). You can also change the color of the wire frame by opening the Display Options panel (right click on the Draw Objects As.... button on the main TS window) and then change the color assigned to the Select.

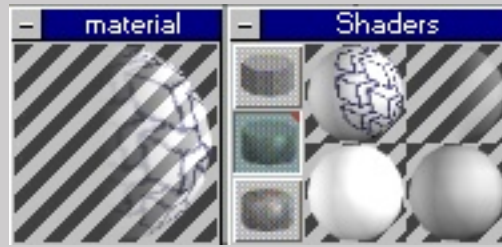
You should now have two folders with lots of frames in them. Start a new TS scene, and grab two planes. Adjust them so they are proportional to the frames you rendered. (If you used the default setting when rendering the animation frames then they should be proportional to 800X600.) This scene will be rendered from TOP view, so move one of the planes above the other. It doesn't matter how much, so move them far enough apart to make them easy to select.



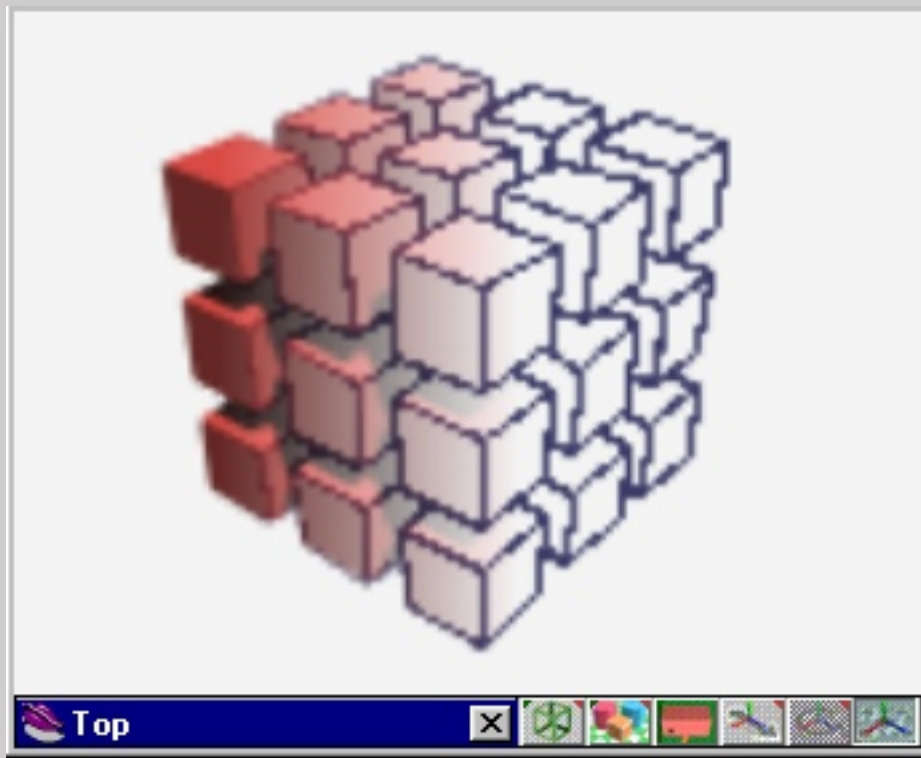
The next step is to set the bottom frame with the solid rendered frames as an animated texture. (refer to the Animated Texture tutorial listed on the right for a more detailed description of how this is done).

The top plane needs the wire-frame rendered frames, AND the gradiated image mask. To do that, use the Texture Map selection and select the first frame of the wire-rendered frames (be sure to have the 'anim' box checked). Then click on the Transparency sphere, and select Wrapped Mask. Now right click on the Transparency sphere and select the grey scale image that you have ready. Now use the paint object, and then the paint over existing material tools to set the first frame. Set the current frame number to the last frame of the sequence, then select the last wire-rendered image for the texture map, and again use the paint over existing material tool to set the last keyframe for the sequence. Your shader selections

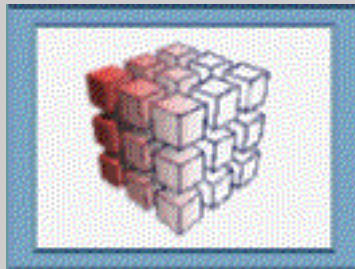
should look something like below, differing depending on your background color choice (I used white), and how you created your graduated image mask.



A sample frame is shown below. The wire frame looks choppy because I had originally rendered out the wire frame at a resolution of 133X100 (because the final product is at the bottom in gif format). With the wire frame images, you have to be careful about reducing them too much. Typically when rendering to still frames, I make the original frames a bit bigger, and then adjust the size on the final render down a bit. The 'wires' in the wire-rendered images tend to fade away if the reduction is too great. The only difference between the image below and the final animation (shown in gif format) is the added frame around the border.



Ok, so after all that planning and work, here's the final animation (of course gif's don't show the best colors, but I think you get the idea....)



Well that's all for now. Hope this was at least a little entertaining....

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