

adding effects



number of interesting effects are possible with Pixar Typestry. These are best described visually.

Backgrounds

You can include a wall, a floor, or both (shown below) in your images by selecting these from the Backgrounds menu under Effects.



This brings up a dialog allowing you to adjust the orientation and Look of the wall and/or floor. The



process is the same for both. Below are the steps to take to adjust the wall; to adjust the floor use the Floor Setup instead of Wall Setup.

Warning: You won't see the effects of any changes you make in this dialog until the next time you render.

If you don't want to make any adjustments at the moment, just click on the OK button. Otherwise...

1. Click on the New button. This brings up the Browser.
2. Use the dialog to find a Look; click on the Look to highlight it. An example of the Look will appear in the box in the upper left.
3. Click on the Browser's OK button. You'll see the selected Look appear in the little sample box in the Wall Info dialog.

Clicking on the Edit Look button brings up the Look Editor. See the *Editing Looks* chapter for details on using this. The Look Editor allows you to change almost everything about a Look that you might want to.

Clicking on the Info button brings up the Object Info dialog. See the section on "Adjusting a Look" in the chapter on *Editing Looks* for details on using this. This contains the most commonly used controls.

If you'd like to change the position of the wall:

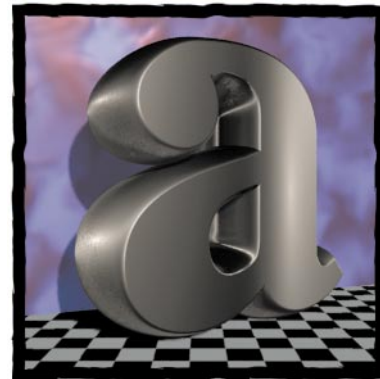
4. Click on Manual. A dot will appear at each end of the wall.
5. Click and drag the dots to adjust the wall's angle.

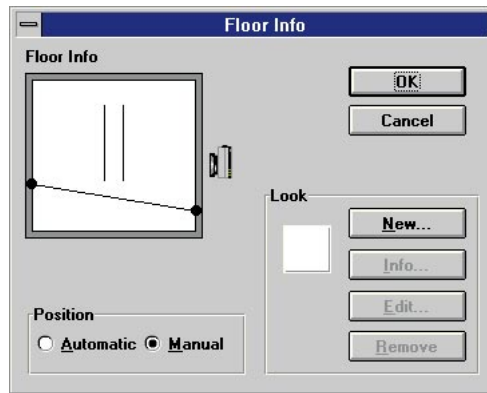
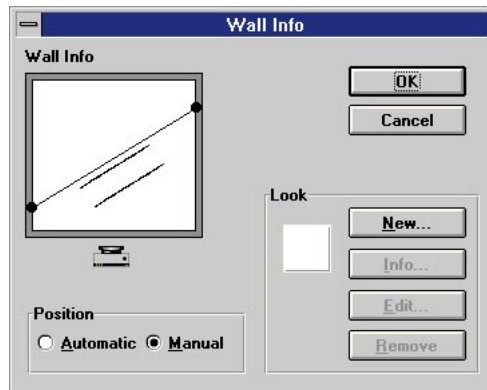
Otherwise:

6. Click on OK when you're done.

Note: If you already have a wall, just select Wall Setup from the submenu in Backgrounds under the Effects menu. This brings up the Wall Info dialog. Likewise for a floor.

In the Info dialogs the text is represented by a simple wireframe. You see the wall from above, and the floor from the side. The camera represents the point of view when looking at the project window. Below is an image, and the wall and floor setup manual adjustments that created it.



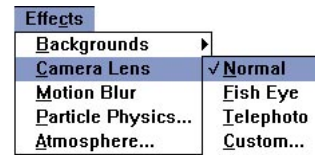


Caution: It's possible to get the wall or floor in front of the text, or to sink objects into the floor. Be sure to use the Wall/Floor Info dialog to check the position of the wall/floor. Also, if your object is near the

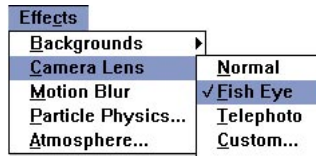
top of the window, your view may be from *under* the floor, so you won't see the object. You may be able to fix this by adding an object lower down whose Opacity is 0.

Camera

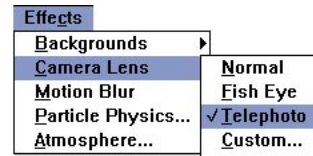
Normal. This creates a view of the object that has a "natural" amount of perspective — a 90° field of view.



Fish Eye. This creates a view of the object that exaggerates the perspective. This may not appear obvious unless the object is turned or extruded somewhat. The field of view is 160°.

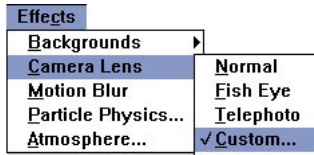


Telephoto. This creates a view of the object that eliminates perspective. This may not appear obvious unless the object is turned or extruded somewhat. This setting is great for aligning objects. The field of view is 10°.



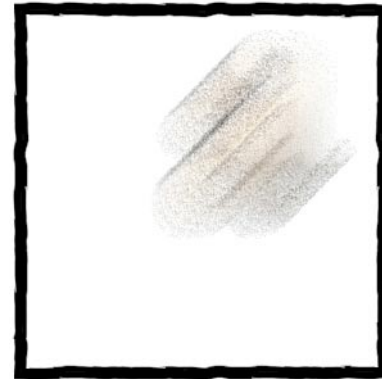
- Warning: Some Looks, especially those with a reflection or environment picture, may not work correctly with this setting.

Custom. This brings up a dialog allowing you to set your own angle for the Field of View. Higher angles widen the view, allowing you to see more of the world at once; smaller angles narrow your view.



Motion Blur

Normal Blur creates a streak based on the shape, direction, and speed of objects.



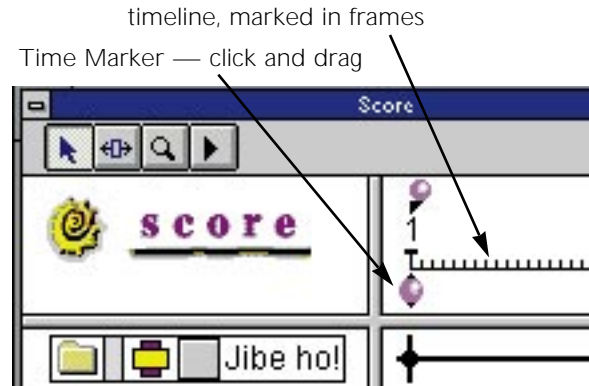
Blur and Strobe creates the same streak, and includes the objects at the end of the streak.



To blur a still image you must create a 2-frame animation:

1. Select a blur option from the Effects menu.
2. Move the object to the place where the blur should start.
3. If the Score window isn't showing, select Show Score in the Windows menu.
4. In the Score window, move the Time Marker to the second tick mark (frame 2). The Time Marker is

the pinkish ball with a triangle on it under the notched timeline:



5. In the project window, move the object to the place where the blur should end.

6. Render.

- Warning: Unless you render at Excellent & Slow, you won't see the full effect of motion blur.

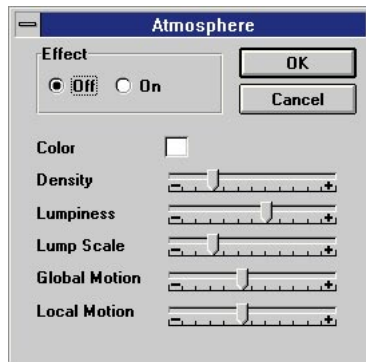
Atmosphere

You can add a foggy or hazy atmosphere to your scene using the Atmosphere dialog. If you're animating, you can make the fog swirl. This effect doesn't actually create an atmosphere that exists in space though, it just allows you to see the effect an atmos-

phere has on the objects in it. For this reason, you might want to add a wall if you want the effect to appear to be present everywhere in the image.

To use this:

1. Select Atmosphere from the Effects menu. This brings up the Atmosphere dialog:



2. Click on On to turn on the atmosphere effect.
3. Set the controls to your liking (see below) and click on OK. When you render you'll see the results.

Off/On. This disables/enables the effect. Be sure to turn it off if you don't need it!

Color. This sets the color of the atmosphere. (White or light gray usually works best to simulate fog.)

Density. This controls how thick the fog is.

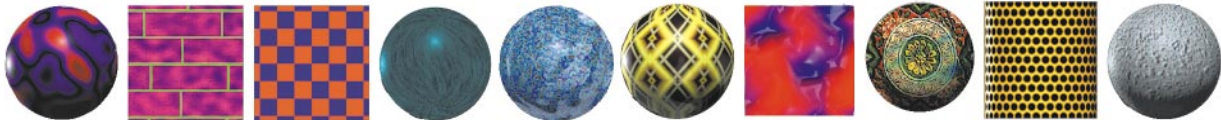
Lumpiness. This controls how uniformly thick the fog is. Turning this up makes the fog "lumpier."

Lump Scale. This controls the size of the "lumps" in the fog.

Global Motion. This controls the motion of the "fog bank." The farther the slider is from the 0 in the middle, the faster the fog bank will move — to the left, or to the right.

Local Motion. This controls how much the "lumps" move around and interact with each other.





Using Glimpse you can tailor the Looks of the objects in your scene to create new Instances of the Look. Manipulating one or many parameters of a Look can result in subtle to dramatic changes in appearance. With Glimpse you can change the color, shininess, metalness, add a soft glow, add reflections, and so on. You can even combine your Materials Look with a Relief Look to add pits, cracks, waves, protrusions, etc. Glimpse also allows you to make texture map Materials and Relief Looks from your own BMP or TIFF files.

GLIMPSE

THE LOOKS EDITOR