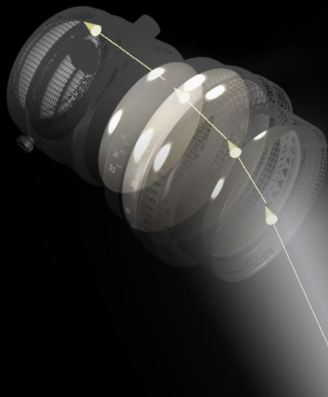
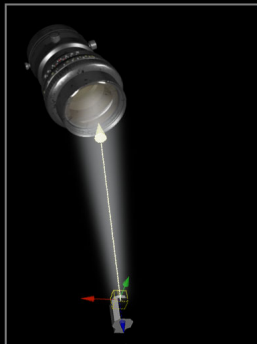


1

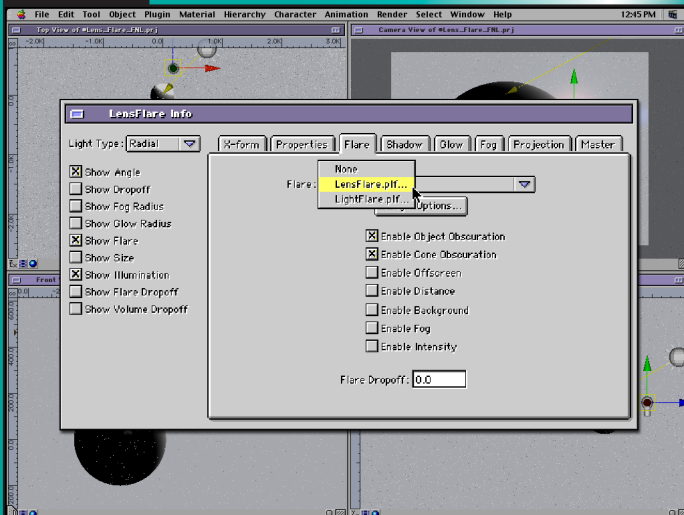
Lens Flares - What are they?



Lens flares are aberrations caused by a light source aimed directly at the camera lens. In photography a lens flare is generally avoided, but in CG, it tends to add a touch of realism. On the flip side, this effect should be used very selectively - do not overuse them.

The reason why a lens flare occurs is that a camera lens is made up of multiple glass elements housed inside an adjustable case. These lenses have anti-reflection coatings applied to them to minimize internal reflections. When the camera lens is struck by a very bright light source, the anti-reflection coatings are overcome and internal reflections - lens flares - become visible.



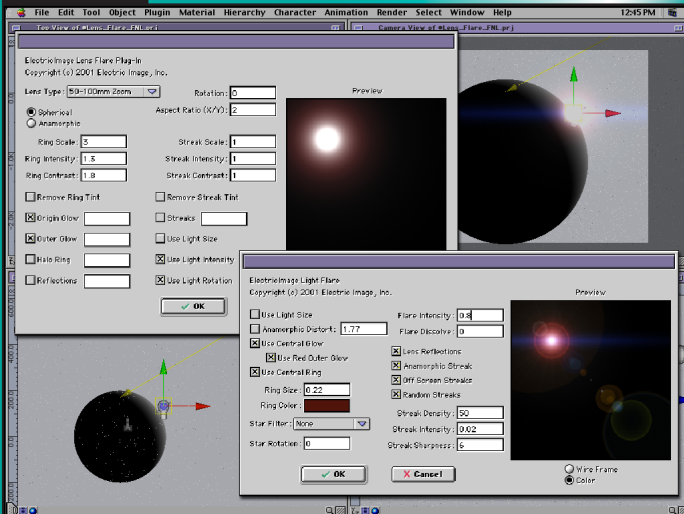


To simulate this in Animator, you add a lens flare to a light that is in the scene through the Lens Flare tab.

There are two options for converting a light to a lens flare.... Lens Flare and Light Flare.

Note: There are third party Lens Flare plug-ins that can be added to Animator that will allow for much greater control than the stock Lens Flares.





The Lens Flare and Light Flare plug-ins are very similar in what they do. There are two differences. The first is that Light Flare adds a horizontal reflection band across the image. This reflection band usually occurs when the light source is at a specific angle, usually around the camera's horizon line, pointing directly at the camera itself. The second is that Light Flare will allow you to create a Star pattern in a lens flare. You can choose from a number of presets to vary this effect. Other than that, the two plug-ins are virtually identical.

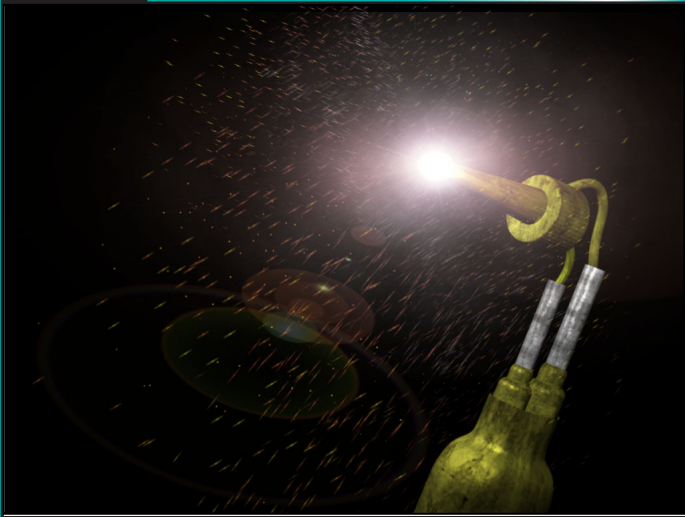




Now, when using lens flares, ask yourself: Why are you using a lens flare? What is its purpose? If you are going for realism, look at where your lights are placed in the scene and what they are illuminating. Are they pointing at the camera? Are they pointing at a highly reflective surface causing the intense part of the light to bounce back to the camera itself? Is the camera or object moving? Is the light moving?

Keeping these questions in mind will help you control how your lens flare behaves in your scene. After all, we've all seen one too many lens flares being used incorrectly in CG images.

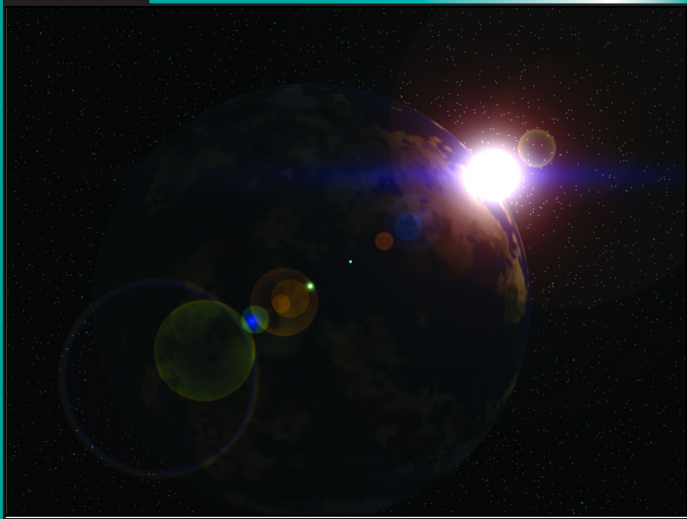




So when adding a lens flare... subtlety is the key.

Knowing where the lights are and what they are looking at in 3D space, especially the angle of the light and the angles on the objects themselves, can also clue you in to when and where to place a lens flare.



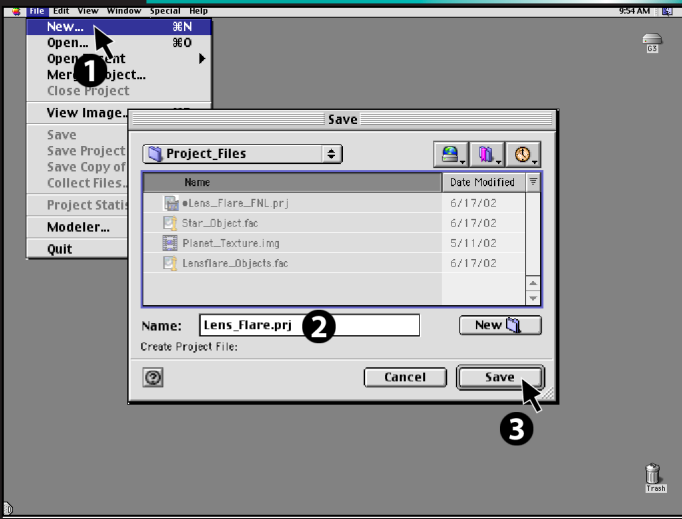


Besides creating the illusion of a light source looking at the camera lens, light flares can be used in other ways. You can create a lens flare to look like a photon torpedo, or police or warning lights. Even stars in the night sky... This exercise will walk you through the creation of a sun emerging from behind a planet.

We will use multiple lens flares to create our sun, and delve deeply into Animator to control the look of the lens flare reflections...

So let's get started...





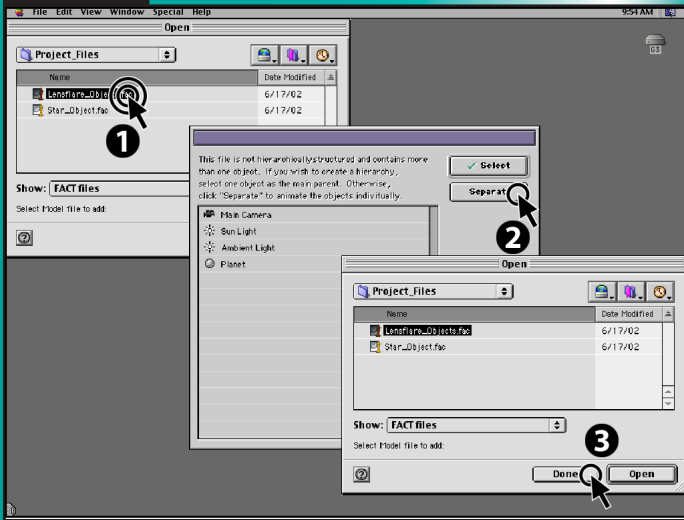
Launch Electric Image Animator.

Select File > New [CMD/CRTL+N].

When Electric Image prompts you to name and save this new project, name it "Lens_Flare.prj" file, then navigate to the Lens_Flare_Tutorial folder and save it in there.

Note: Macintosh keyboard commands are indicated in red. PC keyboard commands are indicated in blue. Some files may need to be manually located while loading.





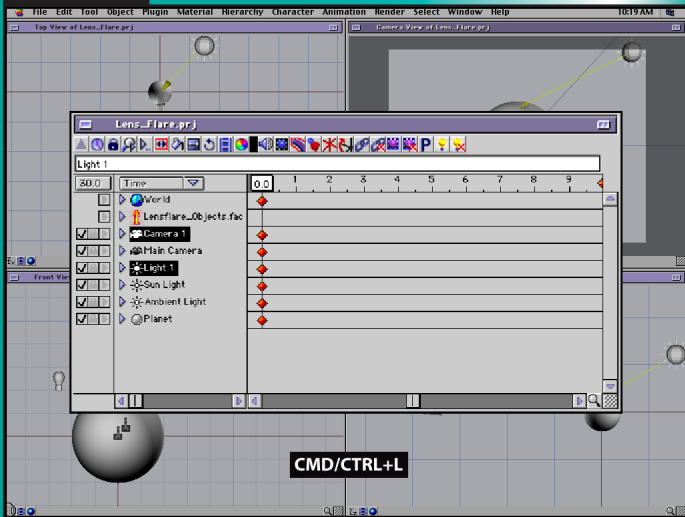
After saving, you will be prompted to load your FACT files into this new project.

Locate the `Lensflare_Objects.fac` file and **[CLK]** Open.

You will then be asked to create a hierarchy of the objects contained in this FACT file. Since we want them separate, **[CLK]** the Separate button.

If there were any more models to add, you could continue adding them into the project, but for this exercise, there aren't, so **[CLK]** the Done button.





Animator then generates the scene loosely based on the size of the FACT file we loaded.

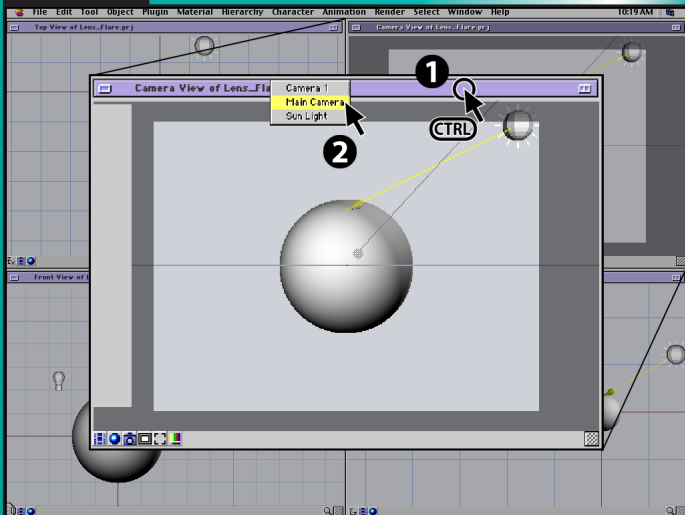
Before we proceed we need to remove two unwanted elements - a Camera and a Light.

Open the Project window, [**CMD/CRTL+L**].

Animator defaults to adding a Light and a Camera into every new Project file. Since our FACT file contains a prebuilt Camera and Light, we do not need the default Camera and Light in our scene.

But before we delete the Camera, we need to switch our viewing angle from the default camera to the Main Camera...





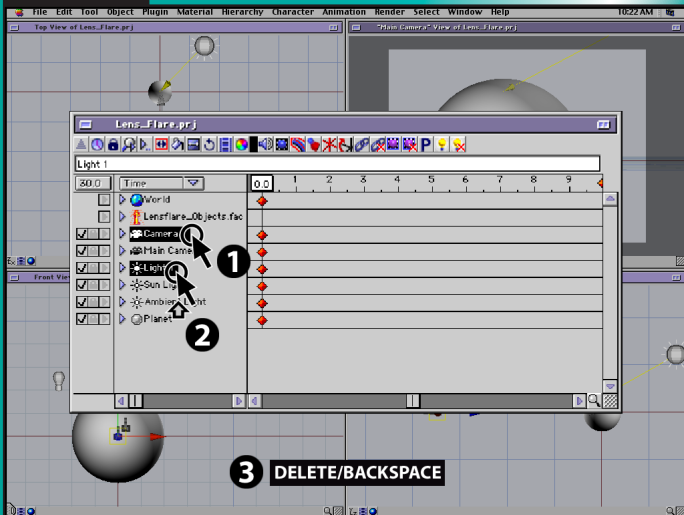
In the Camera View window, **[CTRL/RIGHT+CLK]** on the Camera View window header bar.

In the pop-up menu, select Main Camera.

The Camera View window should now be looking at the set from a higher elevation.

Now we can delete the default Camera and Light....





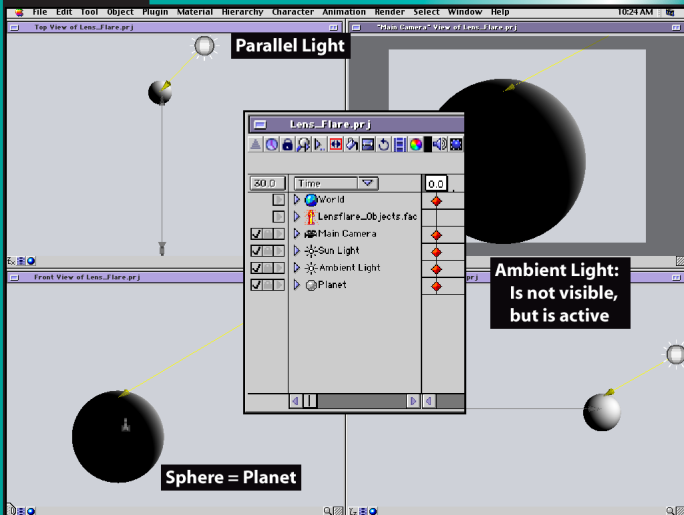
So, in the Project window, [CLK] on Camera 1, then [SHIFT+CLK] on Light 1. Then press the **[DELETE/BACKSPACE]** button.

You should only see the following in the Project window : World, Lensflare_Objects.fac, Main Camera, Sun Light, Ambient Light and Planet.

Last is the Grid. If you like it, you can keep it turned on, but for this exercise it's not necessary. In the Main menu, select Window > Hide Grid.

Now on to the exercise....





We have set most of the scene up for you.

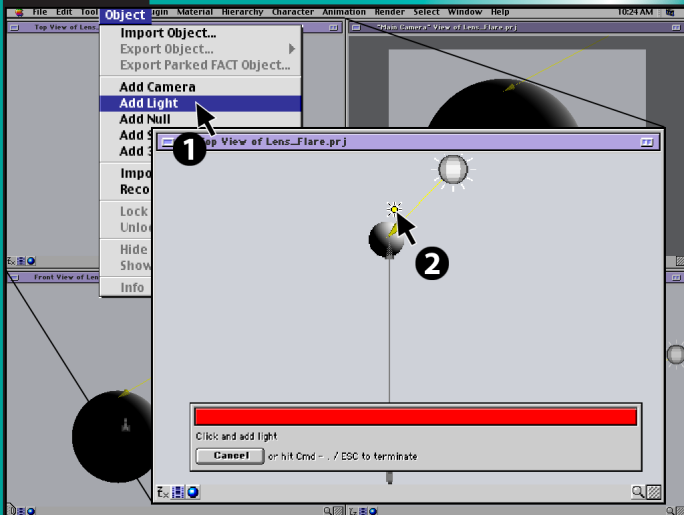
We have a planet and two lights - a Sun Light and an Ambient light.

The Sun Light is a parallel light that illuminates the upper right side of the planet. Our sun will emerge from behind the planet.

The Ambient light is adding a really small amount of illumination to the planet itself so that we can actually see it.

Now that we are a little familiar with the scene, let's begin...





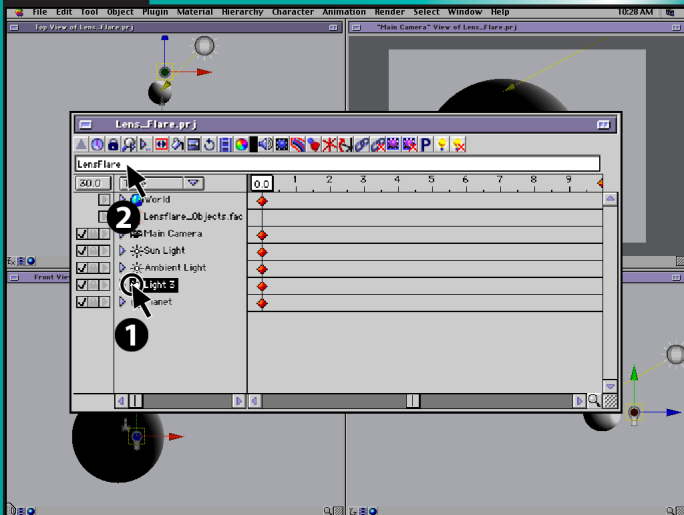
We will first create the initial Sun body through the use of lens flares....So let's add a light...

In the Main menu, select Object > Add Light.

In the Top View window, **[CLK]** above the planet and slightly to the right of center to add the light.

Note: Remember, we need a light source so that we can add a lens flare to it.





In the Project window, **[CMD/CRTL+L]** if it's not already open, **[CLK]** on the Light 3 name, and in the Edit Box, rename this Light "LensFlare".

Press **[ENTER]** to commit to the name change.



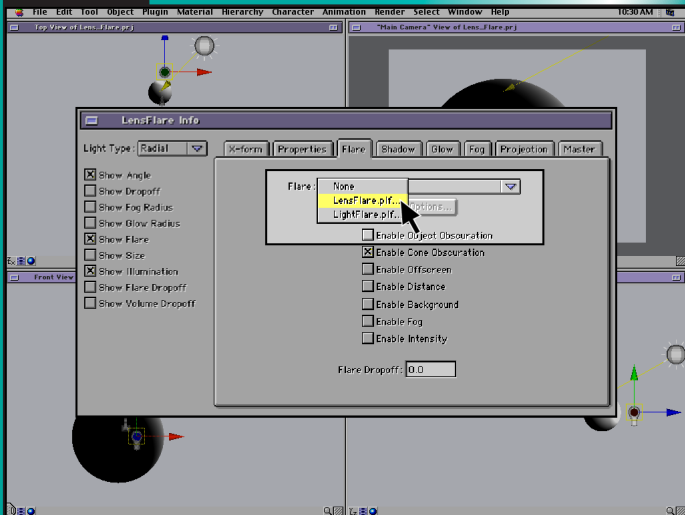


Press [**CMD/CRTL+I**]* to open the Light Info window.

In this window, [**CLK**] on the Flare tab.

*Note: If the LensFlare Light is not selected, [**DBL+CLK**] on it to open up the Info window.

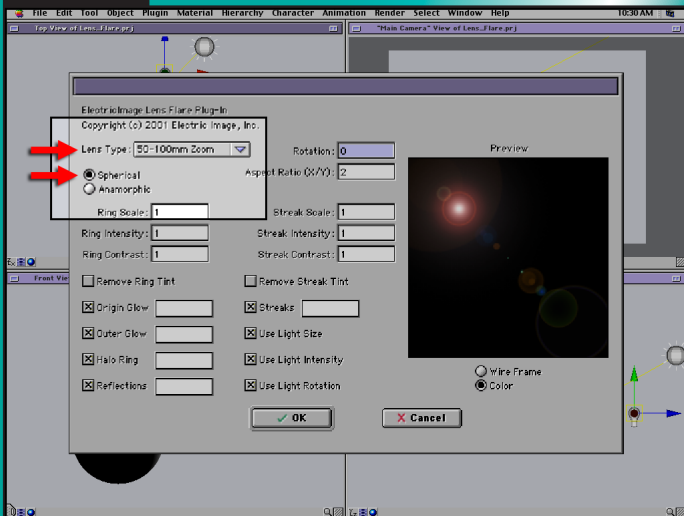




In the Flare tab, **[CLK]** on the None button next to Flare to cause a pulldown menu to appear, then select LensFlare.plf.

After selecting this option, the Lens Flare Plug-In window should open up; if it does not, **[CLK]** on the "Plugin Options..." button.





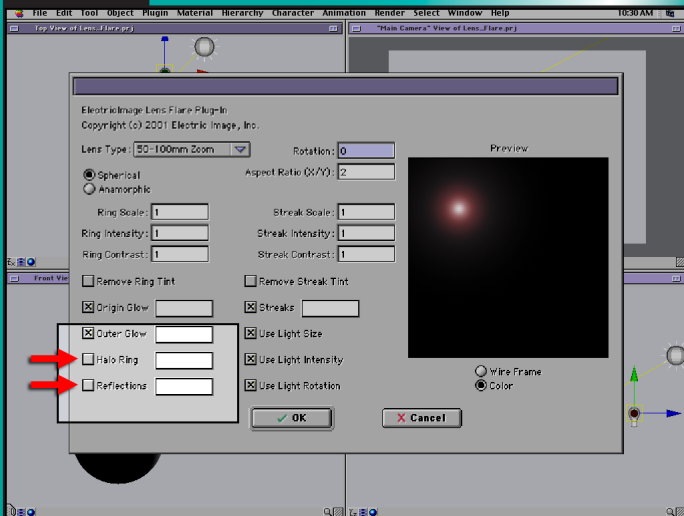
Since we want the Flare to look like a sun, we need to change the default settings...

Leave the Lens Type set to 50-100mm Zoom.

Different size lenses give off different size flares, along with different colors. The 50-100mm setting will work fine for us.

Also, leave the Spherical radio button turned on. If we were outputting this for use in widescreen film, or for some "funky" effect, then we would probably use the Anamorphic setting; but we're not, so leave it set to Spherical.





Since we are creating the base look for the sun using the origin of the flare itself, we do not need the flare's reflections. At least not yet... we'll add them back later...

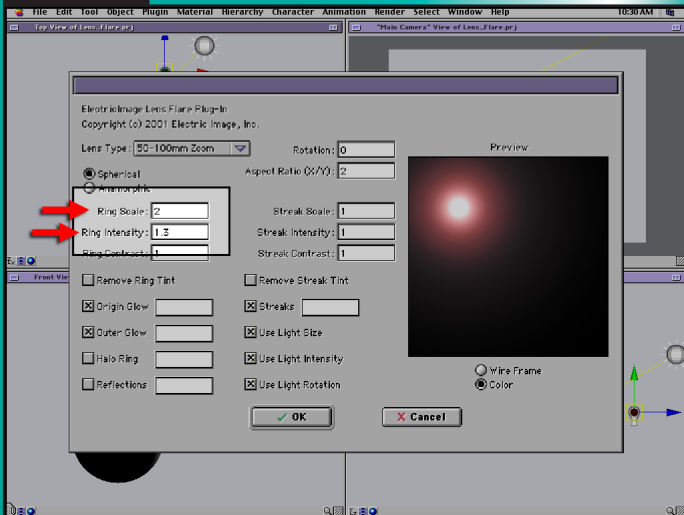
Locate the Reflections checkbox in the lower left of the window, and uncheck the switch.

We don't need the Halo Ring that surrounds the flare, either.

Uncheck the Halo Ring option.

Now we are getting somewhere...



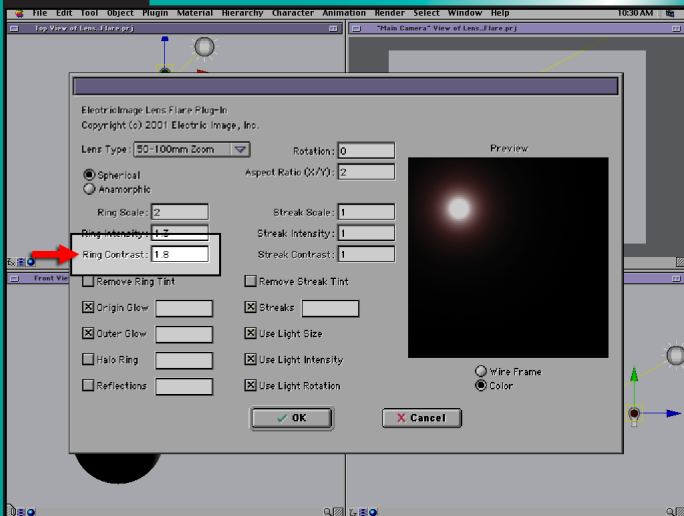


Unfortunately, the origin of the flare is a little too small for our needs, so let's increase it.

Change the size of the Ring Scale to 2 and change the Ring Intensity to 1.3.

Ring Scale controls the overall size of the origin of the flare and Ring Intensity controls the brightness of it. These edit boxes also control the Reflections, which you would have seen if we had kept them on.

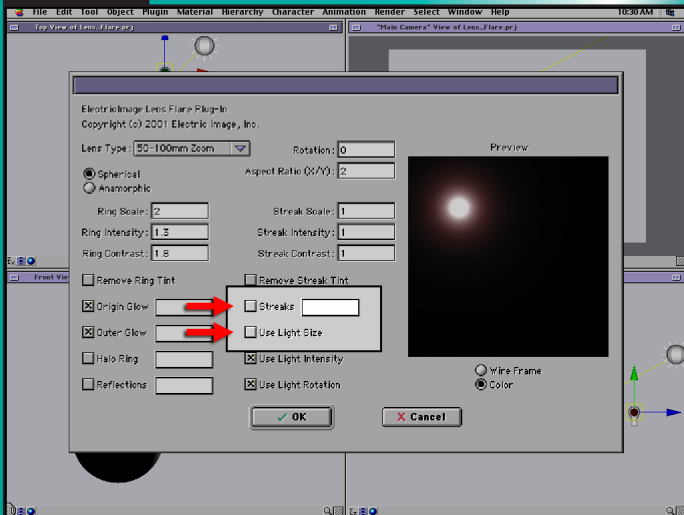




Increase the Ring contrast from 1 to 1.8.

This reduces the glow size of the flare's origin. In other words, it tightens the look of the flare to that of the sun... or a flashlight, or any light source looking directly at the camera for that matter...



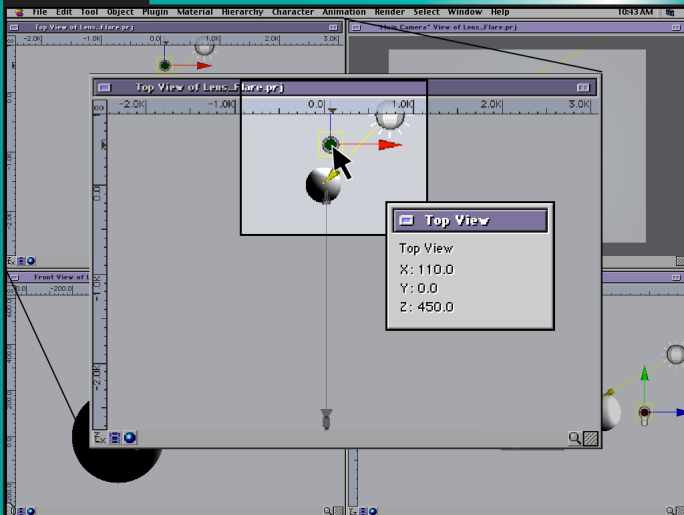


Uncheck the Use Light Size option. As you can see, streaks are now protruding from the sun... you may want to keep this, but we opted not to, so we set Streak Scale, Streak Intensity, and Streak Contrast all to 0. (You can also disable the streaks by unchecking the Streaks checkbox).

Feel free, though, to adjust the values for these options to give a little variety to the edges of the flare.

[CLK] OK to exit out of the Lens Flare Plug-In window.





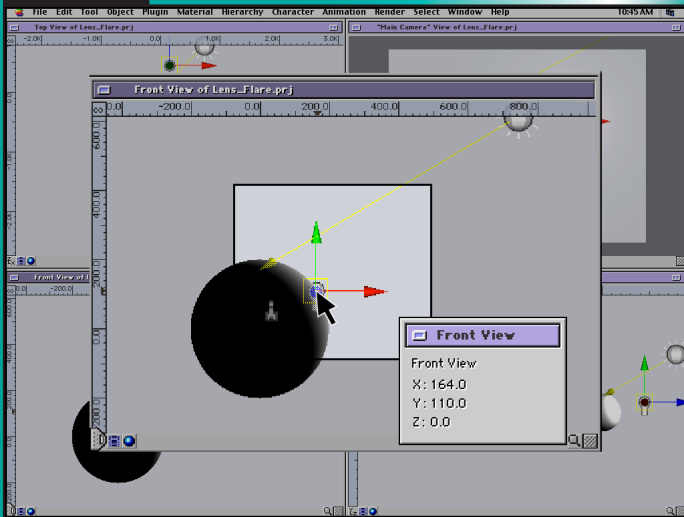
Open up the Location Palette **[CMD/CRTL+Y]** and turn on the rulers **[CMD/CRTL+M]**.

In the Top View window, using the Location Palette as your guide, position the LensFlare 450 units along the Z-axis.

To use the location palette effectively, place your cursor where you want to end up, memorize that spot, then **[CLK]** on the object and move it to that spot.

We will fine-tune our measurements in the X-Form tab in a few steps.



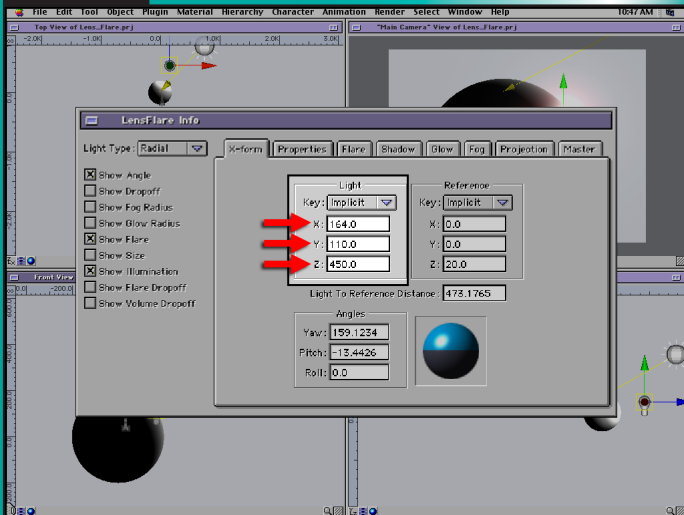


In the Front View window, again using the Location Palette as your guide, position the Flare along the X-axis at 164 units and along the Y-axis at 110 units.

Same as the previous step, memorize the location by placing the cursor, then move the object to that spot.

Note: You can also leave the cursor at the spot you want and use the arrow keys to move the object to the spot (though it may take a little longer).



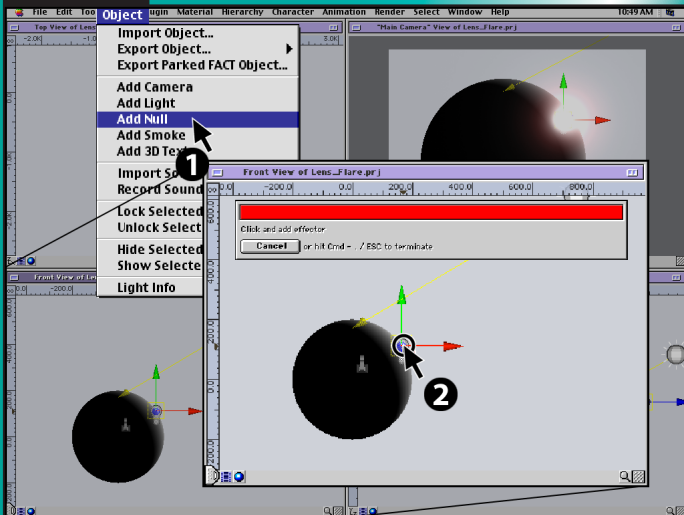


So for the numerically inclined... In the LensFlare Info window (if it's not open, **[DBL+CLK]** on the LensFlare Light), **[CLK]** the X-form tab.

In the Light section, the Light position should be set at the following coordinates:

X- 164
Y- 110
Z- 450





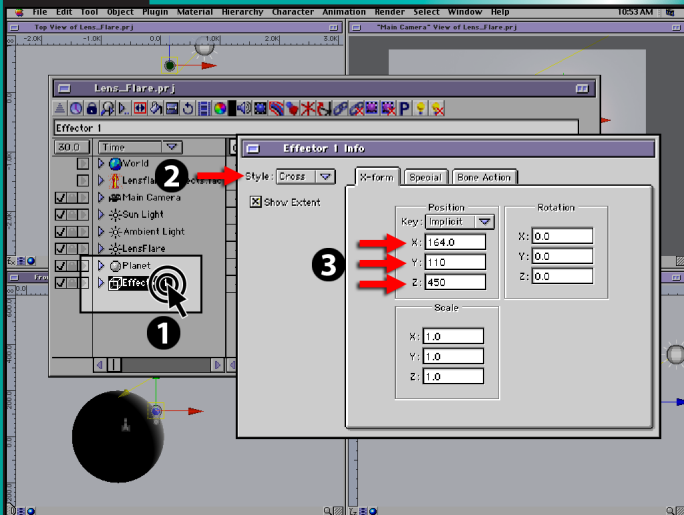
We are not going to move the Lensflare Light itself to animate it; we are going to attach it to an effector that will move it out from behind our planet.*

In the Main menu bar, select Object > Add Null.

[CLK] on our Lensflare to add the Effector (Null).

*Note: Always use effectors to animate your objects. If you ever need to modify or swap one model out for another, you'll find moving all of the animation data from one object to another can be a very painful and tedious process. Using effectors is more efficient. Swapping out models is easier, more precise, and allows you to retain the same motion data.





In the Project window, **[DBL+CLK]** on the Effector 1 to open up its Info window.

In the Effector Info window, set the Style of the Effector to Cross.

Set the Position XYZ values to the same values of your LensFlare Light.

Enter under the Position section:

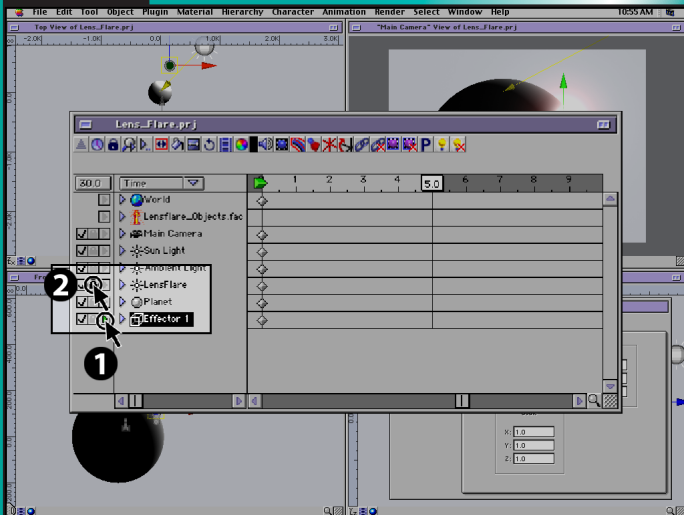
X- 164

Y- 110

Z- 450

Leave this window open, but off to the side. We will be using it again later.





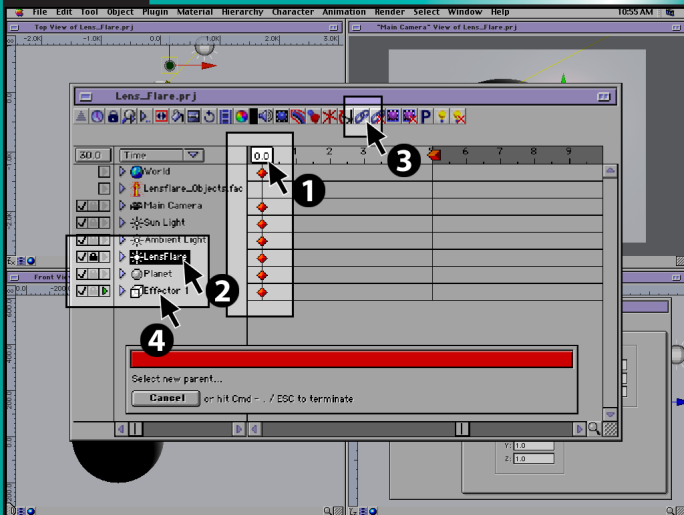
Our animation is going to last 5 seconds. So make sure that your time line is set to start at 0 and move the End Marker (the red arrow) to the 5 second mark.

We are going to animate the lens flare out from behind the planet at roughly a 45 degree angle heading towards the top right corner of the screen.

In the Project window, **[CLK]** on the animation triangle to the left of the Effector 1 name to allow us to animate it (the triangle will turn green).

[CLK] on the lock of the LensFlare Light. For now we don't want to accidentally move the light, potentially causing us confusion and head-scratching as we proceed further...





In the Project window, move the Time Marker back to 0.

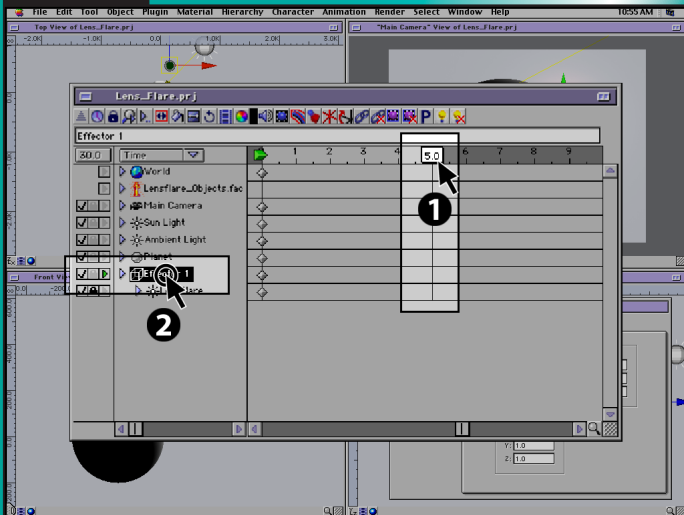
Single **[CLK]** on the LensFlare Light to highlight it.

In the Project window menu palette, **[CLK]** on the Parent icon button (the icon looks like chains linked together, 7th from the right).

Finally, when prompted, **[CLK]** on the Effector 1 name in the Project window.

Note: You should now see the LensFlare Light underneath the Effector. You linked this light to the effector.

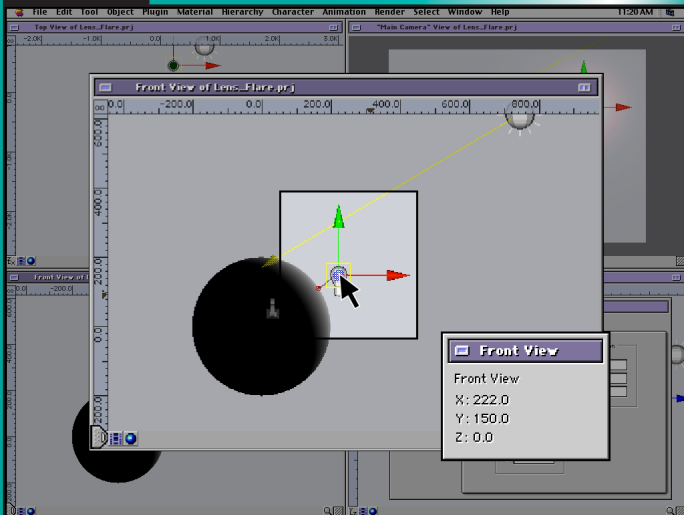




In the Project window, move the Time Marker (animation marker) to the 5 second mark, which should be the end of the animation.

[CLK] on the Effector 1 name to highlight it...





In the Front View window, utilizing the Location Palette, move the Effector 1 to the following coordinates:

X- 223**

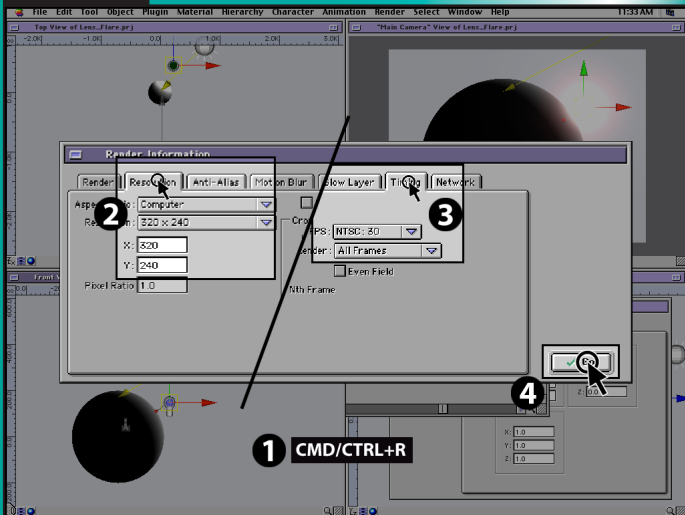
Y- 149**

The Z-axis will remain at 450 units.

Note: You will not see the effector itself, but you will see a box showing extents, and it's the extents that you move to position the object.

**You can also enter these values in the Effector's Info window.





Select File > Save to save this project, then press **[CMD/CRTL+R]** to bring up the Render Information window.

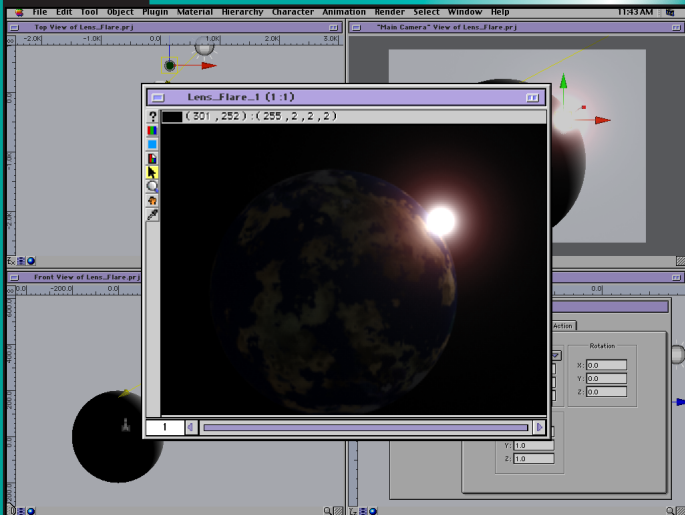
In the Resolution tab, make sure that it's set to 320x240 for resolution.

In the Timing tab, make sure that it is set to Render All Frames.

[CLK] Go.

When prompted, save this render to your hard drive and render.





If you are on a Macintosh(OS9 only), please use the Projector Application located on the cd, to view the render. All other platforms can use either After Effects, QuickTime Player(if the QuickTime EI extensions are installed - OS9 only - or EI itself)

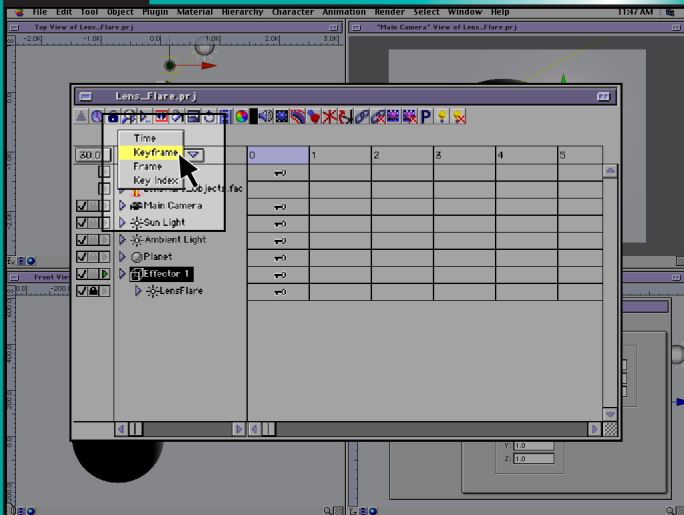
Very unappealing, isn't it?

What we are trying to achieve is to have the sun emerge, or grow, from behind the planet, starting off small and scaling up. Here, the lens flare pops out of thin air because Animator does not know how to calculate partial obscurations when using lens flares. It's either On or Off; there is no in-between.

Also, the motion of the lens flare is a little off.

So let us go back into our Lens Flare project file and correct those things. Relaunch Animator and open up the Lens Flare project file that we saved out before rendering.



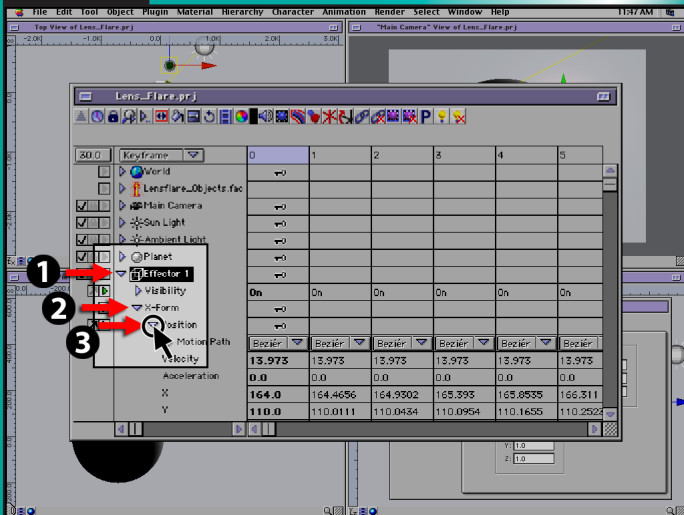


The first thing we need to do is fix our animation path.

Make sure the Time Marker is set to 0. In the Project window, change the Editing mode from Time to Keyframe.

Keyframe is a spreadsheet view of all of the animation channels of all objects over every frame of the animation. This is where the real power of Animator comes into play.

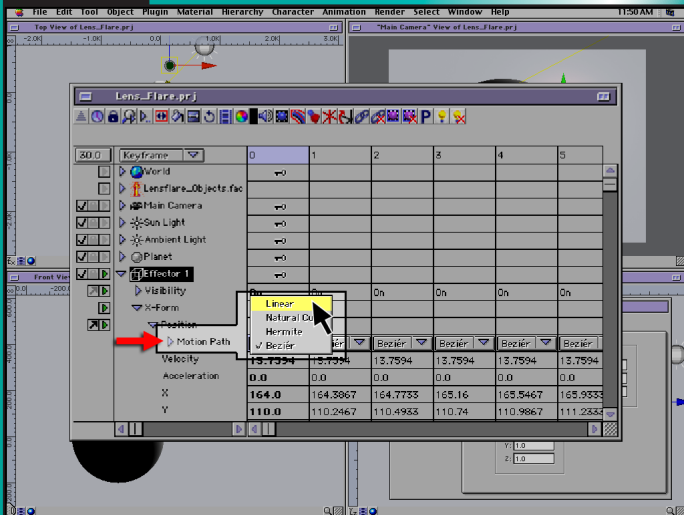




[CLK] on the blue triangle next to the Effector to reveal the Effector's properties. These same attributes are found in the Effector's Info window if you **[DBL+CLK]** on it. The difference, though, between these two viewings is that while in spreadsheet mode you have access to subanimation channels that cannot be seen in the Info windows.

[CLK] on the blue triangle next to X-Form, and then **[CLK]** on the blue triangle next to the Position attribute.





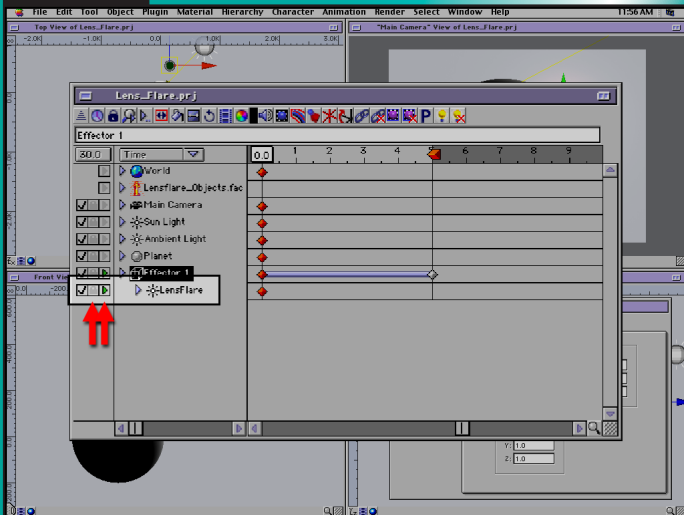
Under the Position attribute, there is a control called Motion Path - on frame 0, and throughout the animation, it is set to Bezier.

[CLK+HLD] on the Bezier option button and, in the pop up menu, select Linear. Now all of the frames are set to Linear which will now cause our Effector to travel in a straight path.

[CLK] on the blue triangles we opened to collapse them.

Change the Editing Mode back to Time.





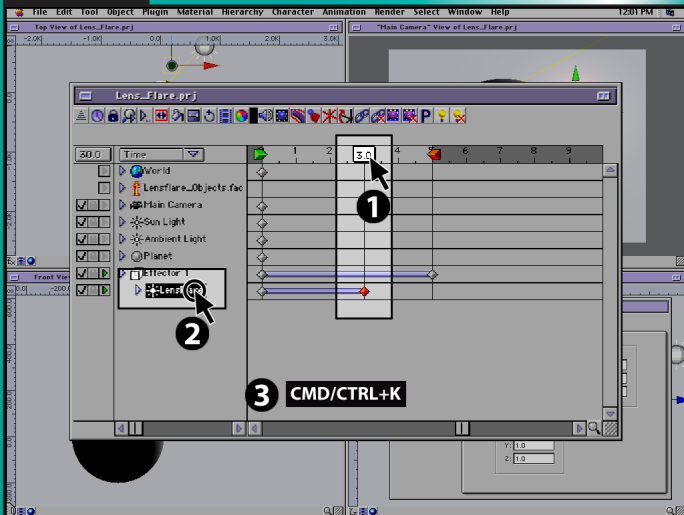
Now we need our lens flare to reveal itself, or grow, from behind the planet.

To achieve this, we need to scale the lens flare over a period of time.

We are going to do this by animating the Ring Scale option in the LensFlare plug-in menu.

Unlock the LensFlare Light and turn on the animation triangle for it.





Since the sun is built for the final look of our animation, we will add an ending keyframe to lock in that look.

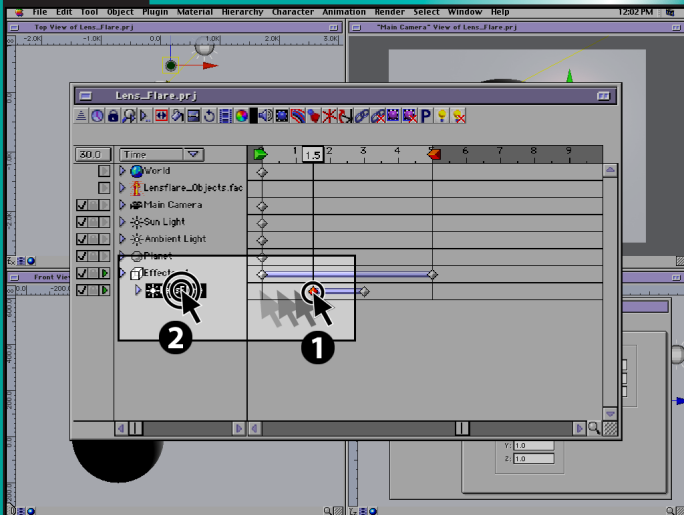
Move the Time Marker to 3 seconds.

[CLK] on the Lensflare Light to highlight it.

Press **[CMD/CRTL+K]** to add a keyframe.

Move the Time Selector to the beginning of the animation.

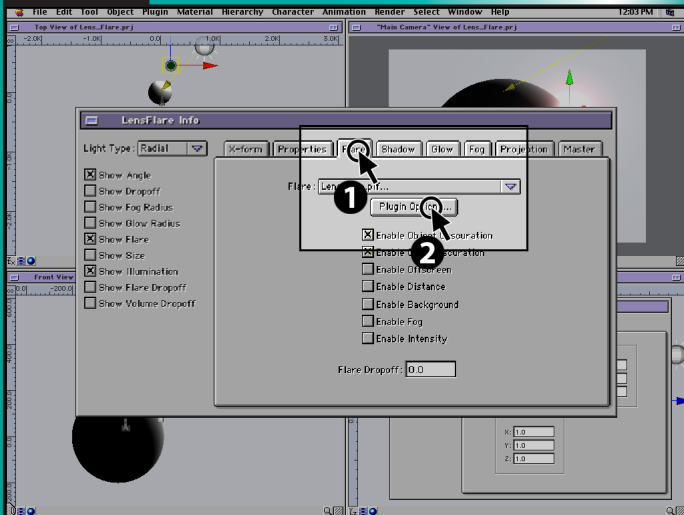




[CLK+HLD] on the Keyframe Indicator for the LensFlare Light at time 0 and drag this keyframe to 1.5 seconds.

[DBL+CLK] on the Lensflare Light to open up the LensFlare Light Info window.

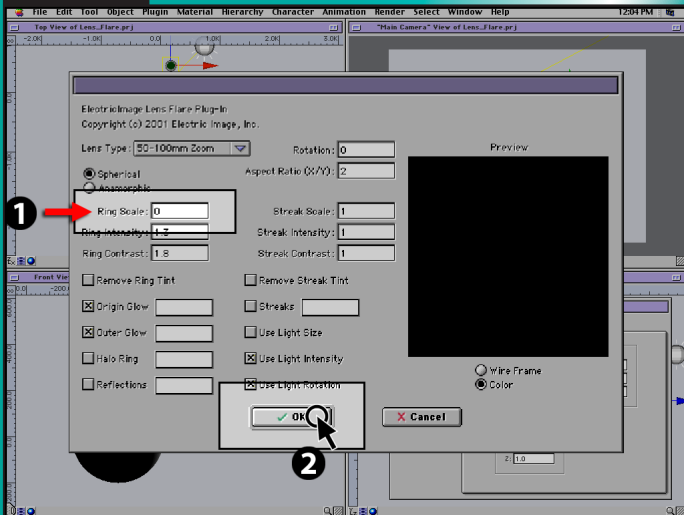




In the LensFlare Light Info window, **[CLK]** on the Flare tab.

[CLK] on the Plugin Options... button.



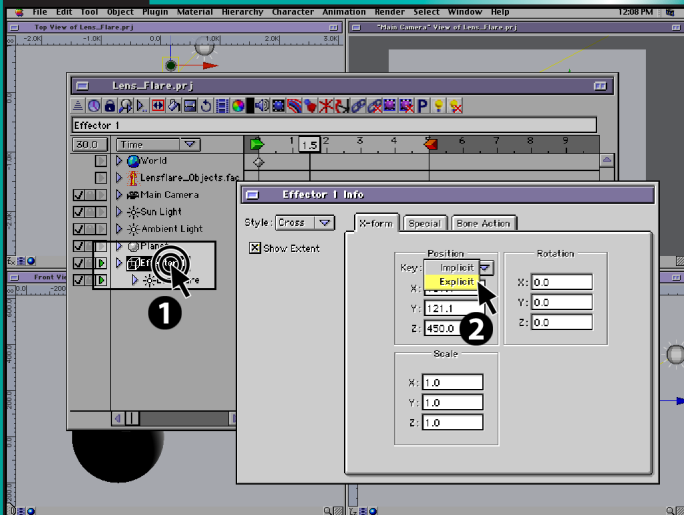


In the LensFlare plug-in dialog box, enter 0 for the Ring Scale.

[CLK] "OK" and Close the LensFlare Light Info window.

Note: Now if we were to render this out at this point, we would see our lens flare scale up and move away from the planet at the same time... we would lose the illusion that the lens flare is already at its natural size, just emerging from behind the planet... so what we need to do is to pause the movement of the flare while it scales up. To do this, we need to delve deeply into Animator's powerful animation features... the Function Editor, or F-Curves for short...





Before we can use the F-Curve editor, we need to define some attributes to get access to them in the F-Curve editor...

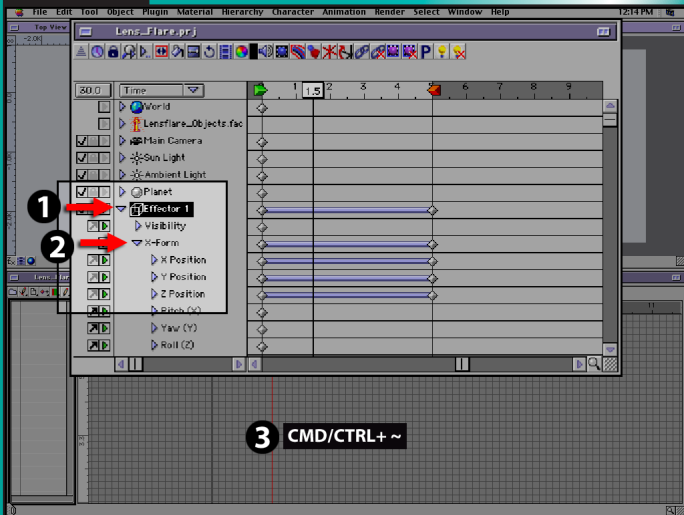
In the Project window, [**DBL+CLK**] the Effector 1.

Under the Position column of the X-form tab, [**CLK**] on the word Implicit, then in the pop up menu, select Explicit.

This allows Animator to define each control parameter (X,Y, and Z) for the function curve editor.

Close the Effector window.





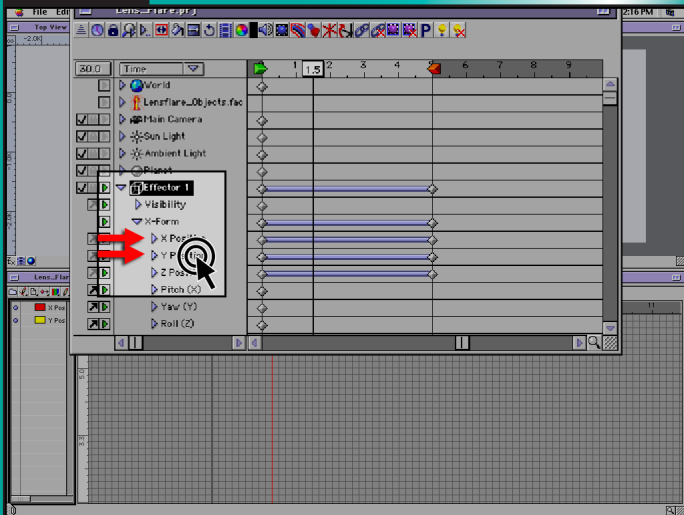
As we did previously...in the Project window, **[CLK]** on the blue triangle next to the Effector to reveal the Effector's properties.

[CLK] on the blue triangle next to X-Form.

Note: This is slightly different from what we saw before. When we changed the Position elements to Explicit, it separated the X,Y, and Z parameters for individual control.

Press **[CMD/CRTL+~]** to open the Function Curve Editor.





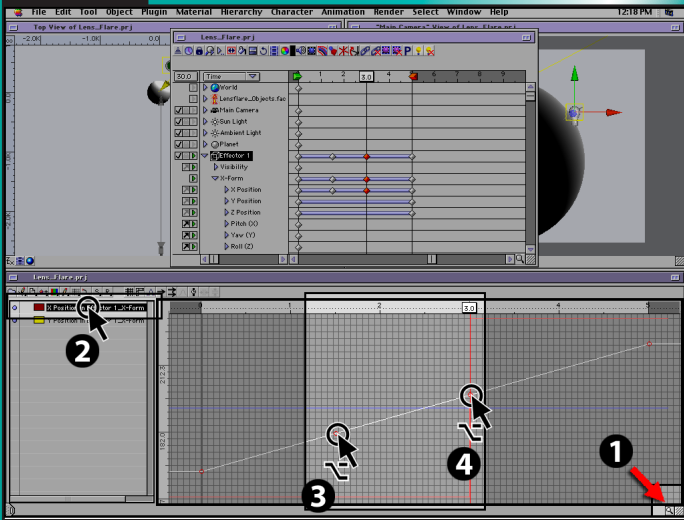
Position the Function Curve Editor window so that you can see the Project window.

In the Project window, find the Effector 1 and **[DBL+CLK]** on the X Position control parameter to add this into the F-Curve window.

[DBL+CLK] on the Y Position control parameter to do the same.

These are the two attributes that define the motion of the Effector and the Lensflare, since it stays the same along the Z-Axis.





To hold the movement of the scaling of the lens flare, we need to define two points in time (i.e., keyframes) for this to occur within.

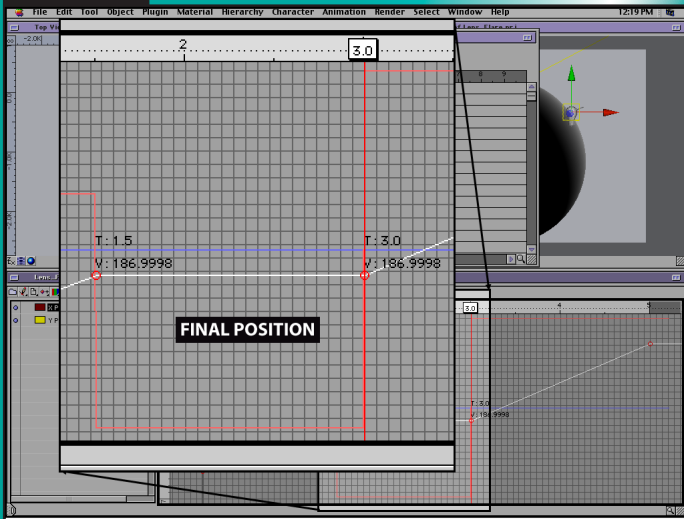
To see our animation area more clearly, in the lower right of the graph window, **[OPT/ALT+CLK]** on the Magnifying glass to fit the graph to the view window.

In the Function Curve window, single **[CLK]** on the X Position of the Effect1 to highlight it.

Move the Time Marker to 1.5 seconds if it's not there already. **[OPT/ALT+CLK]** on the white line to add a keyframe.

Move the Time Marker to 3 seconds and **[OPT/ALT+CLK]** on the white line to add a keyframe there





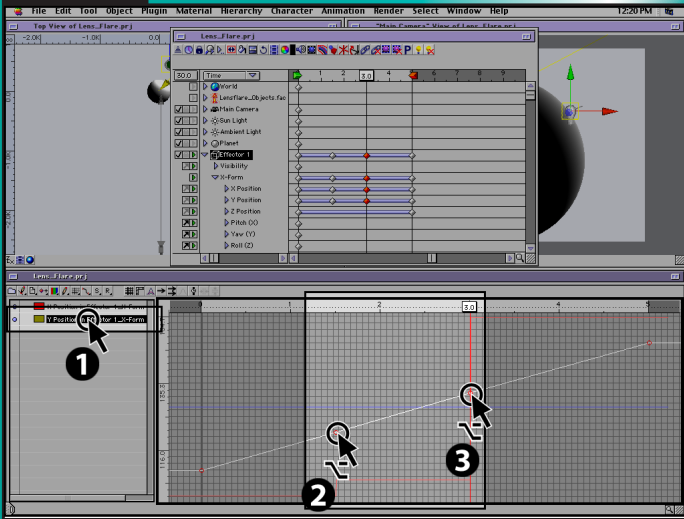
What we need to do is stall the movement of the Effector 1 between 1.5 seconds and 3 seconds. To do this we need a straight horizontal line between these two keyframes.

At the 3 second mark, **[CLK+DRG]** the keyframe that we just added and bring it down so that the line between this keyframe and the first keyframe we added is horizontal.

[CLK] on the horizontal line between these two keyframes and move it up to around 186 units. Both keyframes will move simultaneously.

Note: When moving the keyframes around, make sure that they still line up with the 1.5 second mark and the 3 second mark.





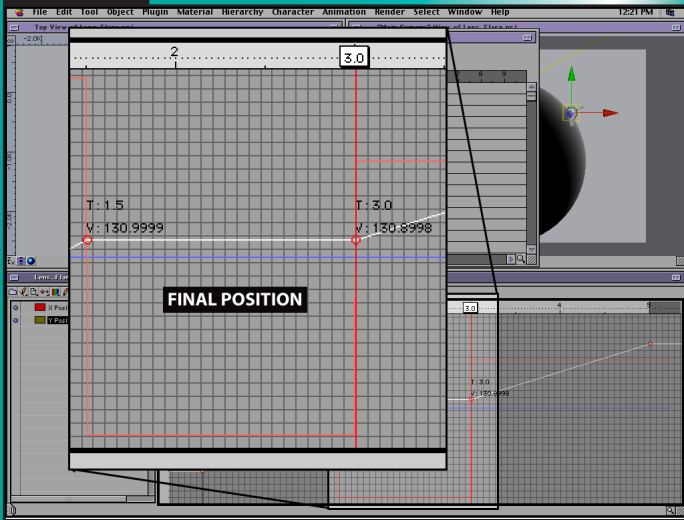
We need to do the same thing to the Y value, stalling the movement of Effector 1 between 1.5 seconds and 3 seconds.

Single [CLK] on the Y Position in Effector 1 to highlight it.

Move the Time Marker to 1.5 seconds, [OPT/ALT+CLK] on the white line to add a keyframe.

Move the Time Marker to 3 seconds, [OPT/ALT+CLK] on the white line to add a keyframe.



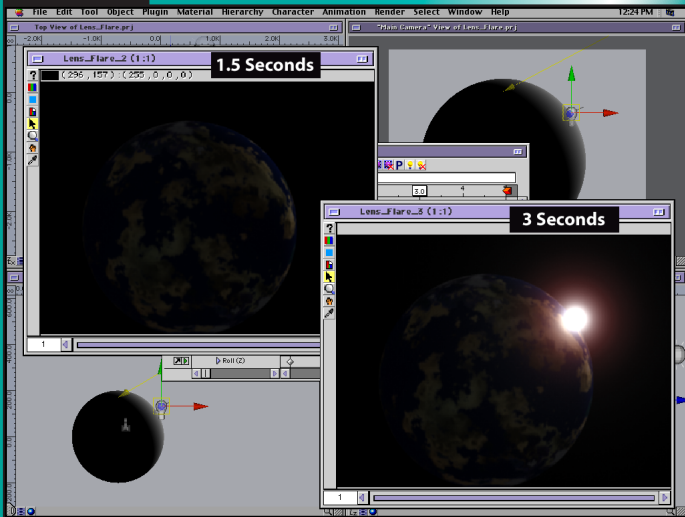


[CLK+DRG] the keyframe that we just added and bring it down so that the line between this keyframe and the first keyframe we added is horizontal.

[CLK] on the horizontal line between these two keyframes and move it up to around 130 units.

Close the F-Curve window.





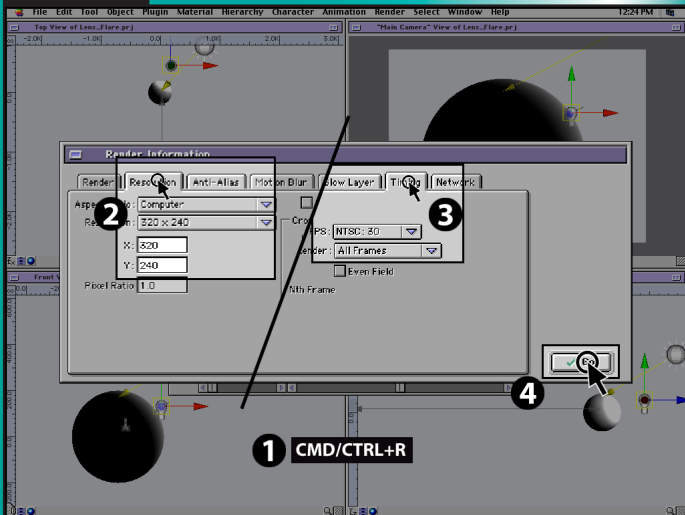
To make sure that our adjustments work, we will perform some test renders at 1.5 seconds and 3 seconds.

Move the Time Marker to 1.5 seconds and, in the lower left of the Camera View window, **[CLK]** on the Snapshot button and select "Window Size".

Do the same at 3 seconds.

We are looking to see if the flare is barely visible at 1.5 seconds and in full bloom at 3 seconds (which they should be). If they are not, you need to go back to the F-curve editor and move the horizontal line slightly up, advancing the stall one or two frames above the original. Now if you do see what we mentioned, we can move on and render out this animation to see our motion.





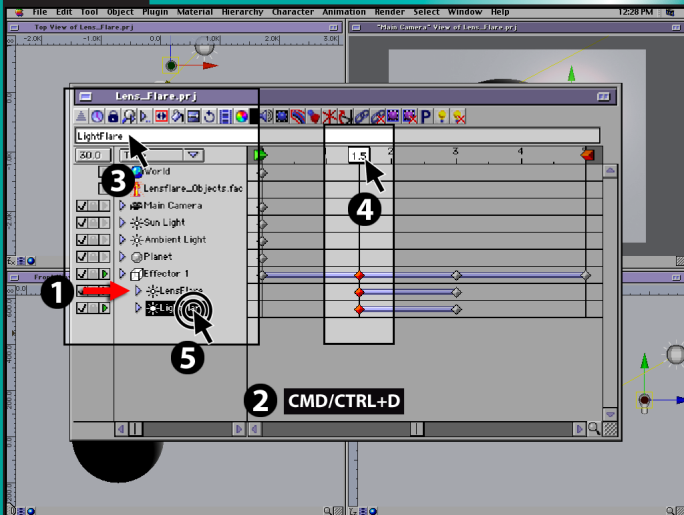
Press **[CMD/CRTL+R]**. Since everything is set like it was before, go ahead and **[CLK]** OK.

Play the animation through the Projector Application.

It's really starting to take shape. The animation of the Sun is working very well. But, of course, we are not satisfied yet... We just need to add a few more lens flare elements to "take it over the top", and adjust the static starfield.

After viewing, relaunch Animator and the Lens Flare project that we are working on.





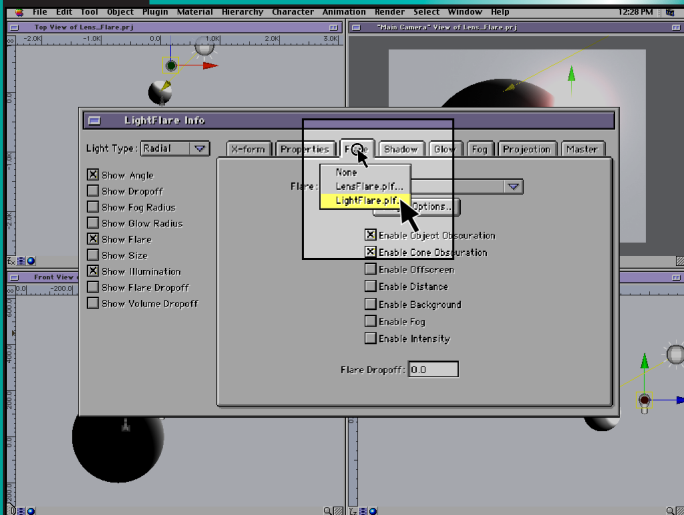
In the Project window, select the LensFlare Light and press **[CMD/CRTL+D]** to duplicate it.

Select the duplicate light and rename it LightFlare.

Move the Time Selector to 1.5 seconds.

[DBL+CLK] on the LightFlare Light to open its Light Info window.



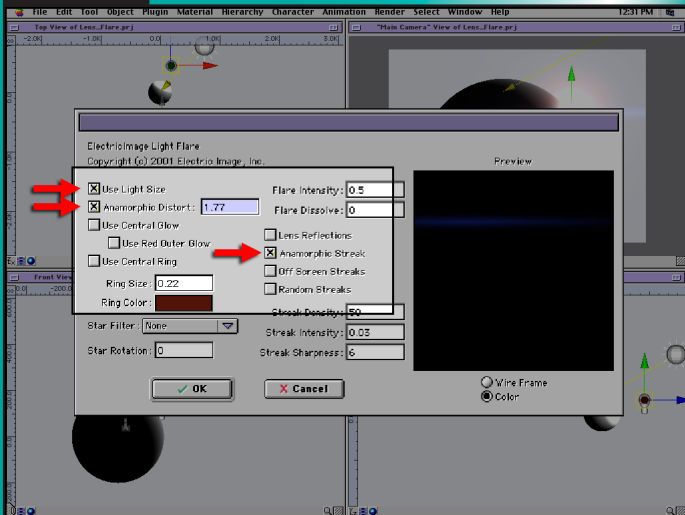


[CLK] on the Flare tab.

[CLK] on the LensFlare.plf and switch this flare to LightFlare.plf.

Note: The Light Flare window should open.





The Light Flare Plug-In is very similar to the Lens Flare Plug-In for creating Lens Flares.

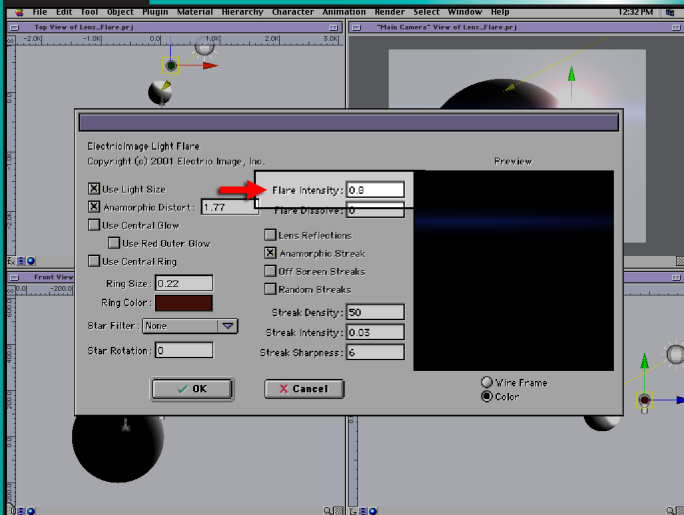
The 2 major differences are the anamorphic streak (a blue narrow light flare that stretches across the screen) and the power of the star filter.

For our exercise, the only attribute we are going to use is the anamorphic streak.

Select the Use Light Size checkbox, the Anamorphic Streak checkbox, and the Anamorphic Distort checkbox.

Uncheck everything else.



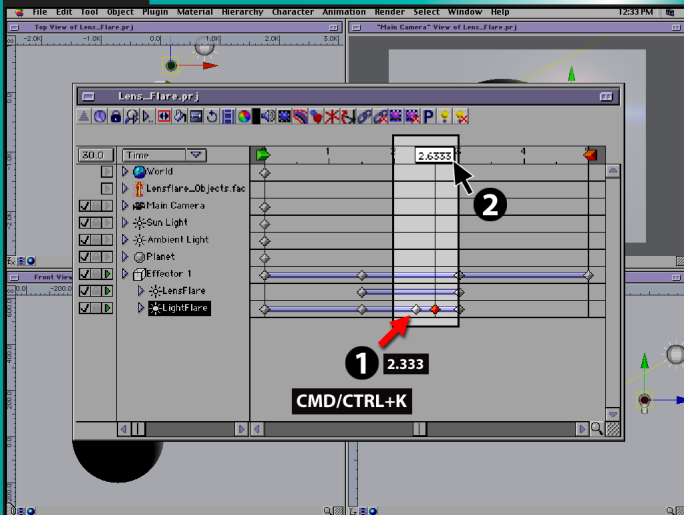


We want this flare to be a little stronger.

Set the Flare Intensity to 0.8 .

[CLK] OK.



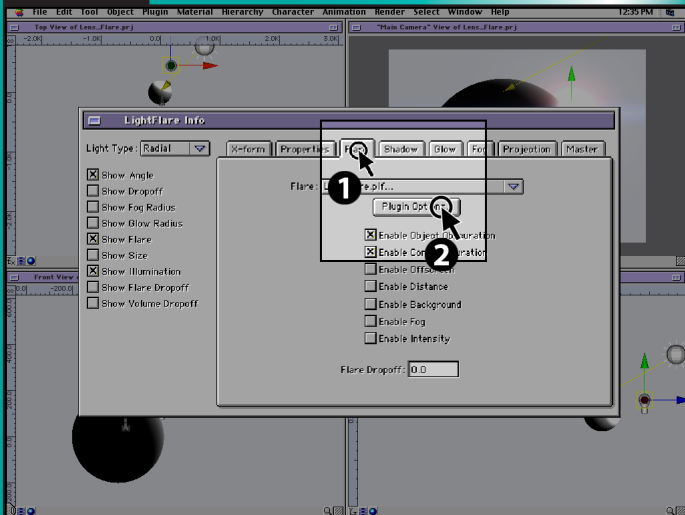


What we want to do is to have this flare begin to grow when the initial lens flare first appears at 1.5 seconds. It will grow exponentially to where we have set the settings. It will then stay on screen for a second and then shrink back down to nothing.

In the Project window, with the LightFlare Light still selected, move the Time Marker to 2.333 seconds and press [**CMD/CRTL+K**] to add a keyframe.

Move the Time Marker to 2.633 seconds and press [**CMD/CRTL+K**] again to add a key frame here.

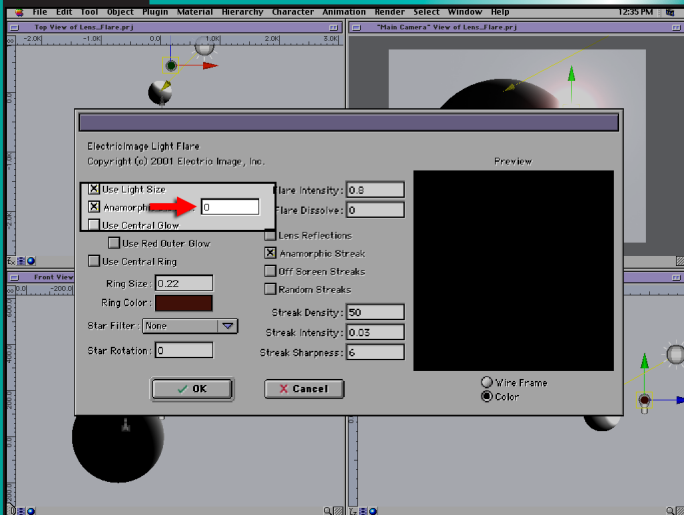




Move the Time Marker to 1.5 seconds.

In the LightFlare Info window, go to the Flare tab and **[CLK]** on the "Plugin Options...."



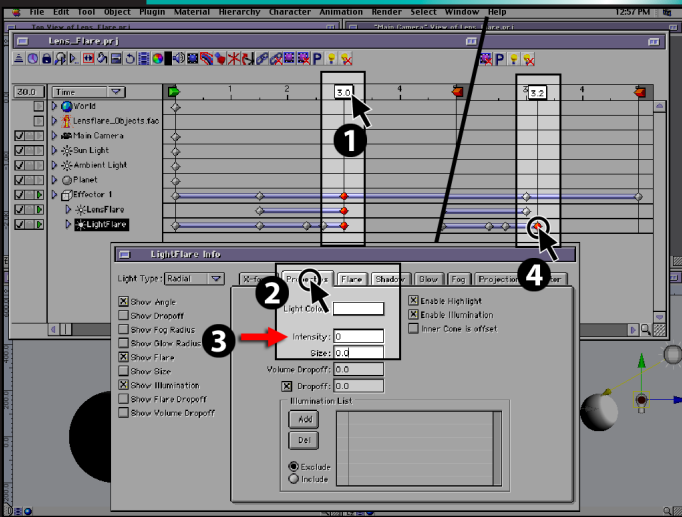


Set the Anamorphic Distort to 0.

[CLK] OK.

Our streak will now grow across the screen from 1.5 seconds to 2.333 seconds.





Move the Time Marker to 3 seconds.

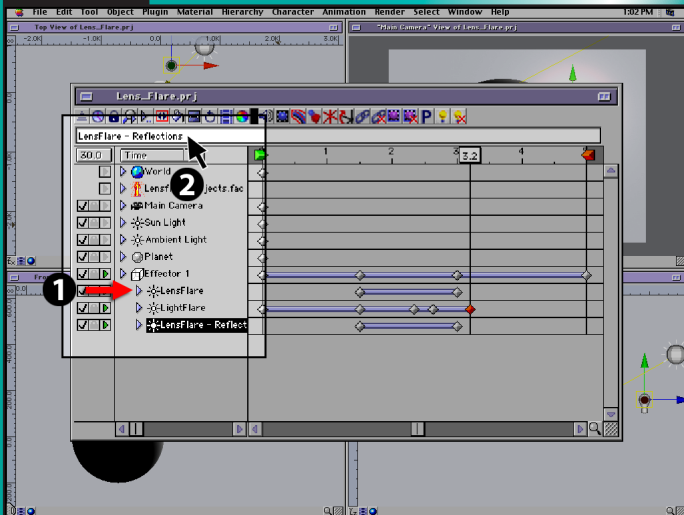
In the LightFlare Info window, **[CLK]** on the Properties tab.

Change the Intensity setting to 0.

In the Project window, **[CLK+DRG]** this keyframe to 3.2 seconds.

That should be it for the LightFlare streak... now let's add some reflections...

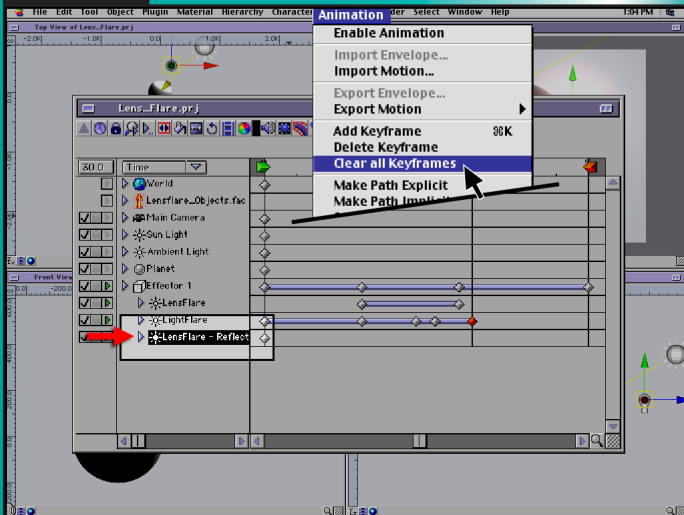




Still in the Project window, single **[CLK]** on the LensFlare Light that we initially created, and press **[CMD/CRTL+D]** to duplicate it.

Rename the duplicate LensFlare - Reflections.

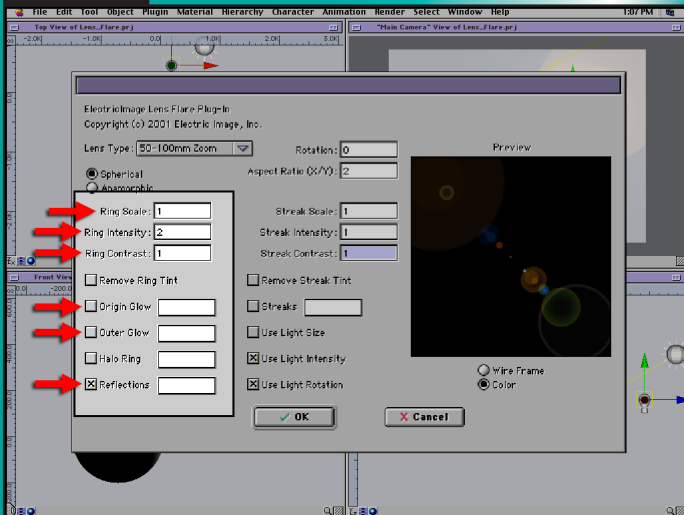




With the LensFlare - Reflections highlighted in the Main menu, select **Animation > Clear All Keyframes**. We are going to start animating from scratch.

In the LensFlare - Reflections Info window, **[CLK]** on the Flare tab and **[CLK]** on the "Plugin Options..." button.





In the Lens Flare Plug-In, set the following:

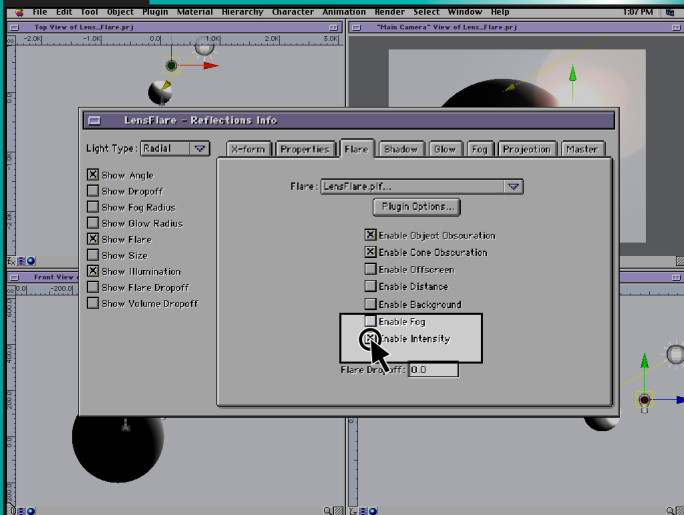
Ring Scale: 1
Ring Intensity: 2
Ring Contrast: 1

Uncheck Origin Glow and Outer Glow.

Enable the checkbox for Reflections.... aaah... there they are...

[CLK] OK.

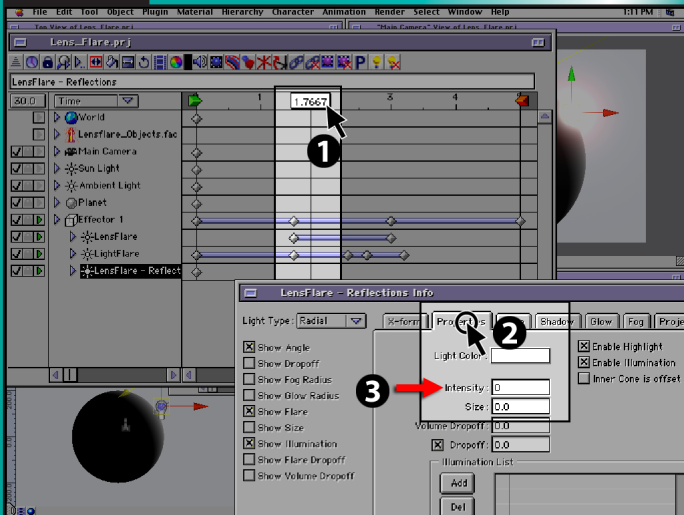




To control the fading in and out of the Reflections, we will use the main light's intensity.

To do that, go to the Flare tab of the LensFlare - Reflections Info window and **[CLK]** on the check box to Enable Intensity.



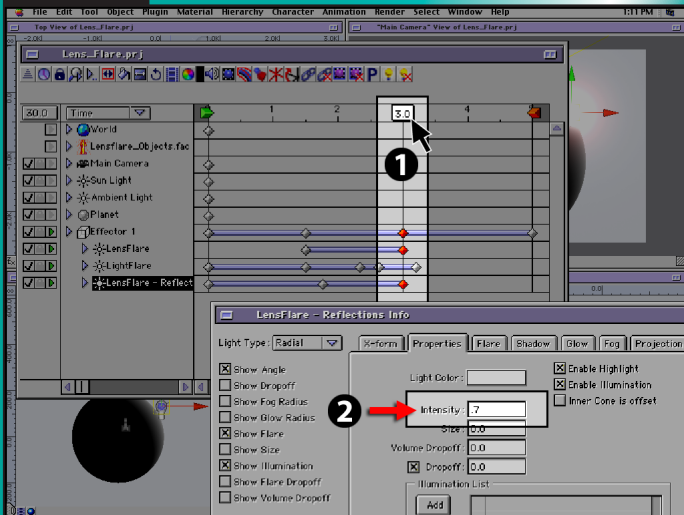


In the Project window, move the Time Marker to 1.7667 seconds.

In the LensFlare - Reflections Info window, **[CLK]** on the Properties tab.

Change the Intensity value to 0.

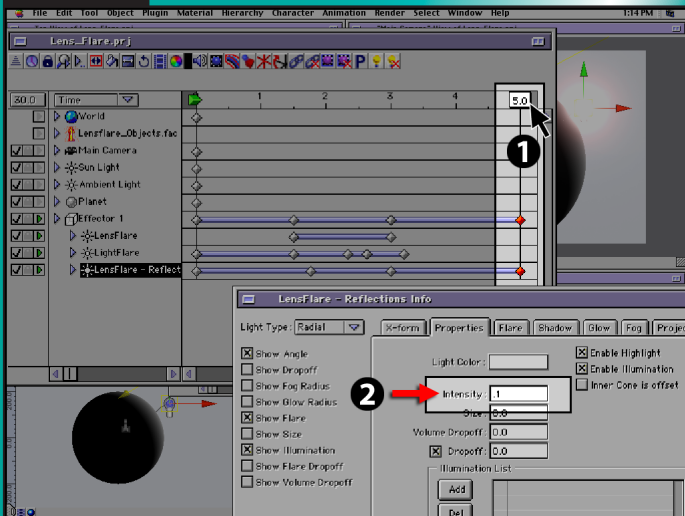




In the Project window, move the Time Marker to the 3 second mark.

Change the Intensity of the LensFlare-Reflection light to 0.7.



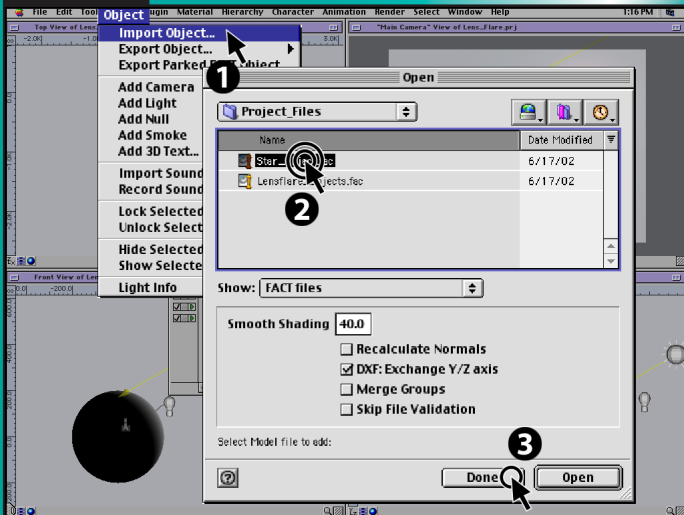


In the Project window, move the Time Marker to the end of the animation, the 5 second mark.

In the Properties tab of the the LensFlare - Reflections Info window, change the Intensity value to 0.1.

Well, that's it for the Sun, but to make this little animation shine a little more, we are going to add stars...





To add depth to this simple animation, we are going to load in a prebuilt star model. The Stars were created in the keyed version of Electric Image's Animator using Northernlights Productions Big Dipper plugin.

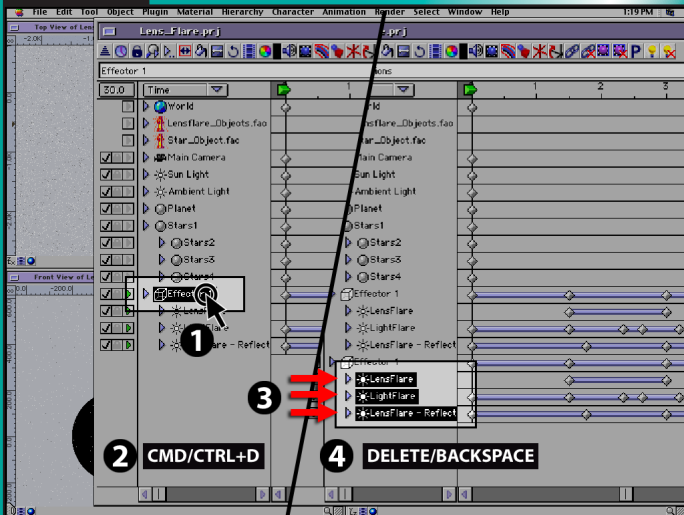
In the Main menu, select Object > Import Object.

In the Lens_Flare_tutorials folder, locate the Star_Object.fac model file and open it.

When it's done loading, press the Done button.

Note: The reason we did not load this earlier is that it (with all of the star bodies) would have been in the way... you will see when you open it.





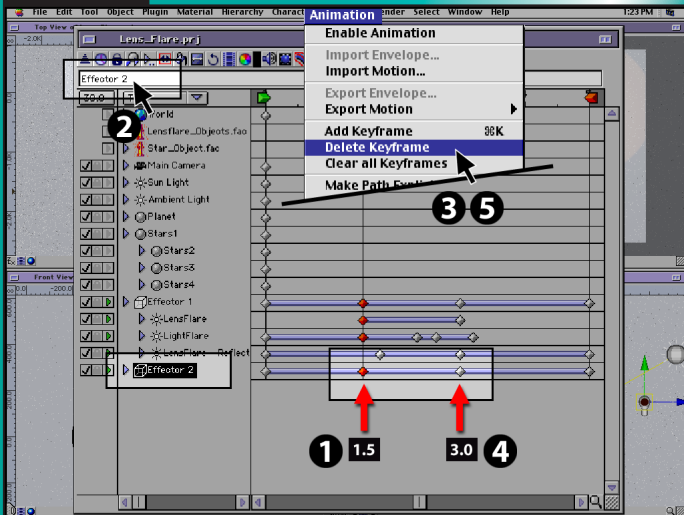
Now we are going to animate the Starfield...

We are going to duplicate the effector that we used for the lens flares, remove 2 keyframes, then we will attach the stars to this so that it animates along with the lens flares.

In the Project window, select the Effect1 and press **[CMD/CRTL+D]** to | duplicate it.

On the duplicate Effect1, select the LensFlare, LightFlare and LensFlare - Reflections. Press the **[DELETE/BACKSPACE]** key.





In the Project window, move the Time Marker to 1.5 seconds.

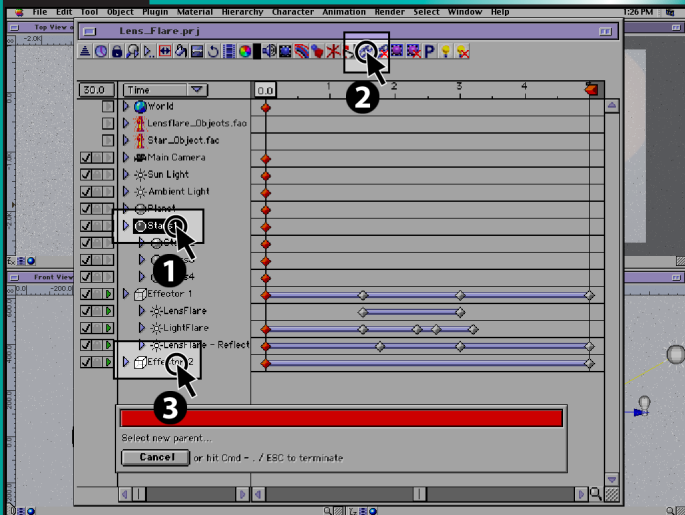
In the Main menu, select Animation > Delete Keyframe.

Move the Time Marker to 3 seconds.

In the Main menu, select Animation > Delete Keyframe.

Move the Time Marker to 0 seconds.





Single **[CLK]** on the Stars1 object to highlight it.

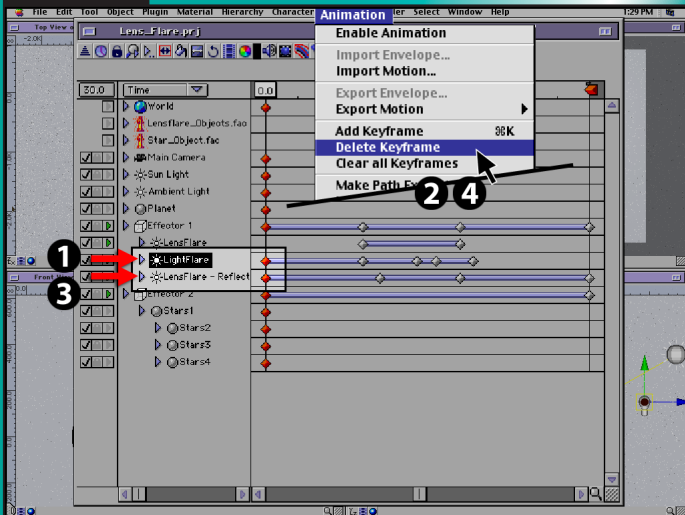
[CLK] on the Parent icon button (the icon looks like chains linked together, 7th from the right)

Finally, when prompted, **[CLK]** on the duplicate Effector 1 name in the Project window.

Note: You should now see the Stars1 object and its children underneath the duplicate Effector.

That's it... We are ready to render this out now...





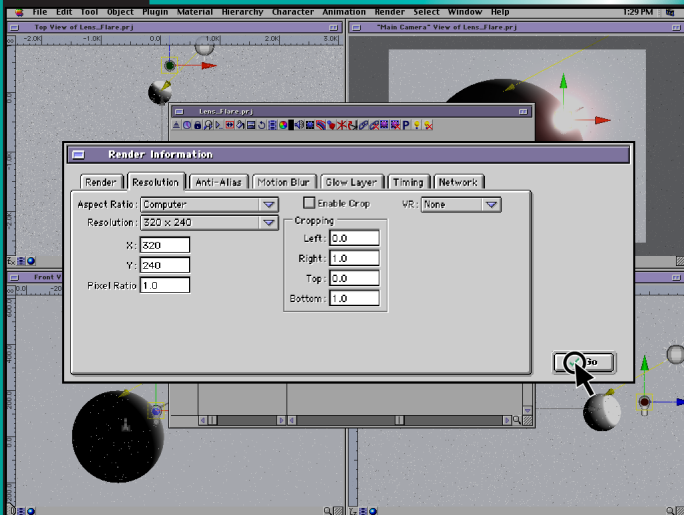
Before we render, though, we need to clean up an errant keyframe...

Single **[CLK]** on the LightFlare Light icon in the Project window.
Then single **[CLK]** on the first keyframe of the LightFlare Light.

In the Main menu, select Animation > Delete Keyframe.

This keyframe is not needed, and if left, it would have added some quirkiness to the lens flare animation.

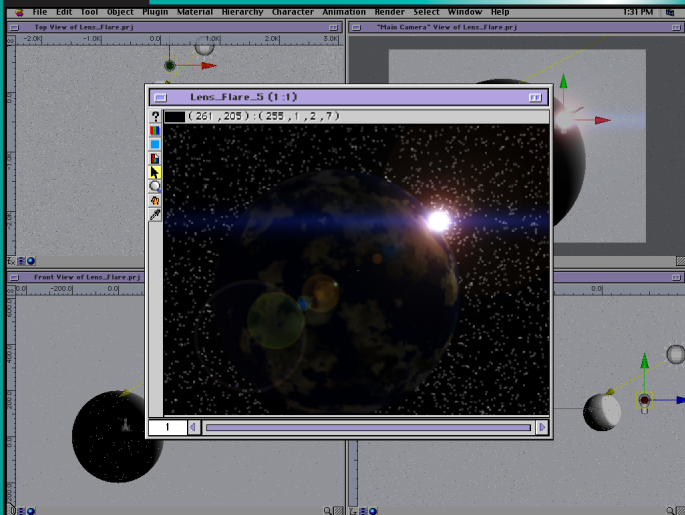




Press **[CMD/CRTL+R]** to bring up the Render Info dialog box.

Since everything was set up as before, go ahead and **[CLK]** GO and render away.

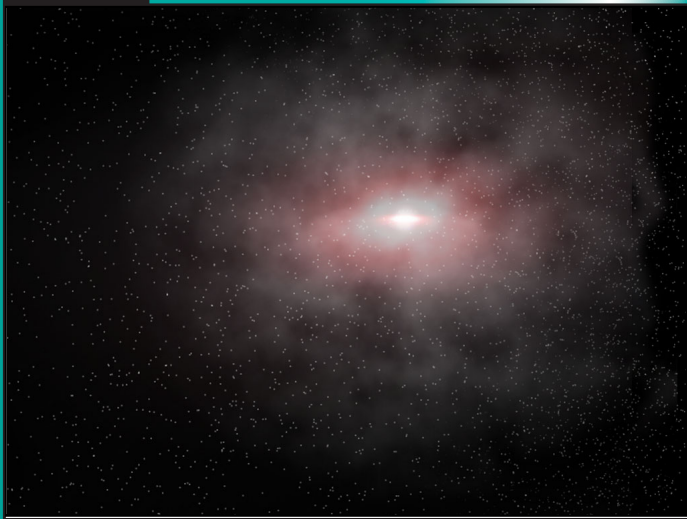




Hopefully, through this exercise, you have gained a little wider knowledge of another use for lens flares. And, although we did not delve into it here, every reflection on the lens flare can be adjusted to suit your needs. You may be wondering, "How do I do that? How do I adjust each ring?"

Well in order to do that, you need to work in the Project window. Twirl down any one of the Lens Flare Lights we used in this animation - at the very bottom of the list is Flare. Twirl down the arrow for this and you will see every attribute that makes up the flare. Twirling down any one of these arrows reveals more properties that you can tweak and adjust for an unprecedented amount of control...





While Lens Flares are good for adding a zest to specular highlights, they can be used with many effects. Today we made a sun and a distant star, but they can also be used as flashes for laser guns, arc welders, photon torpedoes; as glints on rocket engines, initial explosions, or even headlights on a car. And with a little more patience and creative planning, flashing emergency lights for police cars and firetrucks.

We hope you enjoyed the tutorial. We would love to see what you do with lens flares and lights in general... post your creations in our Look at Me section on our message boards at www.dvgarage.com.



