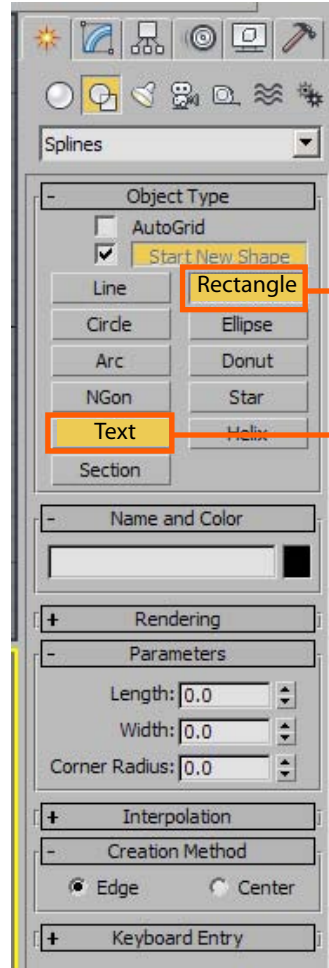
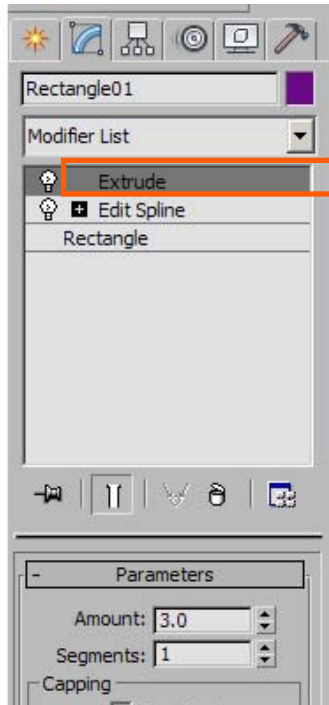


Making "Negative" Text

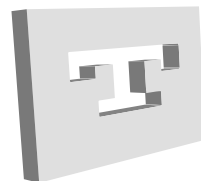
Negative text is text that is cut out of larger mesh.



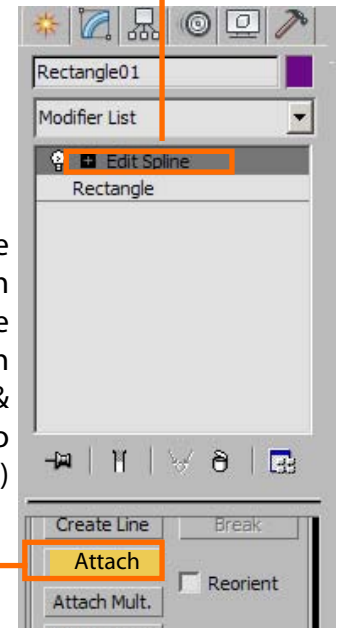
1. Make a 100 x 100 Rectangle in the front view port
2. Make some text and place it in the center of the rectangle. Leave plenty of space around the text and the edges of the rectangle.



5. Add an "Extrude" modifier on top of the Edit Spline. Set to 3.0



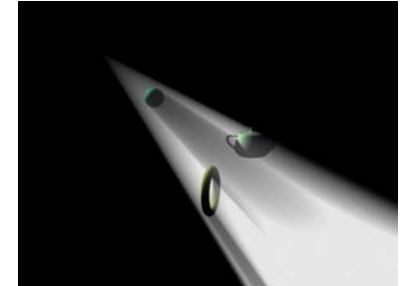
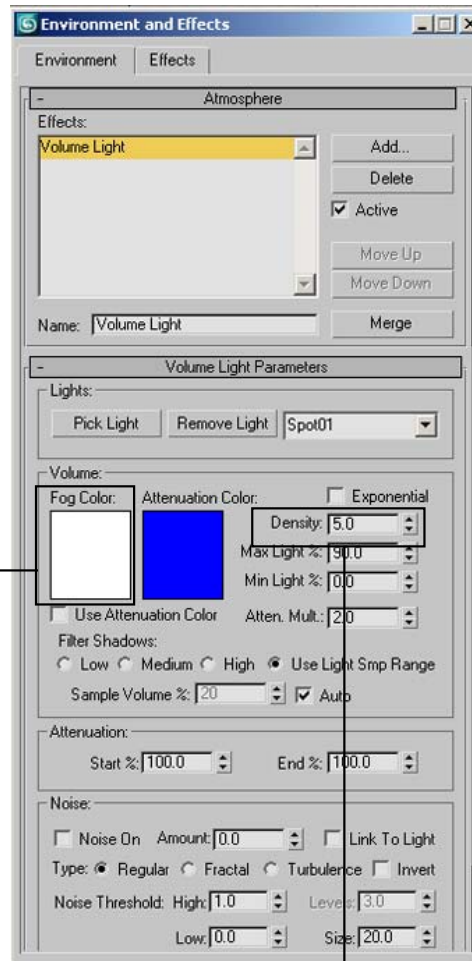
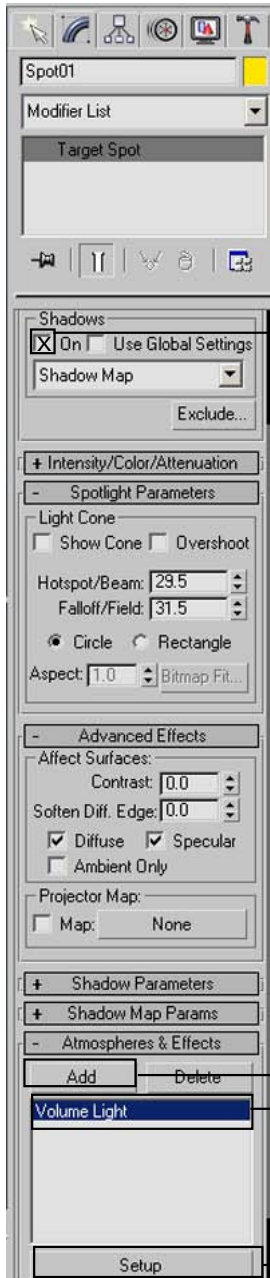
3. Apply an "Edit Spline" modifier to the rectangle.



4. Click the "Attach" button and select the text. (This action makes the text & the rectangle into one object.)

Volume lighting refers to the effect of “seeing the light as it passes through space”, as in a movie theater when you can see the beams of lights as they come through the projectionists booth. Volume lights add a degree of realism to your scenes and are easy to set up.

1. Create a “Target Spot light”
2. Make sure “Shadows” are turned on.
3. In the modify panel, click “Add” in the Atmosphere & Effects sub-panel
4. Select “Volume Light” from the menu that pops up.

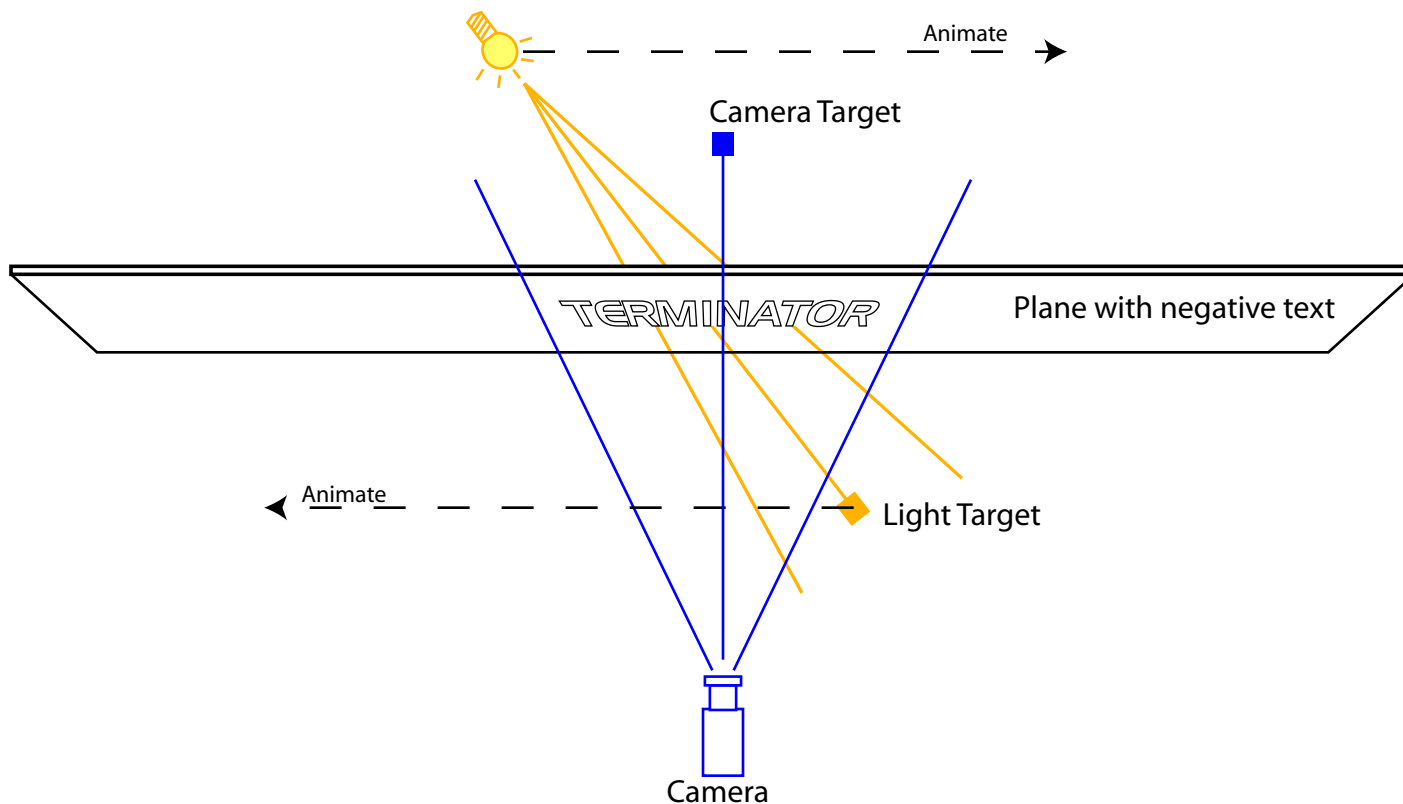


5. You can changed the color of the light, the density of the volume and other paameters by selecting the Volume Light and clicking “Set Up”

Setting Up Light & Camera



TOP VIEW OF SCENE



page 3

1. Set the camera in front of the plane. Set t's target behind the plane
2. Set the "Volume Light" behind the plane and to one side, with its' target directed to the other side.
3. Make sure "Shadows" are set on the Light parameters. Set shadow type to "Shadow Map".
4. Animate the light left to right and the lights' target right to left