

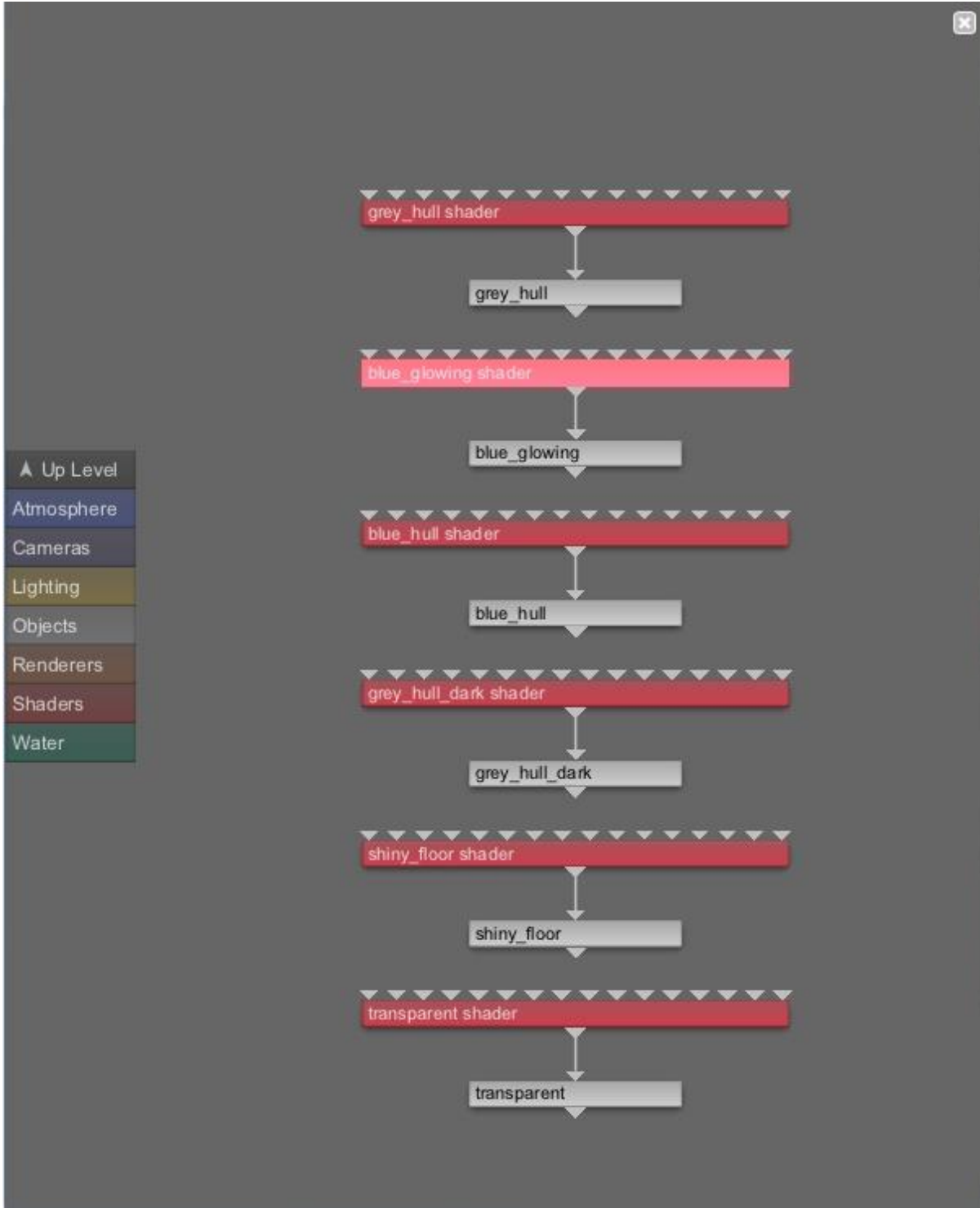
## Real Glow

OK, as per request, I am outlining my experimentation with getting a real glow effect in TG3.

This all started with me loading an OBJ object; "Allied Fleets - Destroyer" by Keith Hazelet (Skynet3020).

It took a bit of experimentation to get all of the textures loaded properly (Most appeared to load correctly if I first imported the OBJ into Poser and resaved it out as an OBJ with all the default Poser settings. The only thing extra that I did was rotate it so that it wasn't buried in the ground-plane), but as there are only 6 textures, it wasn't a big deal anyway.

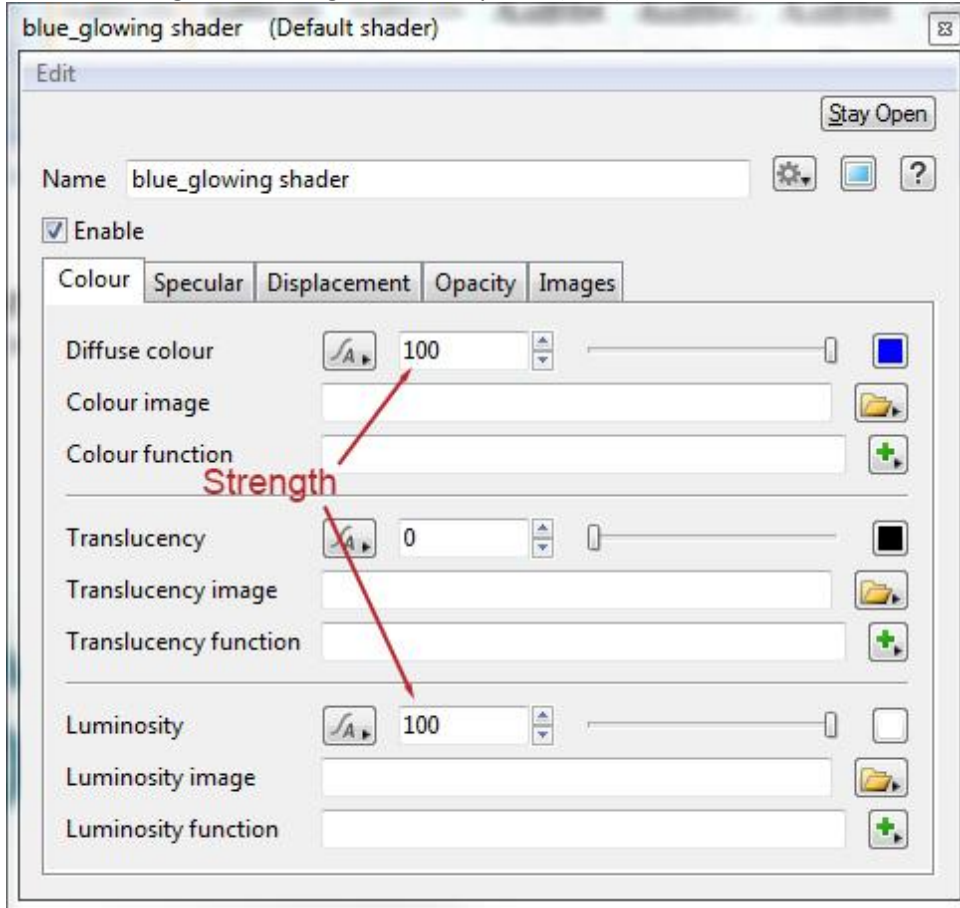
The Internal shader network contains 6 default shaders as shown in the screenshot:



[Internal Network].

The one I was mostly concerned with was the "blue\_glowing shader".

Double-clicking the shader gave me the param(eter) view:



[blue\_glowing shader].

For altering the glow, I only used the colour tab.

All of the following test renders include a description of the settings changed within this colour tab.....

Explanation of the settings description.

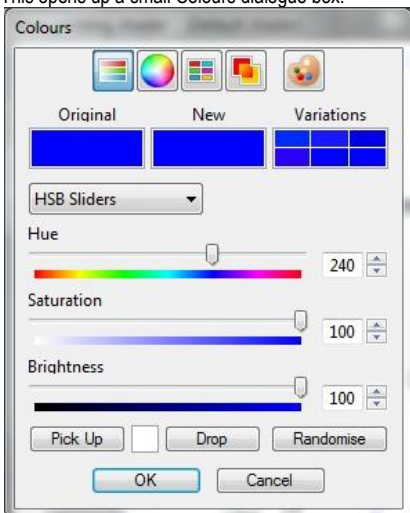
Each test render includes a description of the settings I used. When testing, I use my own "shorthand" so I don't have to write a paragraph for each render.

So, I'll use the settings for Render 01 as my example:

**Render 01. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 0-0-100, Strength = 1**

- Diffuse Colour HSB - 240-100-100.  
This refers to the Diffuse colour setting for the blue\_glowing shader (obviously)  
HSB means Hue/Saturation/Brightness of the chosen colour<sup>1</sup>  
240-100-100 are the values chosen for the Hue/Saturation/Brightness
- Strength is set using the sliders but this can only go up to a value of 1. As I was to learn, I needed considerably more, so a higher value can be typed into the box as shown in the screencap above [blue\_glowing shader].
- Luminosity HSB - 0-0-100.  
This is pretty much the same as for Diffuse Colour.

1. Colours for Diffuse and Luminosity channels can be set by clicking on the corresponding colour swatch.  
This opens up a small Colours dialogue box:



Here you can set the colour sliders for either RGB, HSB or Greyscale.

I used the Windows colour picker (the one that looks like a painter's palette) to select my blue colour and then the HSB sliders for further tweaking.

A further 'oddy' regarding colour selection and strength settings higher than 1 is that only full saturation colours can have their strengths increased above 1 without the colour changing.

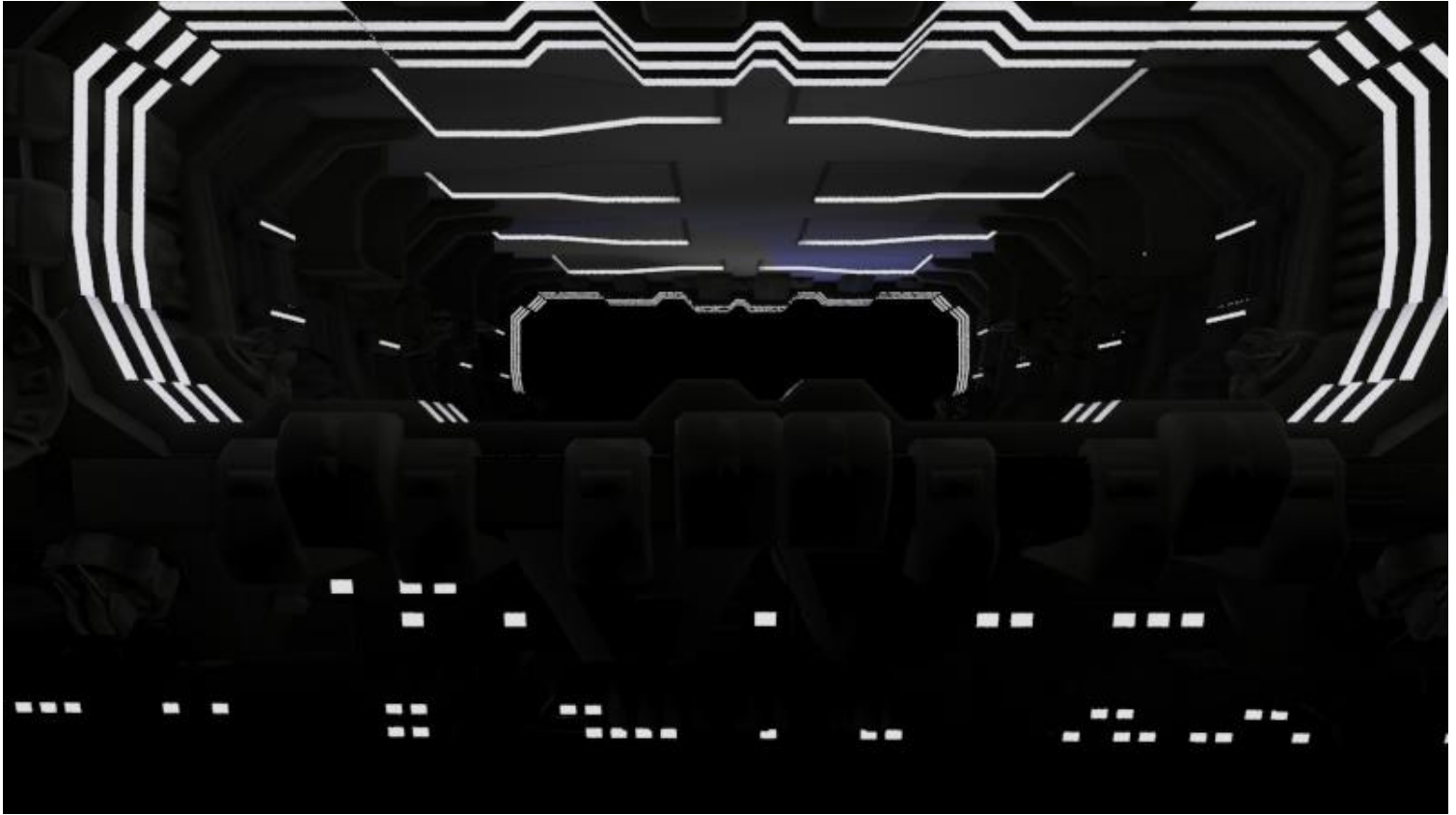
For example; using the colour settings shown in the Colours dialogue box here; I can increase the strength of the colour above 1 and the colour will remain the same (BUT there is a noticeable difference in the glow effect).

If I was to reduce the saturation to 99 (or any value lower than 100) and then increase the strength, the blue would become lighter and lighter as the strength was increased.

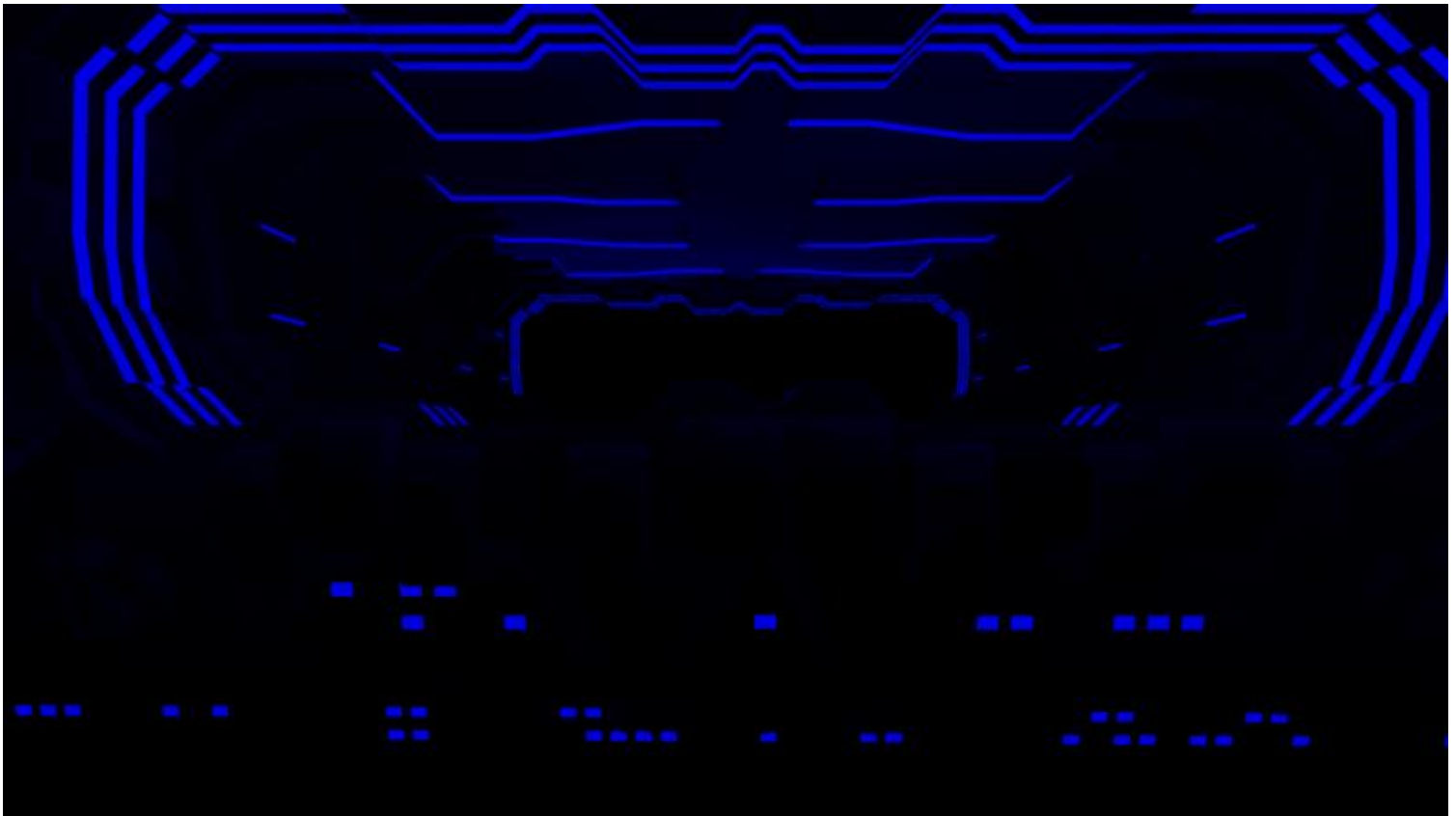
I could include numerous examples here but I suggest you have a play with the settings and you'll see what I mean (I hope).

This 'oddy' is a valuable tool, especially when setting the luminosity colour; which I found worked far better when NOT set as white.....

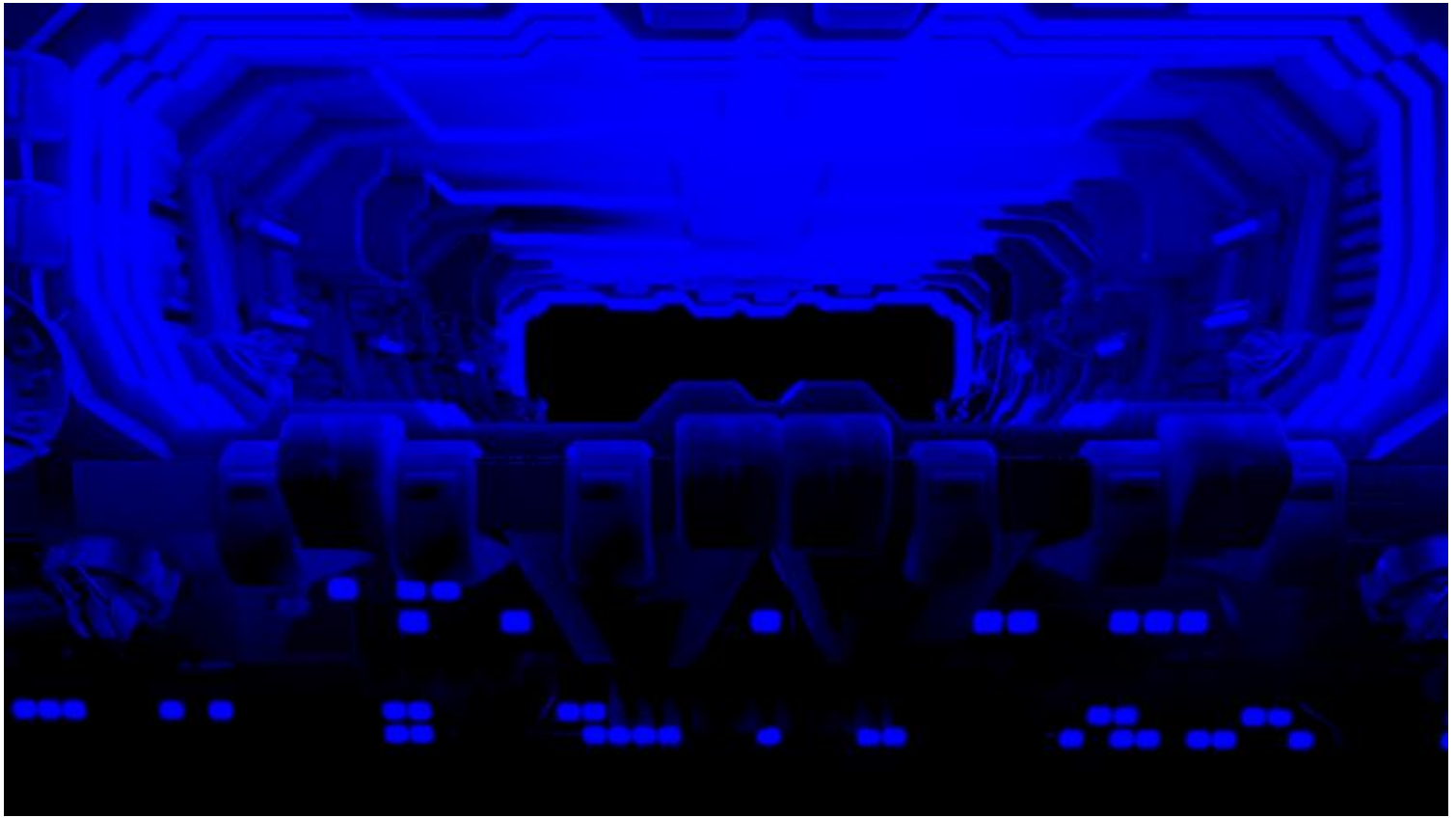
- Many of the test renders' glow setting descriptions have an asterisk (\*) after the strength value for luminosity. This, again, relates back to the above-mentioned 'oddy'. The HSB values for the luminosity channel has a saturation value less than 100. Increasing the strength results in a lighter-than-initially-set colour. It's something you need to be aware of as it makes a significant impact on the resultant glow effect/s.



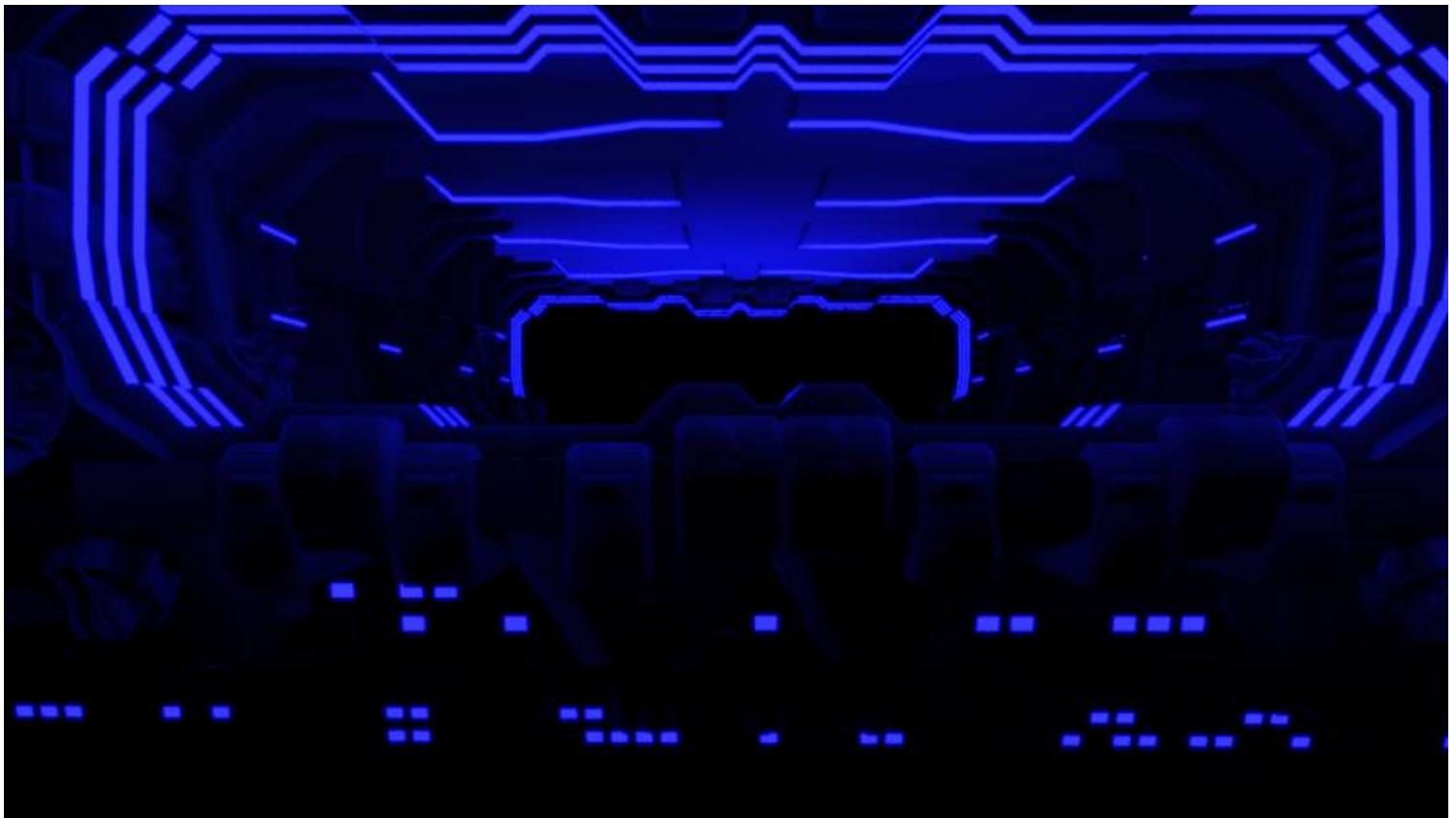
Render 01. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 0-0-100, Strength = 1



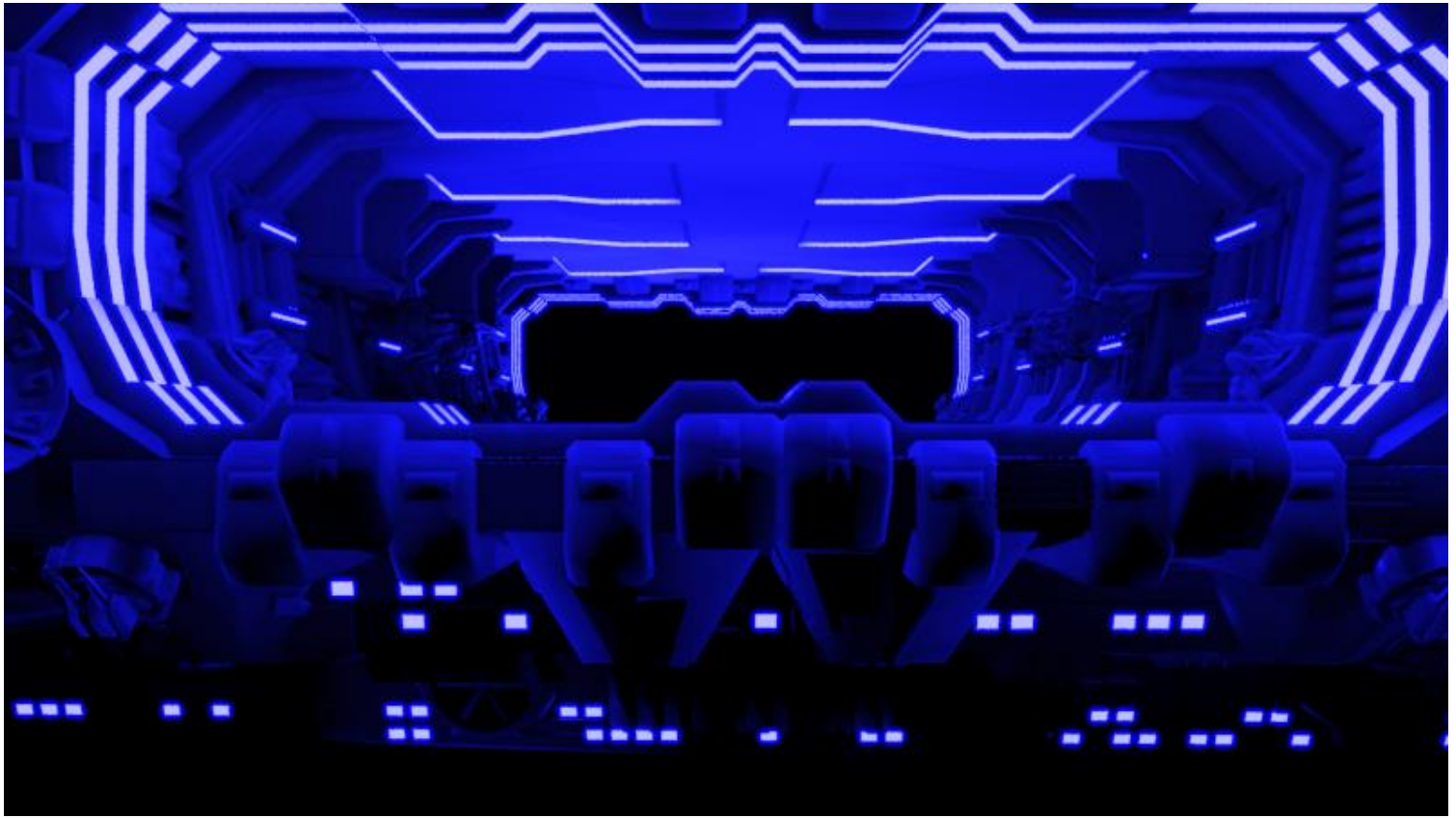
Render 02. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-100-100, Strength = 1



Render 03. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-100-100, Strength = 100



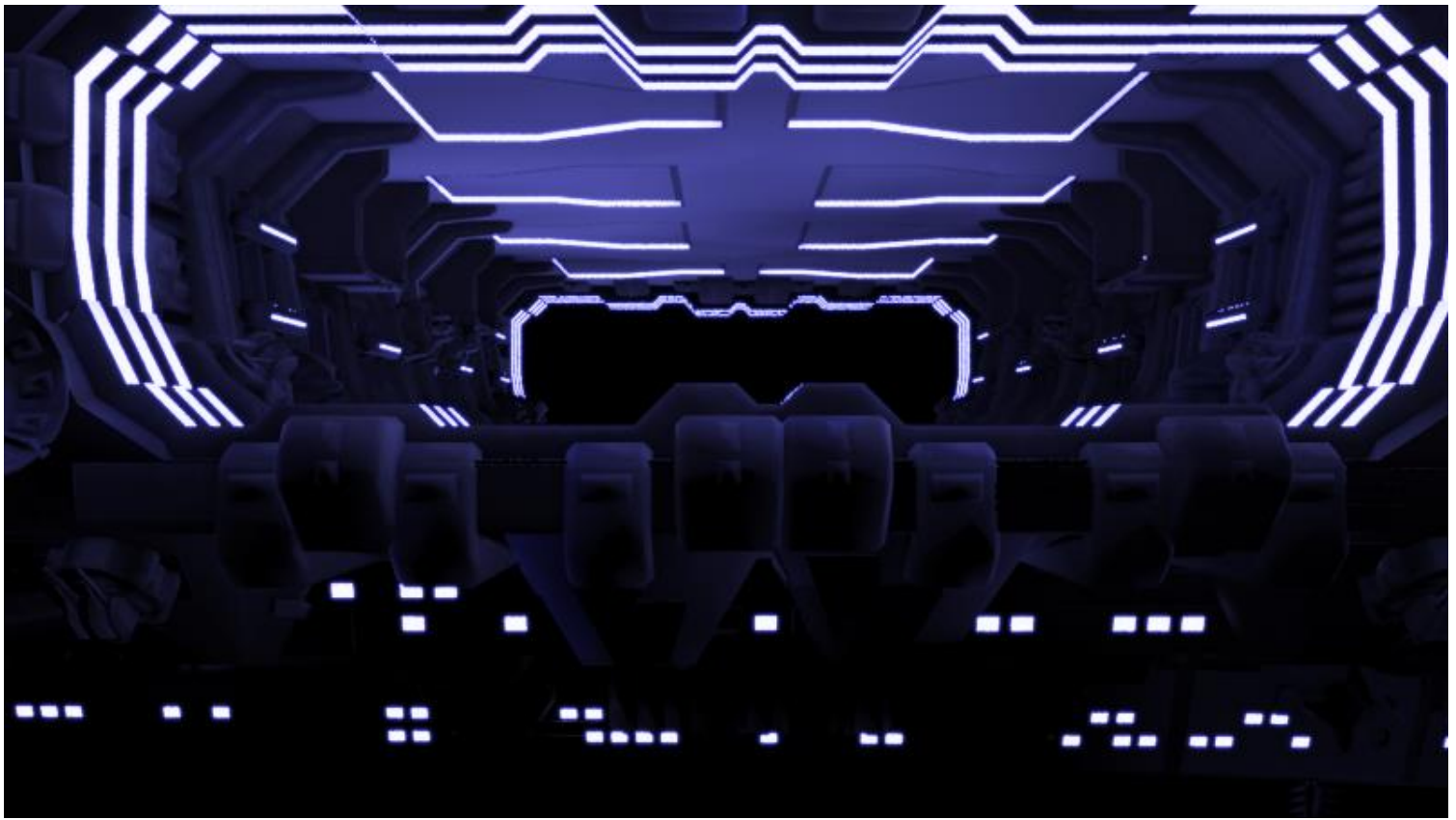
Render 04. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-90-100, Strength = 10\*



Render 05. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-90-100, Strength = 100\*



Render 06. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-90-100, Strength = 1000\*



Render 07. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-50-100, Strength = 10\*



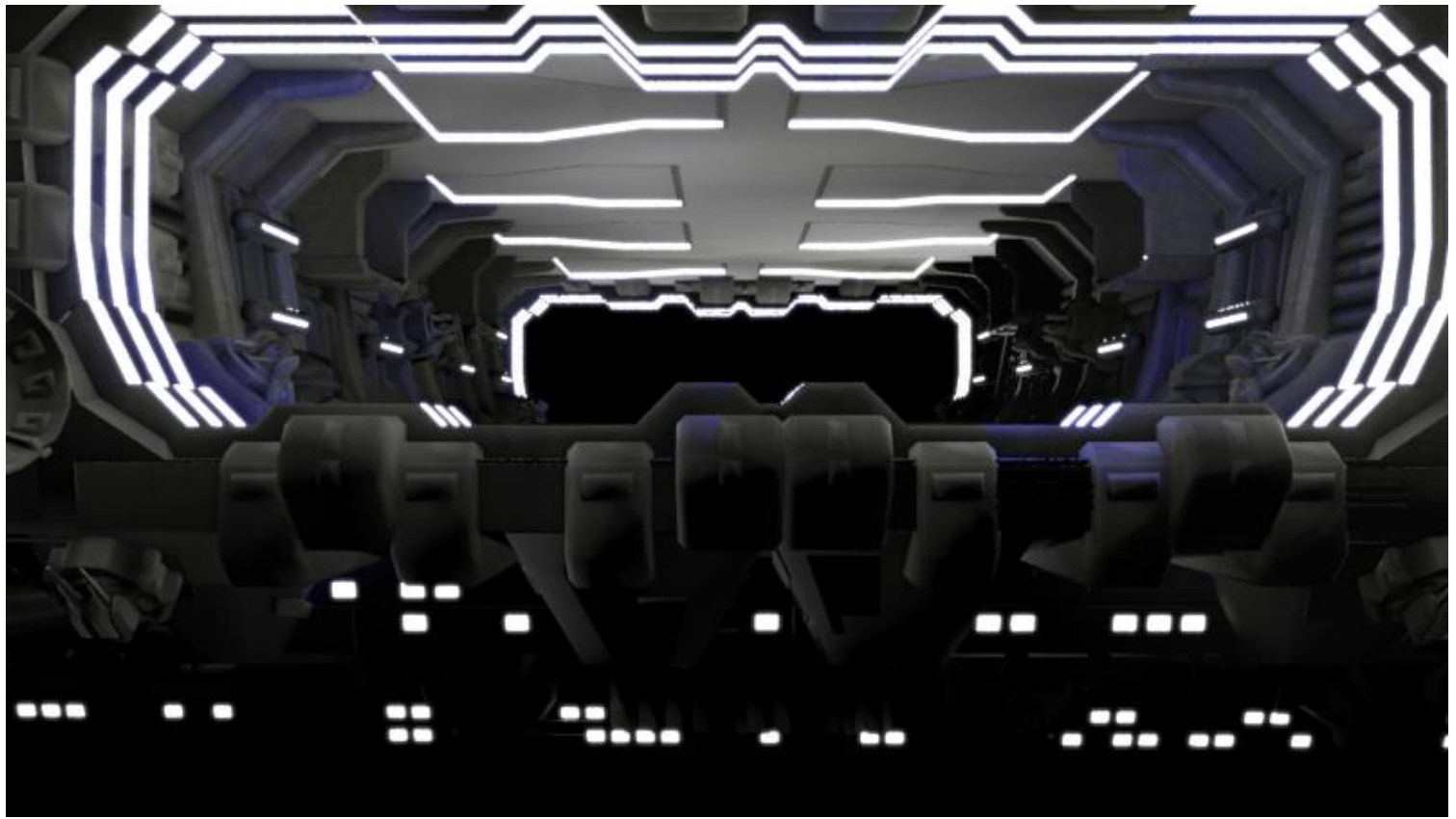
Render 08. Diffuse Colour HSB - 240-100-100, Strength = 1; Luminosity HSB - 240-50-100, Strength = 100\*



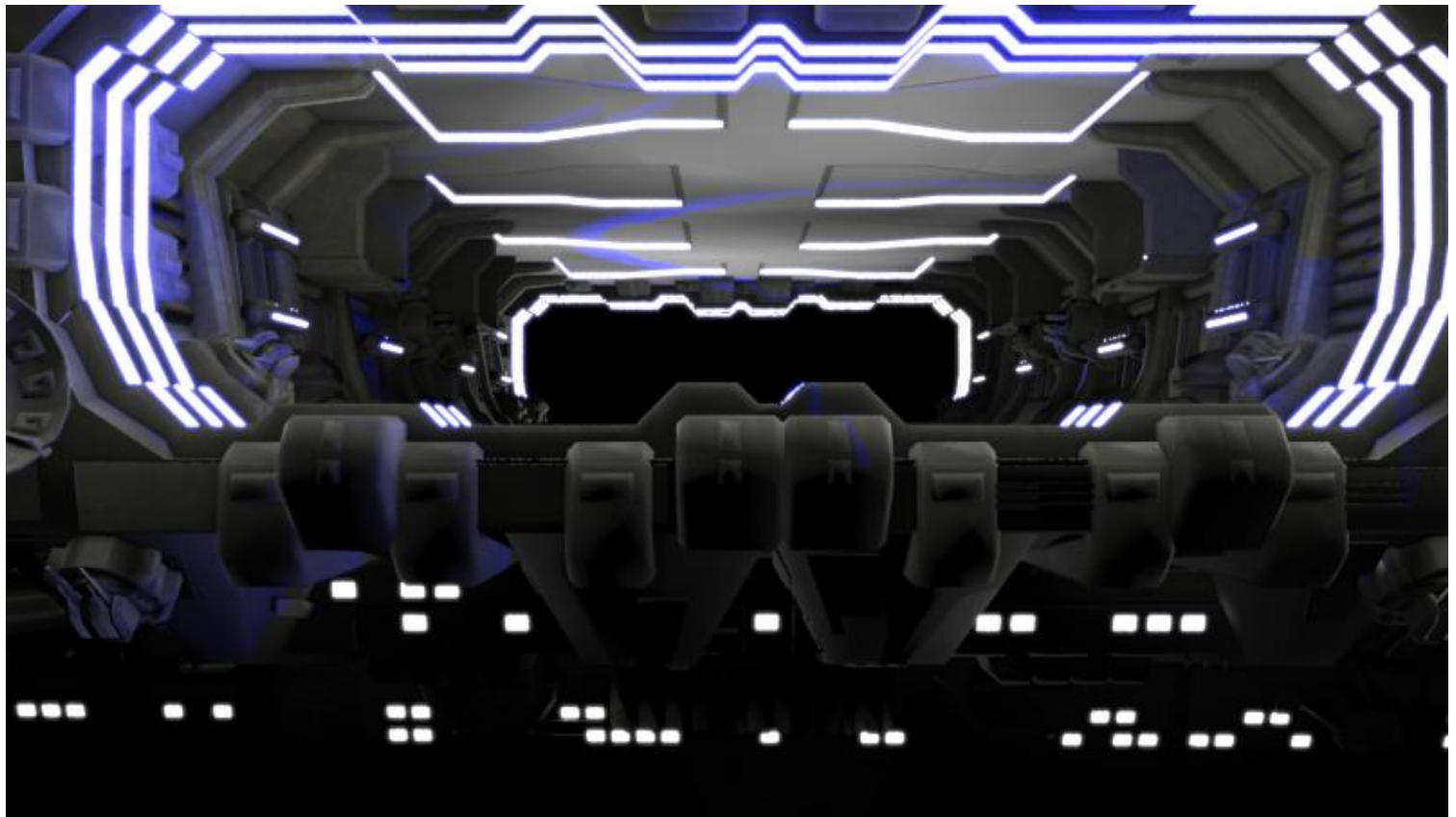
Render 09. Diffuse Colour HSB - 240-100-100, Strength = 10; Luminosity HSB - 240-50-100, Strength = 100\*



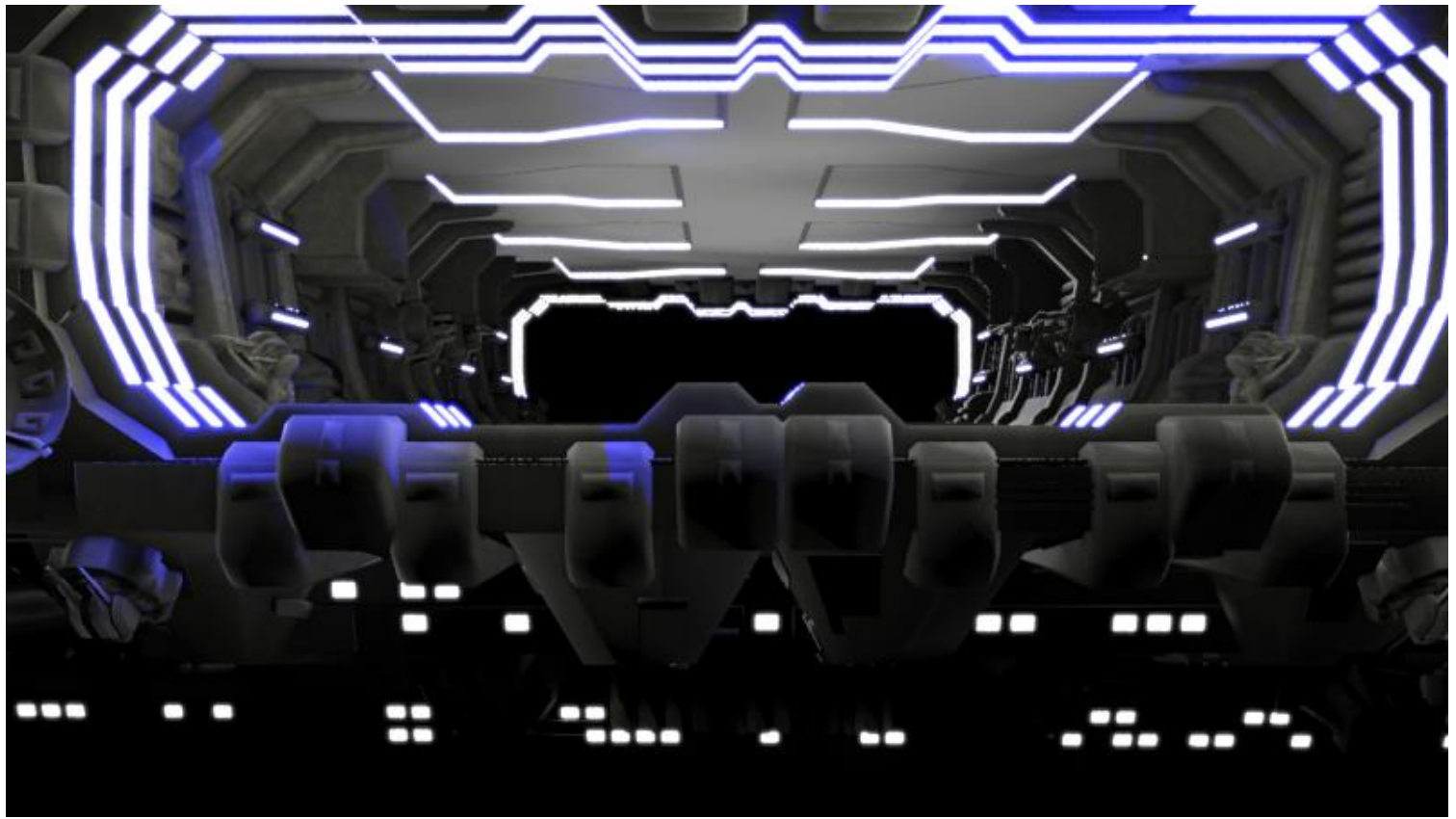
Render 10. Diffuse Colour HSB - 240-100-100, Strength = 10; Luminosity HSB - 0-0-100, Strength = 1



Render 11. Diffuse Colour HSB - 240-100-100, Strength = 10; Luminosity HSB - 0-0-100, Strength = 10



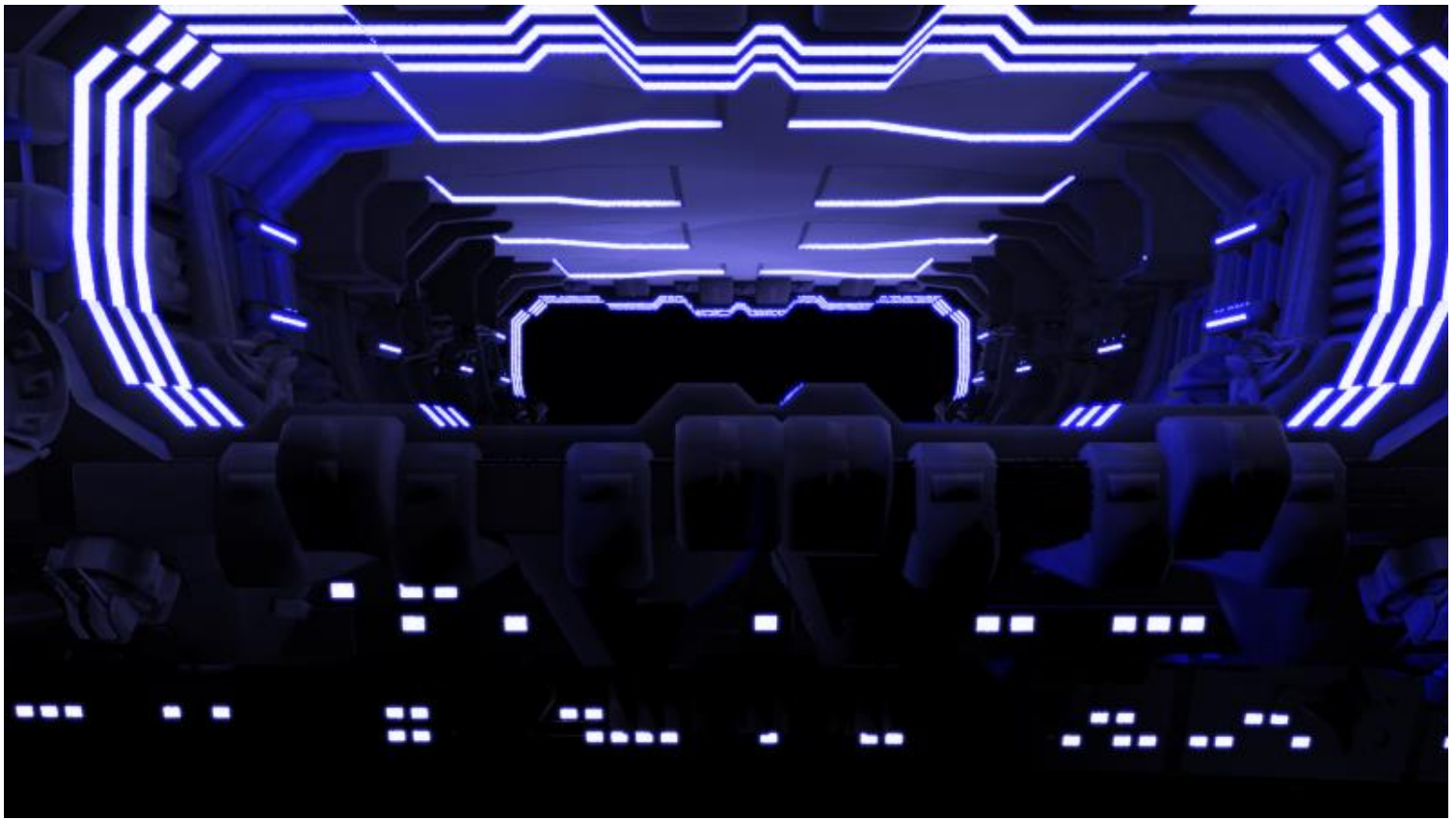
Render 12. Diffuse Colour HSB - 240-100-100, Strength = 50; Luminosity HSB - 0-0-100, Strength = 10



Render 13. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 0-0-100, Strength = 10



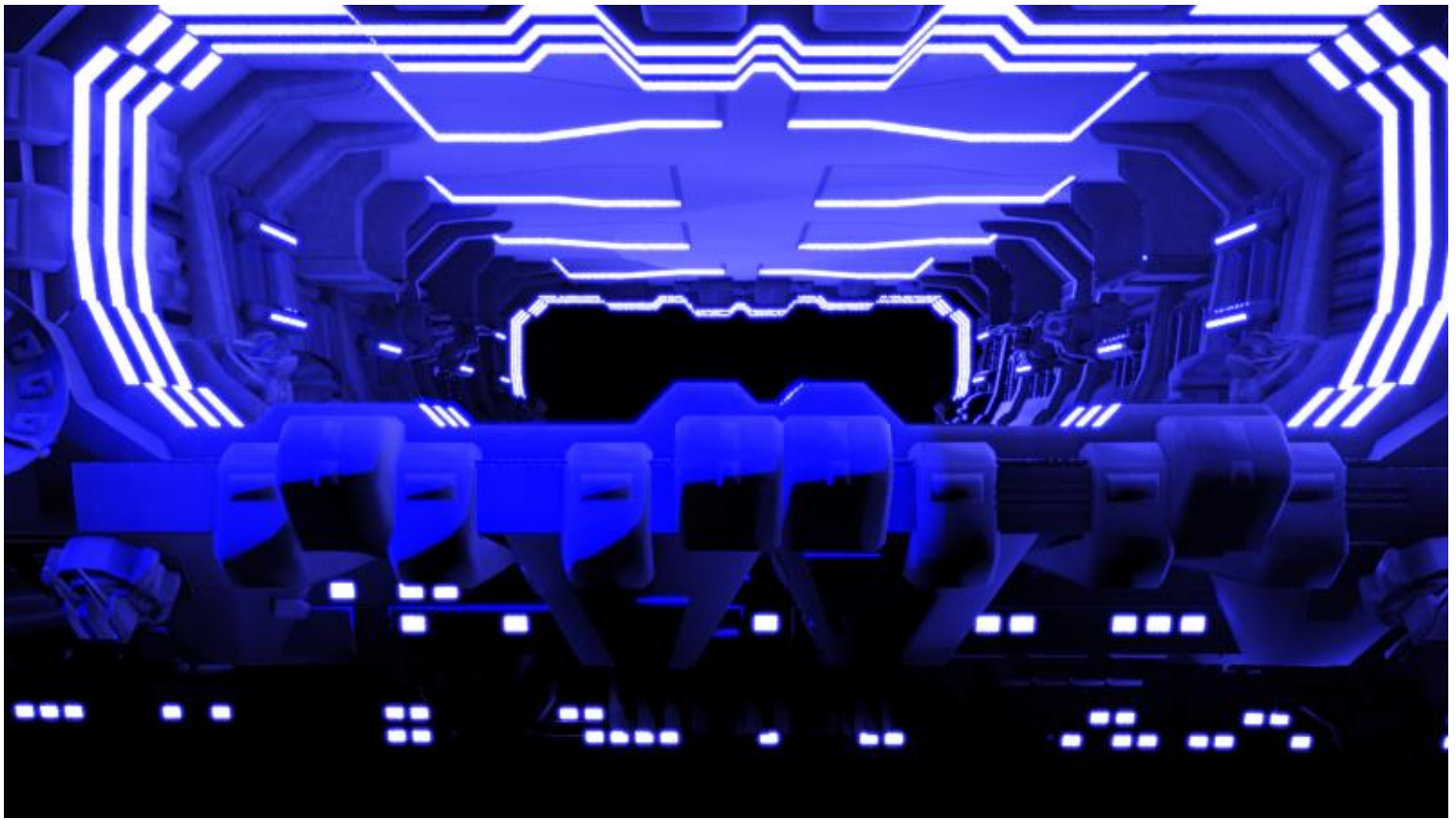
Render 14. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-25-100, Strength = 10\*



Render 15. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-50-100, Strength = 10\*



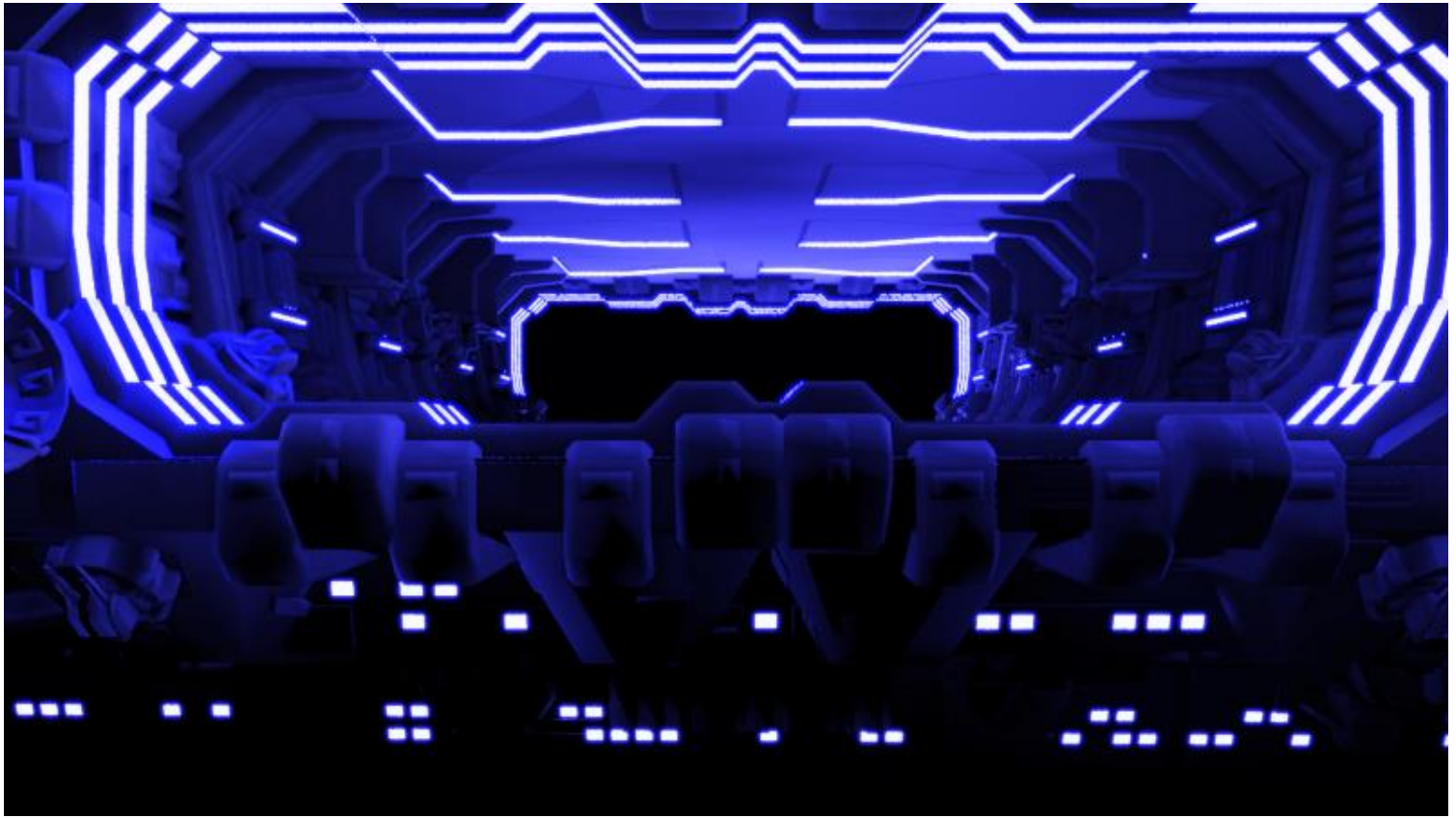
Render 16. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-50-100, Strength = 100\* **This is the one I chose to use.**



Render 17. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-75-100, Strength = 100\*



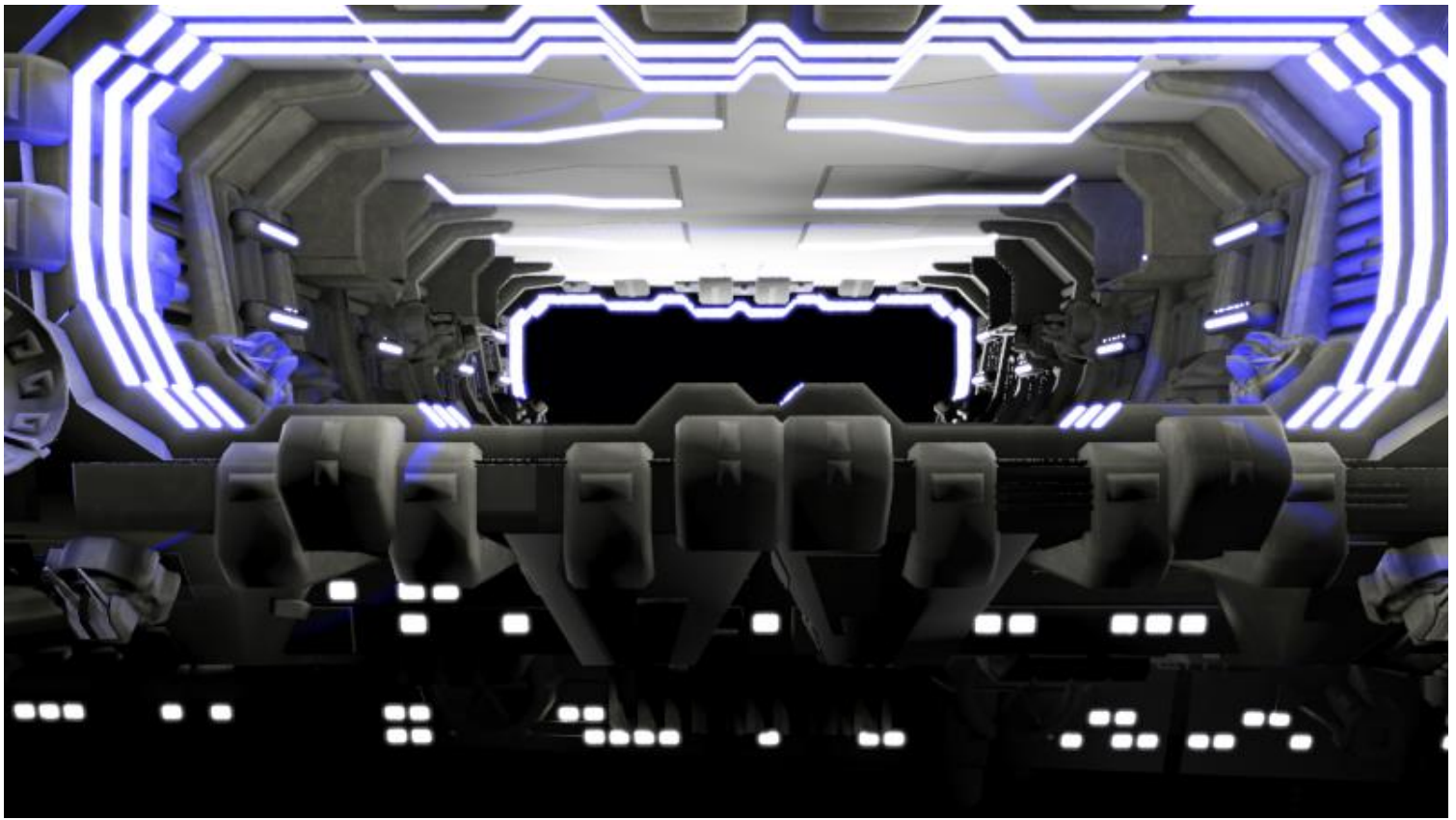
Render 18. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-75-100, Strength = 10\*



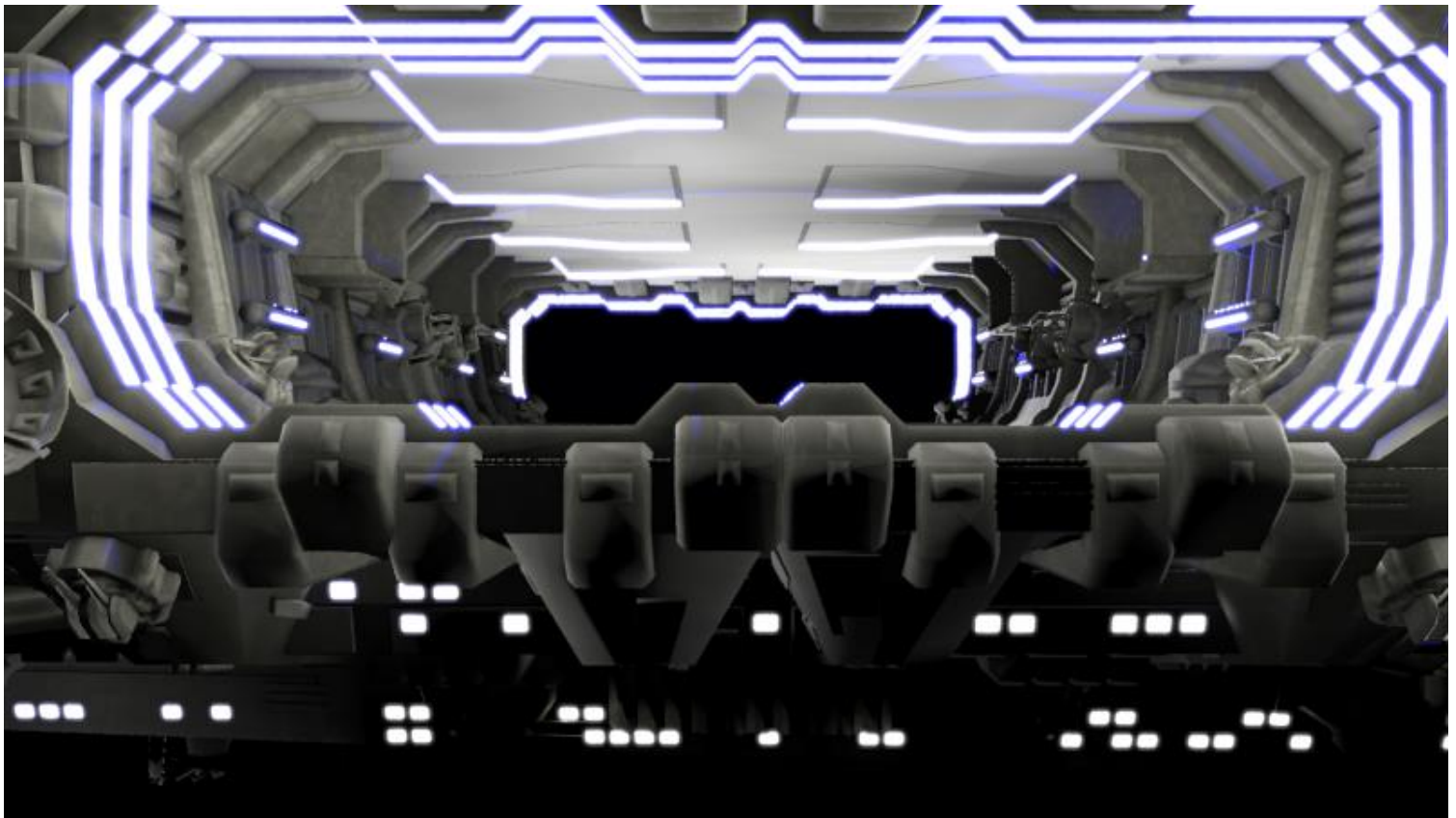
Render 19. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-75-100, Strength = 50\*



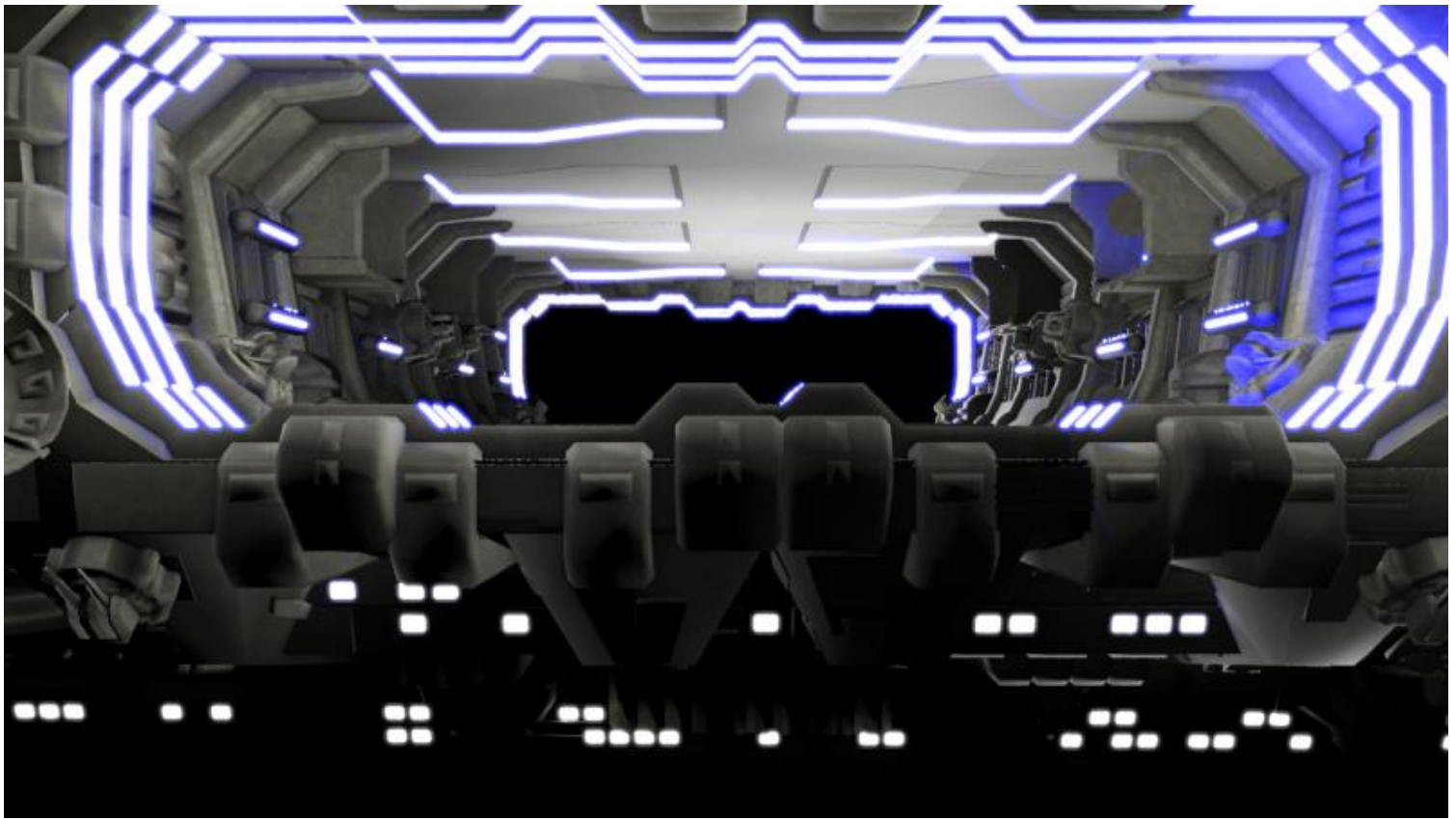
Render 20. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-20-100, Strength = 5\*



Render 21. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 0-0-100, Strength = 25



Render 22. Diffuse Colour HSB - 240-100-100, Strength = 200; Luminosity HSB - 0-0-100, Strength = 25



Render 23. Diffuse Colour HSB - 240-100-100, Strength = 500; Luminosity HSB - 0-0-100, Strength = 25



Render 24. Diffuse Colour HSB - 240-100-100, Strength = 500; Luminosity HSB - 240-20-100, Strength = 20\*



Render 25. Diffuse Colour HSB - 240-100-100, Strength = 500; Luminosity HSB - 240-20-100, Strength = 5\*



Render 26. Diffuse Colour HSB - 240-100-100, Strength = 100; Luminosity HSB - 240-20-100, Strength = 5\*

\* The HSB values are set when the Luminosity strength is 1; then the strength is raised to the value listed here.  
eg. of the HSB values are set to 240-90-100 and then the strength is raised from 1 to 50, the new HSB values are 240-42-100  
{NOTE; this will work for all saturation values except for 100(%)}

Well, that's pretty much it.  
I hope that it can be of use to someone.....  
Erwin