Creating Neon Signs

In 10 easy steps for LightWave 8.0

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APCG 330
Spring 2006
Major Tools Used

In Modeler:
  • Text
  • Extrude

In Layout:
  • Glow Effects
Step 1

- Open Modeler
- Click the Create tab (Top Row)
- Click the Manage Fonts tab (Left Column)
Step 2

- The Edit Font List will pop up
- Click Add True-Type
- Select Text
- Hit OK
- Hit OK on Edit Font List
Step 3

- Click the Create tab (Top Row)
- Click the Text tab (Left Column)
- Set Text cursor in bottom left square
- Type whatever you want
- Hit Enter
Step 4

- Now you want to Extrude the Text
- Click the Multiply tab (Top Row)
- Click the Extrude tab (Left Column)
- Set the Cursor in the top left square
- Extrude the Text by left clicking and holding the mouse while moving it upward
Step 5

- Now position the Text any way you want it
- Click the Polygon tab (Bottom Row)
- Highlight whatever part of the Text you want to alter
- Change the position by using the T key to move it and the Y key to rotate it
- When you found your desired position, save the object
- After saving, send the Text Object to Layout by clicking the arrow over to the top right
Step 6

- Once in Layout
- Click the Items tab (Top Row)
- Click the Surface Editor tab (Left Column)
- Within the Surface Editor click the Basic tab
- Choose Color
- Luminosity = 80%
- Diffuse = 90%
- Specularity = 60%
- Glossiness = 80%
- Reflection = 60%
- Transparency = 10%
- Refraction Index = 1.35
- Translucency = 80%
- Check the Smoothing box
- Click the Advanced tab
- Enter in 50% for the Glow Intensity
Step 7

- Now you want to set the Glow Effects
- Click the Items tab (Top Row)
- Click the Windows tab and select Backdrop Options
- Once the Effects window pops up, click the Processing tab
- Check the Enable Glow box
- Enter in 50% for Intensity
- Enter 25 pixels for Glow Radius
Step 8

- Before you Render, you want to turn down the Ambient Light
- Click the Lights tab (Bottom Row)
- Click the Properties tab (Bottom Row)
- Within the Lights Properties window, click the Global Illumination tab
- Set the Ambient between 0% - 5%
Step 9

- Now you want to set the Camera Properties
- Click the Cameras tab (Bottom Row)
- Click the Properties tab (Bottom Row)
- Choose whatever Resolution you want (XGA 1024 x 768)
- Click the Antialiasing tab and set it to Medium
- Finally, you want to set the Render Options
- Click the Render tab (Top Row)
- Click the Render Options tab (Left Column)
- Set the Render Display to Image Viewer FP
- Check the boxes for Ray Trace Shadows, Ray Trace Transparency, Ray Trace Reflection, and Ray Trace Refraction
Step 10

Rendering Sucks! So, while you wait, here is an idea to kill the time...

Get one of these:

Grab one of these:

Play these guys:

Find one of these:

Or these:

Whatever you prefer!