Lord Of The Ring

“Ring”

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Step 1

- Load up modeler
- Create a disk on the top view section
- Press (n) for the numeric option and enter the following input
- change numbers of sides to 8
Select the drag point tool then drag the point from the center line to create a straight flat surface.

Activate the lathe tool, press (n) for the numeric option menu. The lathe default setting should be fine.

It might be a good idea to change the number of sides to 30.

If you can see through your lathe ring, just used the flip key (f) to flip the polygon, this will fix your problem.
For this step we are going to be using **BandGlue**. For those who are not familiar with BandGlue: BandGlue is the opposite from Bandsaw rather than creating extra polygons, it removes them by stitching two polygons together.

Select two polygons on the inside of your ring, make sure you select them in order otherwise when you run BandGlue it will stitch the wrong polygons.

Select the polygons and run BandGlue.
Once you run BandGlue your image should look something like this
With the polygons still selected press (q) to change its surface name, give it any name you want as long as you remember it. I gave mine “ring-text” since it will be the surface that I will apply the text to.
Go to the Display menu tab, and click `sel invert` or press (‘’ button. This will swap the polygons being selected.

Press (q) again and give it another surface name, I gave mine “ring-surface” which will be the surface I’m going to apply the gold texture.

After pressing space and deselecting your polygon press the TAB key, this will subdivide your polygon surface.

Save your object, and exit modeler.
Open Photoshop or whatever program you happen to have available. I used Aura 2.5.

Create a new document with the following settings: white background, 1280 X 125 px.

With the type tool, type anything you want feel free to use any type of font you want, make it look unique or weird whatever you feel like.

Save the image you just created as a bitmap then exit Aura.
Layout Steps

- Open layout and upload your ring object. Position your camera in a good spot where you can see the inside surface.
- Render it once for testing, turn on your VIPER window.
- Next step is to add the gold texture on the ring-surface not the text one.
- On the environment tab, change the Reflection Options to Spherical Map, and Load in GoldReflections.tga. (default Lightwave_3D_7.0\Images\Reflections)
Go to the basic tab and press the (T) button on the reflection line.

Change the layer that is already there to a gradient, and change the Input Parameter to Incidence Angle.

You should be noticing some changes in your viper window, it doesn’t really look like gold, well fix that in a moment.
On the basic tab change the color to 253, 120, 104, then lower the diffuse setting to around 45%, increase Specularity to around 98% and Glossiness to 20%,
Right click on the ring-surface and copy it, then select your ring-text and paste it into that.
You have a complete gold ring by now all we need is the writing on the inside.
Click on the (T) button on the bump line, change the projection to cylindrical
Load the bitmap image we created in Aura, change the texture axis to (Y) then hit the Automatic sizing button.
The next step is to make text glow
Click the [T] icon on the Color line, and change the default layer to a Gradient, and switch its Input Parameter from Previous Layer to Bump. Beginning with white (for where it's really hot), then yellow, then pure red, then, for the final key, you want to give it an alpha of 0% and the same color as the actual ring, which in this case is 253 220 104
Copy this layer
open the Luminosity panel the same way [T] now paste that layer you just copied into the luminosity panel.

go to the last key in the gradient, and change its Value to 0.0%.
Almost There!

Go into your surfaces panel, click on the Advanced tab, for both ring surfaces push the Glow Intensity to 100.0% close the Surface Editor.

Next, go to the Scene menu tab (at the top of layout) and select Image Process or press Ctrl+F8 for the shortcut. Click Enable Glow, and alter the intensity and Glow Radius.

Secondly go to the Add Image Filter and select Bloom.

Do some rendering because your DONE!!!
Final Render