Lens Flares
What we hope to achieve
Let’s Begin...
What is a lens flare?

A lens flare is a ball of light that creates a small glow or haze around it. They are mostly used for headlights, sunlight, flashlights, candlelight, and even explosions in animation.
Step 1: Go to the items tab and add a new light - in this case we used a spotlight; point the light straight at the camera.
Step 2: Check the “lens flare” box; then another dialog box called “lens flare options” will appear.

Step 3: Check the “lens flare options” dialog box - this will bring up a new window which is seen on the next slide.
Step 4: Change flare intensity from the default setting of 50 to 150 percent.

Step 5: Check the “fade with distance” box. This will let the flare fade out the farther it gets from the camera.
Step 6: Turn off “Central Ring” option. This option will give you a large ring around your flare. Depending on what you are trying to accomplish you may want to leave it on; in this case I have turned it off.

Step 7: Turn on “Anamorphic Distortion”. This will stretch the flare across the x axis giving a more realistic look.
Step 8: Select the setting you want for the Star Filter; I chose six point. The Star Filter will give your flare glowing points of light like a star.

Step 9: Check the “Anamorphic Streaks” box. This will give you a blue horizon line through your flare. This can be great for a space scene.
Finally give your Lens Flare a render.  <Hot Key> F9
Resources

- *Inside Light Wave 8*  By: Dan Alban
- *Essential Light Wave*  By: Timothy Albee
Thank You

Any Questions?