GLOW EFFECTS
TUTORIAL

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GLOW EFFECTS

- Often used subtly so most people don’t even now it’s there.
- Creates a soft atmosphere.
- If used correctly can make your scene/object look less “CG”
- Great for logos, web graphics, & signs.
- Imitates volumetric lighting
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Two Part Process

Part 1

- Glow effect must be activated for effect to work
- Select the Scene Tab → Image Process → Processing Tab → Check Enable Glow

Part 2

- Handled in Surface Editor
- Choose Surface Editor → Advance Tab → Change Glow Intensity Value
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- After you check the Enable Glow, you will have access to two functions, Intensity and Glow Radius.
  - Intensity is how bright you want your object to glow.
  - Glow Radius effects how many pixels around your object will be affected and is measure in pixels. Glow Radius if affected by the camera resolution, so leave that at the default 100%.
  - Example: If your glow radius is set at 18 pixels and your camera resolution is set at 50%, you’ll only effect 9 pixels around the object.
Once the settings in the Effects screen has been entered, you will have to change the Glow Intensity value in Surface Editor. Remember to change this setting for all “glowing” surfaces.

The Glow Intensity value serves as a global multiplier of the surface’s glow effect. In essence, this controls the individual glow of each surface. This value is measured in percentages.

It is ideal to leave this value the same or pretty close for all “glowing” surfaces.
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Settings that I use are or around:

Intensity = 300%
Glow Radius = 16 pixels
Glow Intensity = 10%

These setting produce a realistic volumetric “glow” without going over board.
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Glow Effects can add or take from a scene or object depending on the settings. Again I recommend staying near the suggested setting, but change them according to how you want your scene or object to look like. Glow Effects can further be enhanced using Lens Flares.

End Of Tutorial

THANK YOU