

Lens Flares

What we hope to achieve

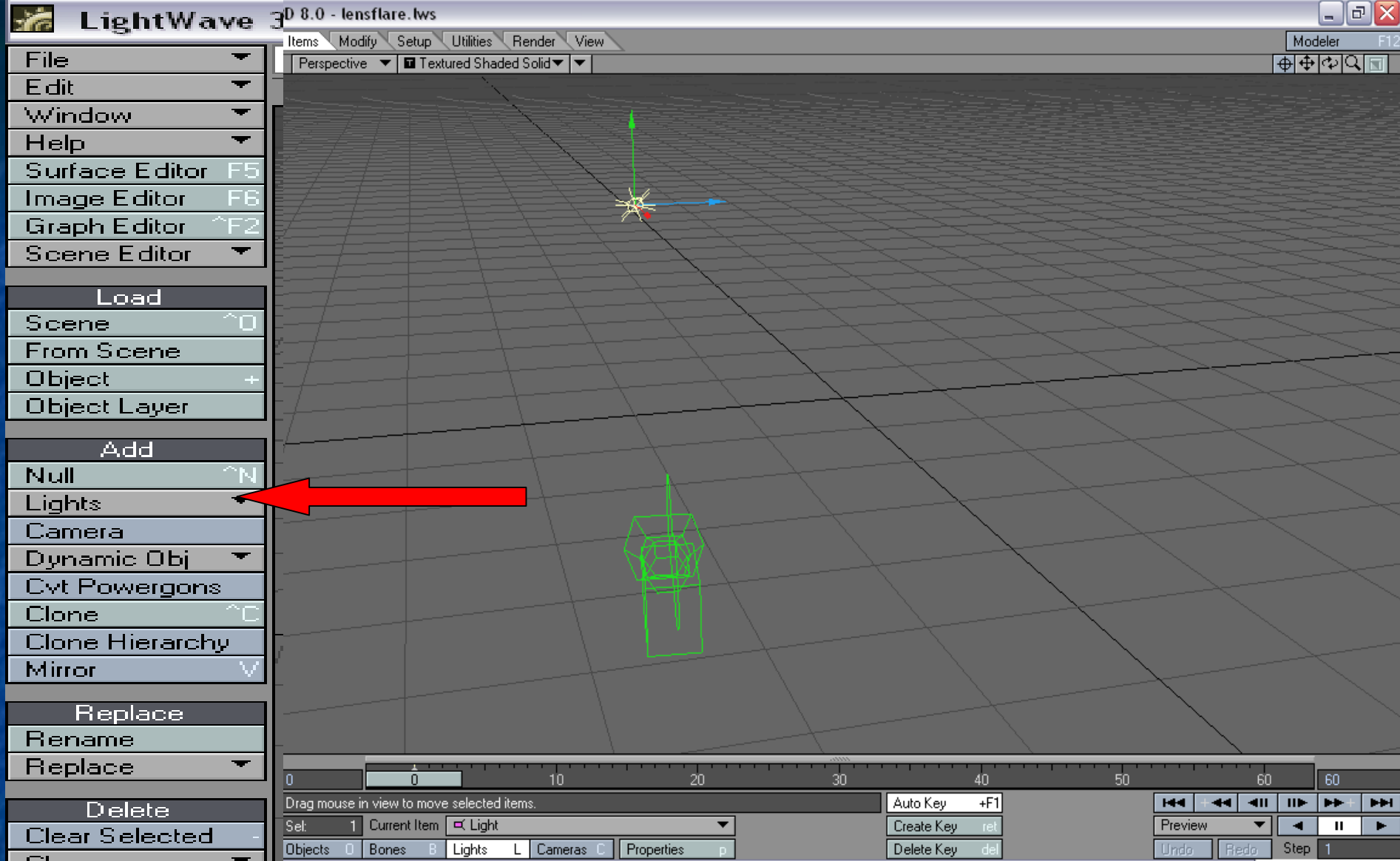
Presentation By:

Blake Gilmore

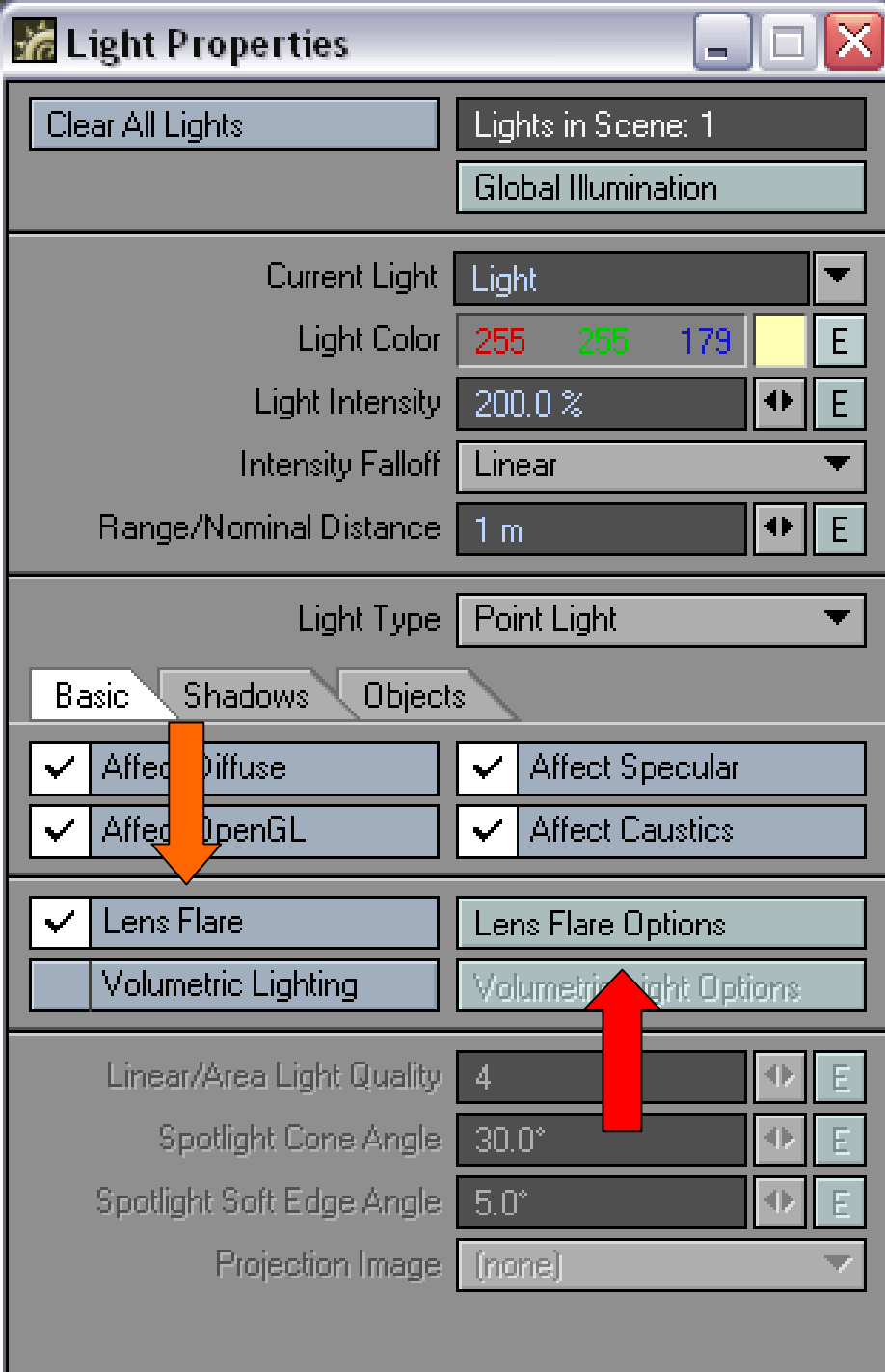
Let's Begin...

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.

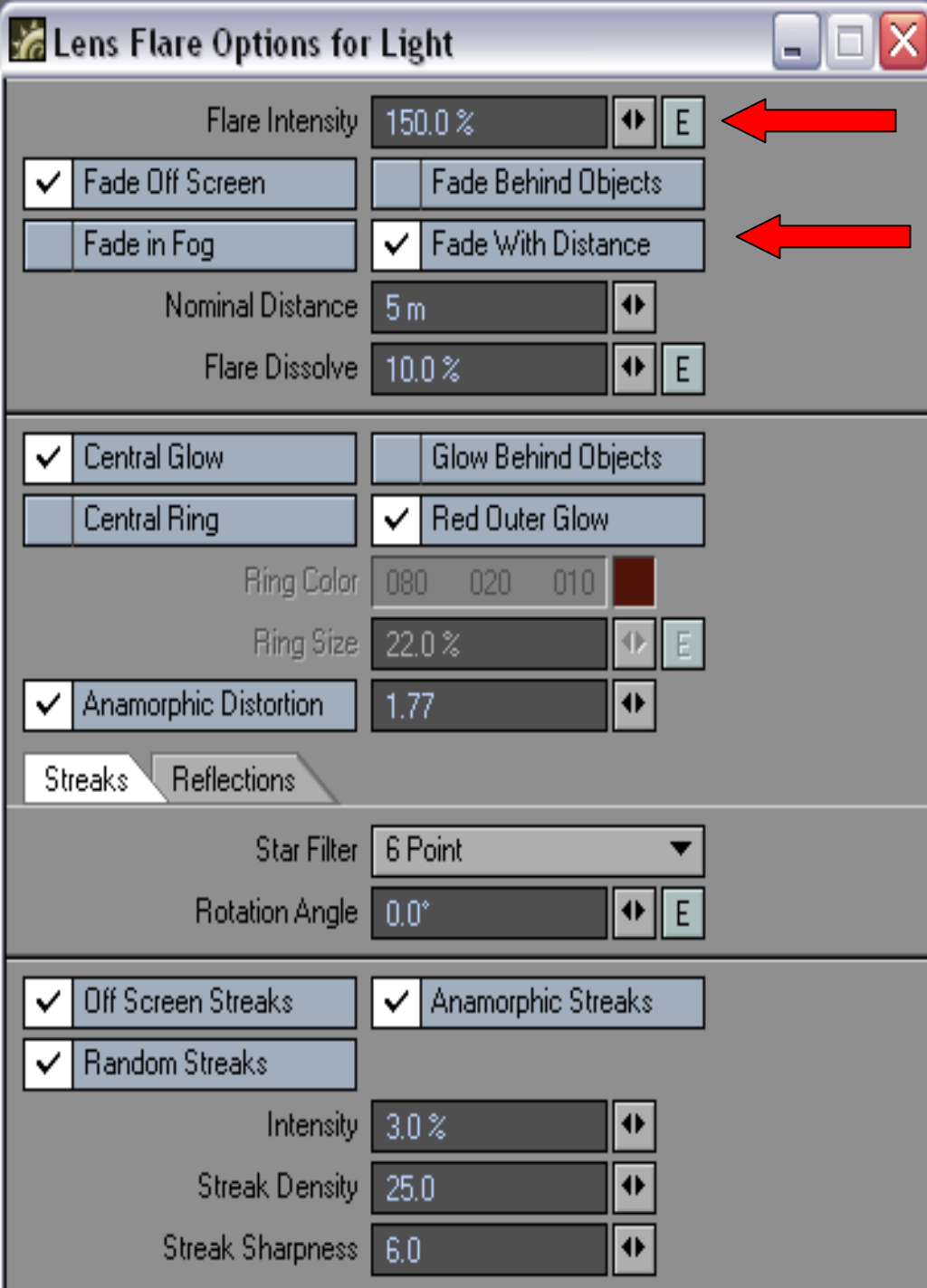


Step 1: Go to the items tab and add a new light - in this case we used a spotlight; point the light straight at the camera.



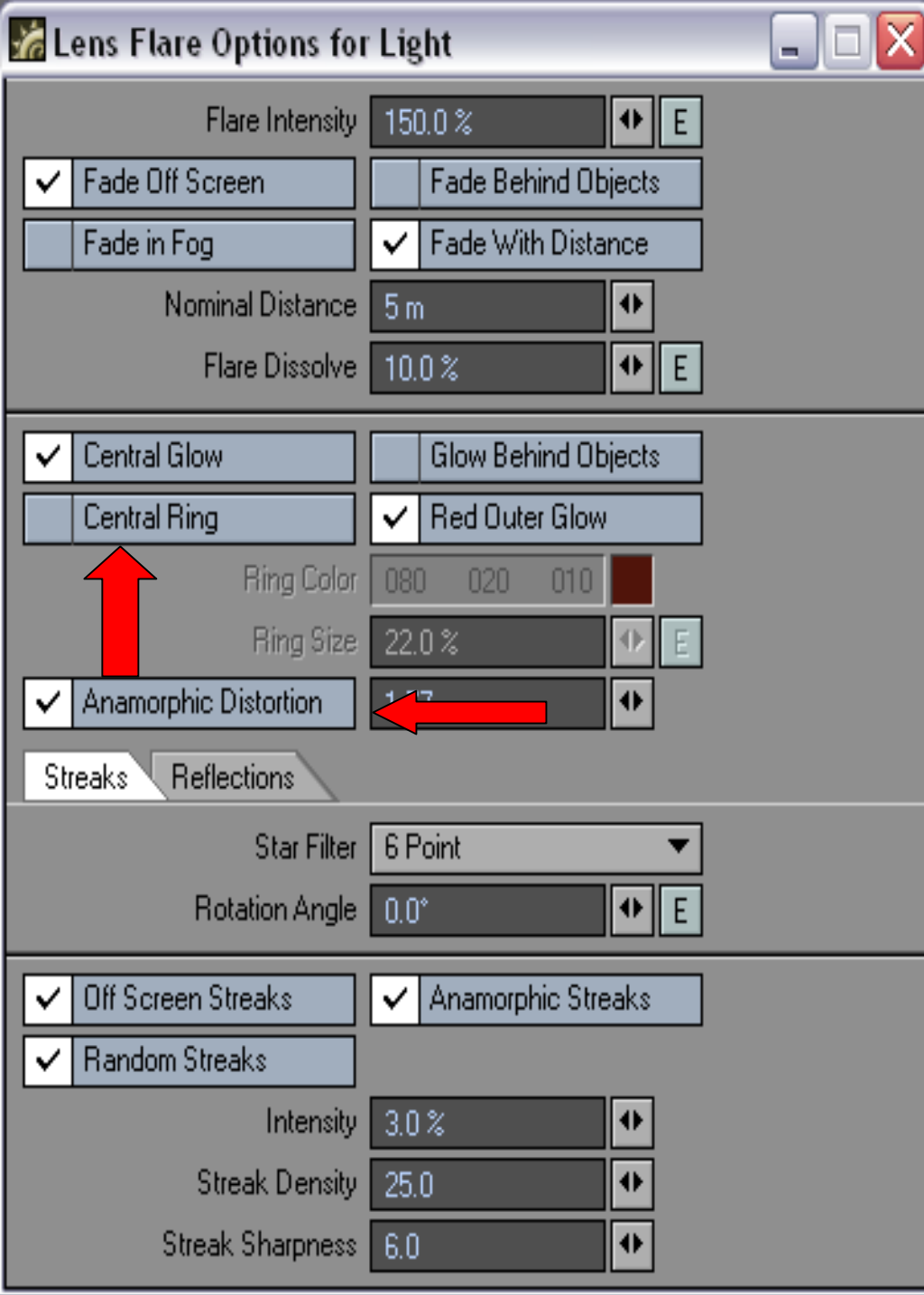
Step 2: Check the “lens flare” box; then another dialog box called “lens flare options” will appear.

Step 3: Check the “lens flare options” dialog box - this will bring up a new window which is seen on the next slide.



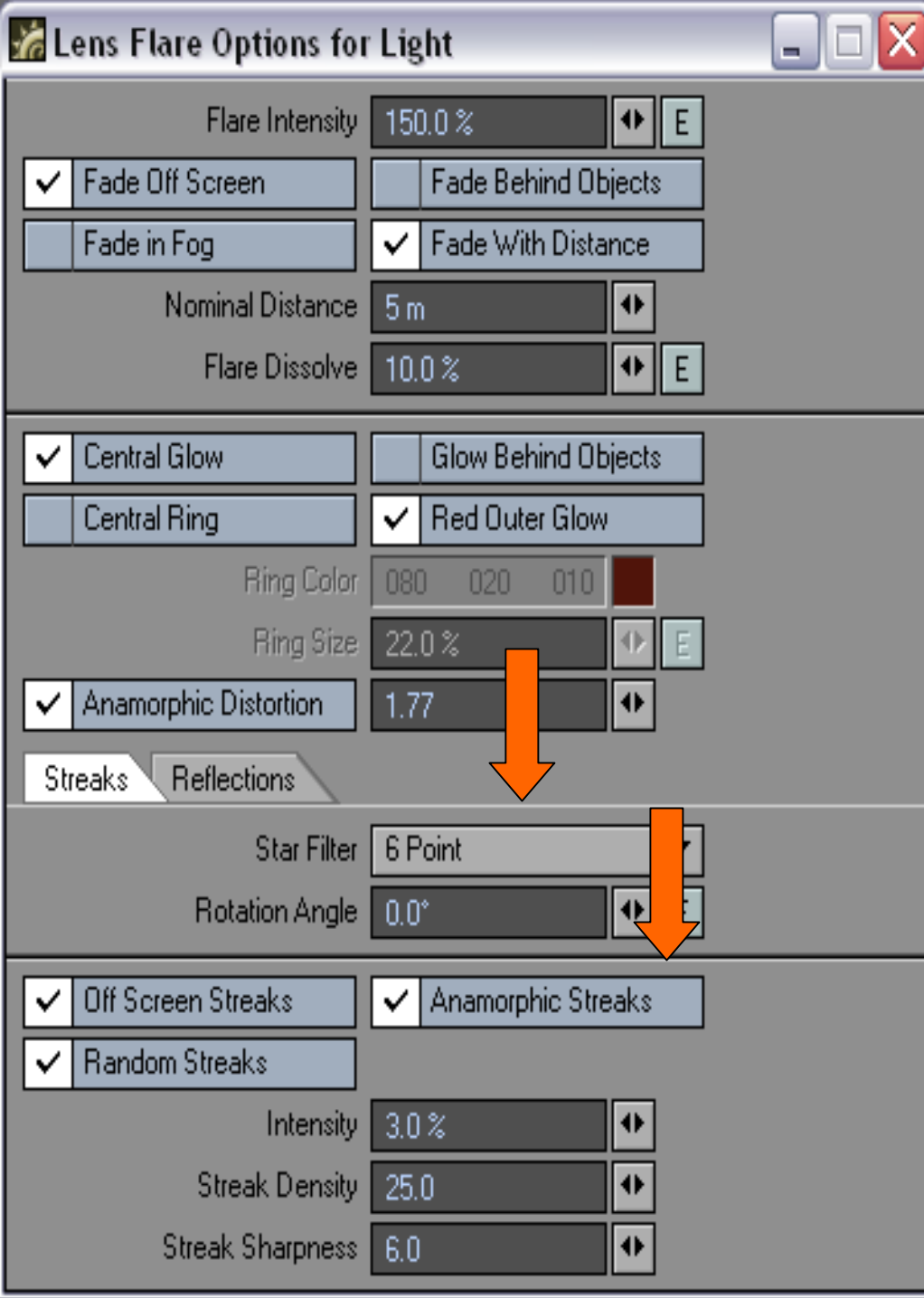
Step 4: Change flare intensity from the default setting of 50 to 150 percent.

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.

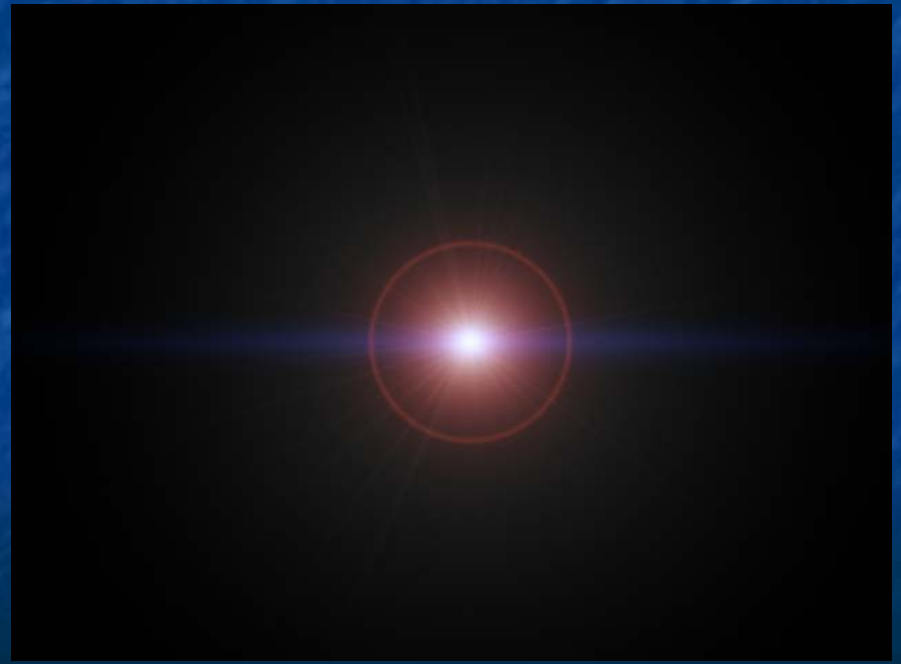
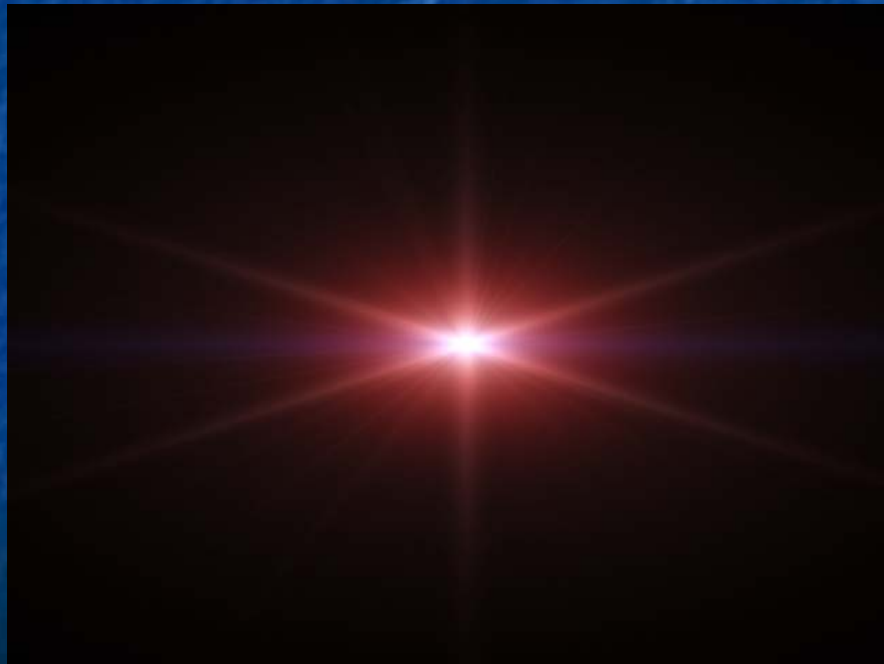
Step 7: Turn on “Anamorphic Distortion”. This will stretch the flare across the x axis giving a more realistic look.



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?