

A tip for Carrara users.

A glow effect using an edge filter.

This example uses Sparrowhakes free edge falloff shader.
Visit www.sparrowhawke.com.

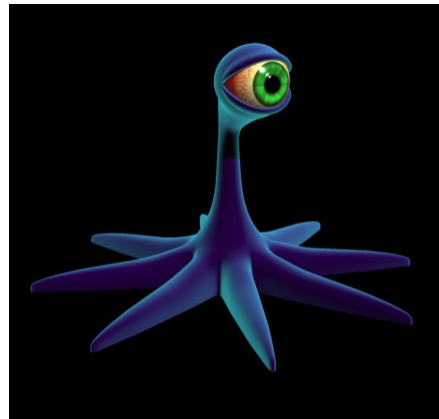
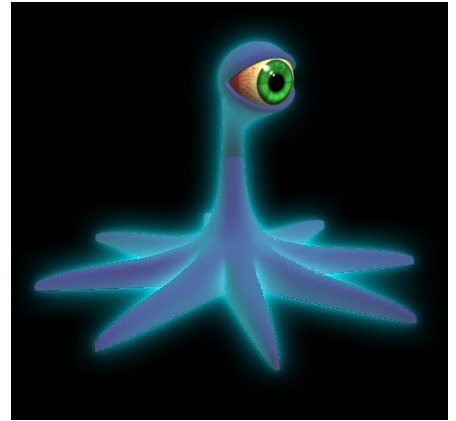
original shader
(dark purple)



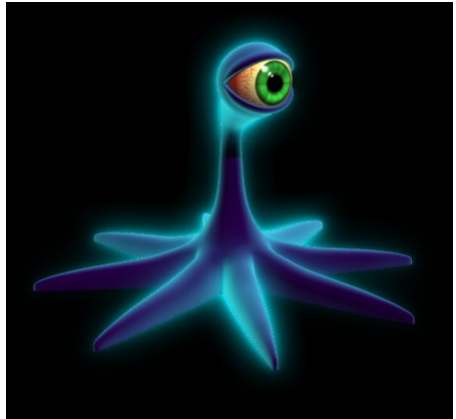
glow added
(dark cyan)



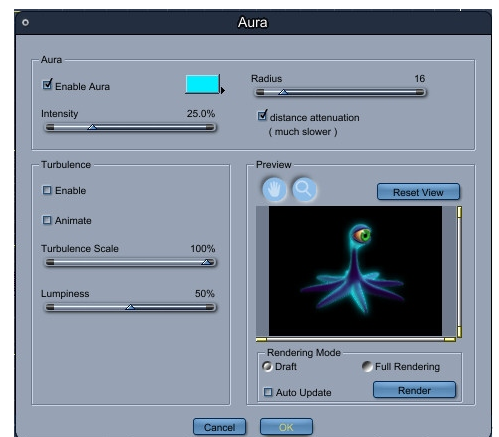
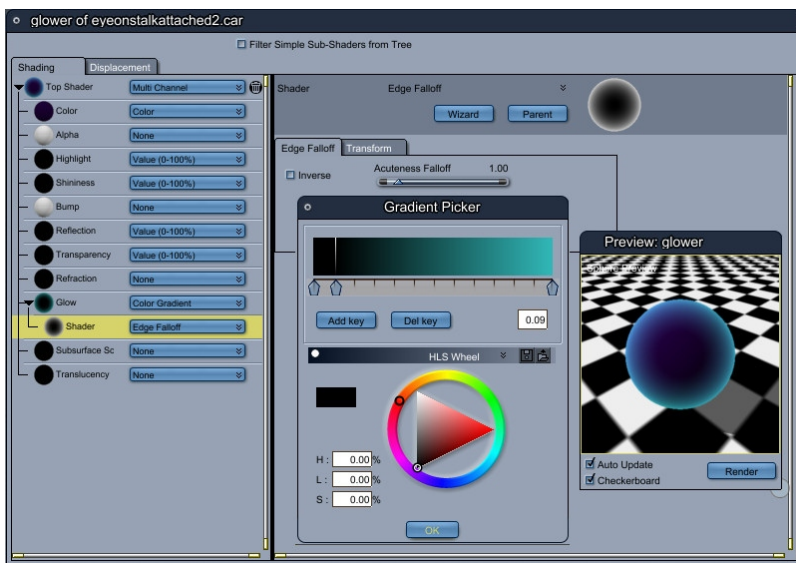
aura added
(cyan)



glow added
(with edge falloff
shader & gradient)

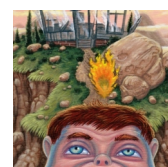


aura added



aura settings used
in both examples

Sparrowhawke's edge falloff shader in the glow channel with a gradient transition from mid cyan to black.



Burnart