Motion Graphic Effect Using Color Shaders

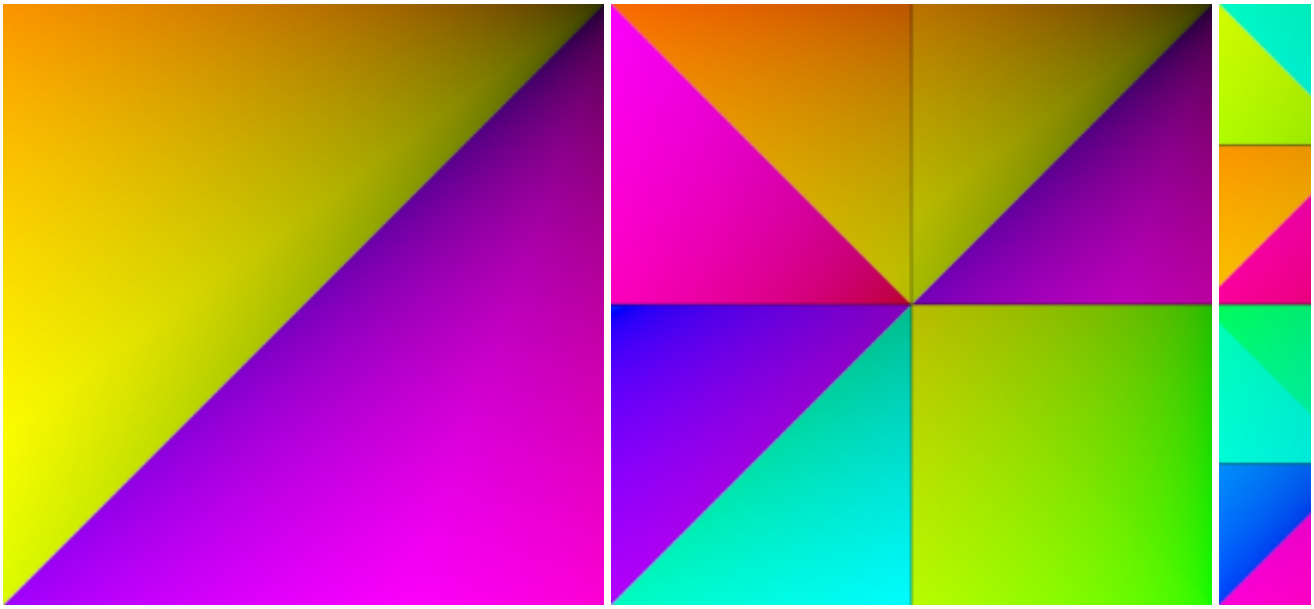
In this short tutorial, we will use some of Arnold's color shaders to create an interesting effect that could be used as part of a motion graphics animation. This animation is being driven primarily by a *utility* shader (Object ID mode) which is connected to a *color_jitter* shader that has some keyframe animation.

The final scene can be found here.

- Start off by creating a polygon plane.
- Assign a *standard_surface* shader to it.

Color Jitter and Utility Shaders

- Connect a *color_jitter* shader to the *emission_color* of the *standard_surface* shader and increase the *emission_weight* to 1.
- Connect a *utility* shader to the *input* of the *color_jitter* shader. Change the *shade_mode* to *flat* in the *utility* shader. This is because we only want pure color from the Utility shader to create a pattern. Change the *overlay_mode* to *polywire.* This will overlay a wireframe on top of the color.
- In this case, the *color_mode* has been set to *uv_coords*. This will give us a diagonal wipe effect to our pattern, once it is animated. You can, of course, choose a different *color_mode* like *U* or *V coords* or something entirely different. The idea is to experiment and have fun finding different techniques!
- Increase the *hue_max* (Face) of the *color_jitter* shader to see the effect that it has on the *utility* shader. If the plane does not have enough subdivisions, you can always increase the number of *subdivision_iterations* for the plane.



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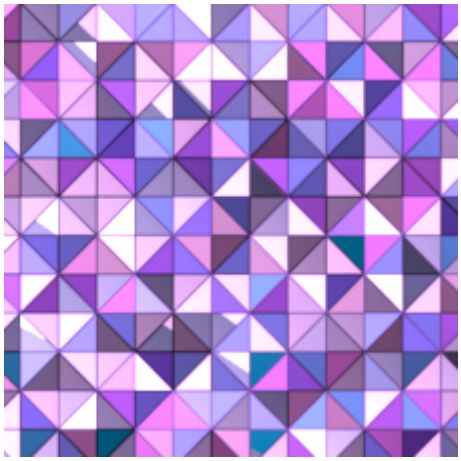
More triangles are visible when increasing the nun

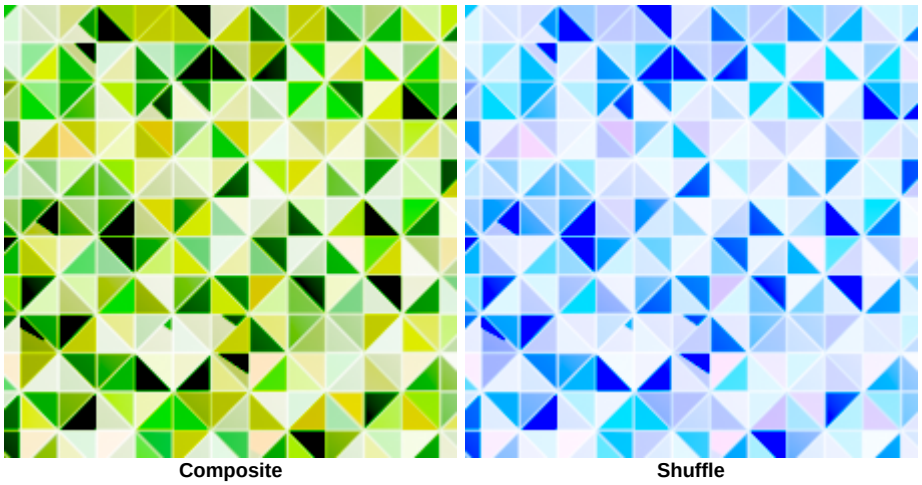
Color Correct

We can use a *color_correct* shader to change the color of the triangles.

- Connect a *color_correct* shader in-between the *color_jitter* and the *standard_surface* shaders. Adjust the *hue_shift* and change the *multiply* color. You can adjust the attributes of the *color_correct* shader until you get something that looks pleasing. In this case, the *gamma* and *contrast* were also adjusted.

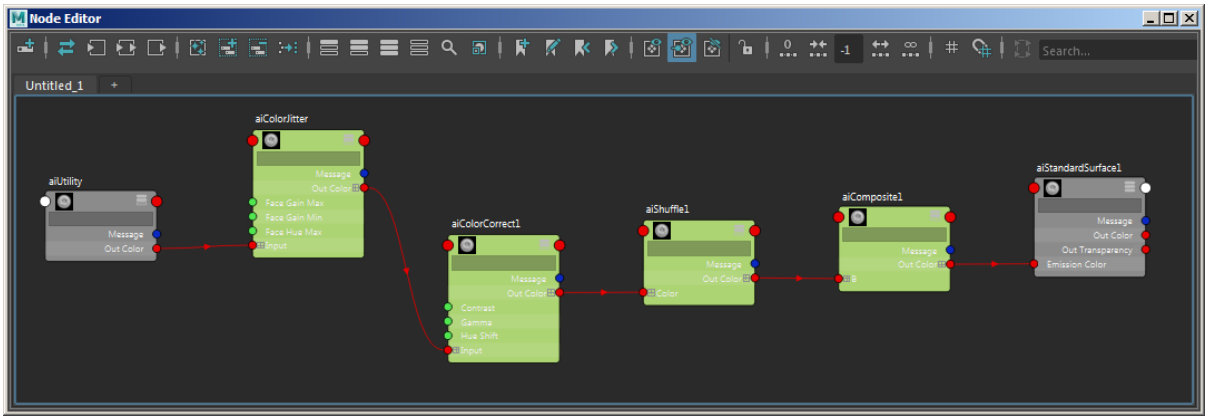


We can also change the colors by using some of the other color shaders in Arnold. Below are some examples using the *composite* and *shuffle* shaders.



Composite **Shuffle**

Finally, try keyframing the *gain* and *hue* (face) attributes of the *color_jitter* shader. You should see the effect is animated across the surface of the plane because the *color_mode* of the *utility* shader has been set to *uv_coords.*



Final shader network