

Motion Graphic Effect Using Color Shaders

synopsis



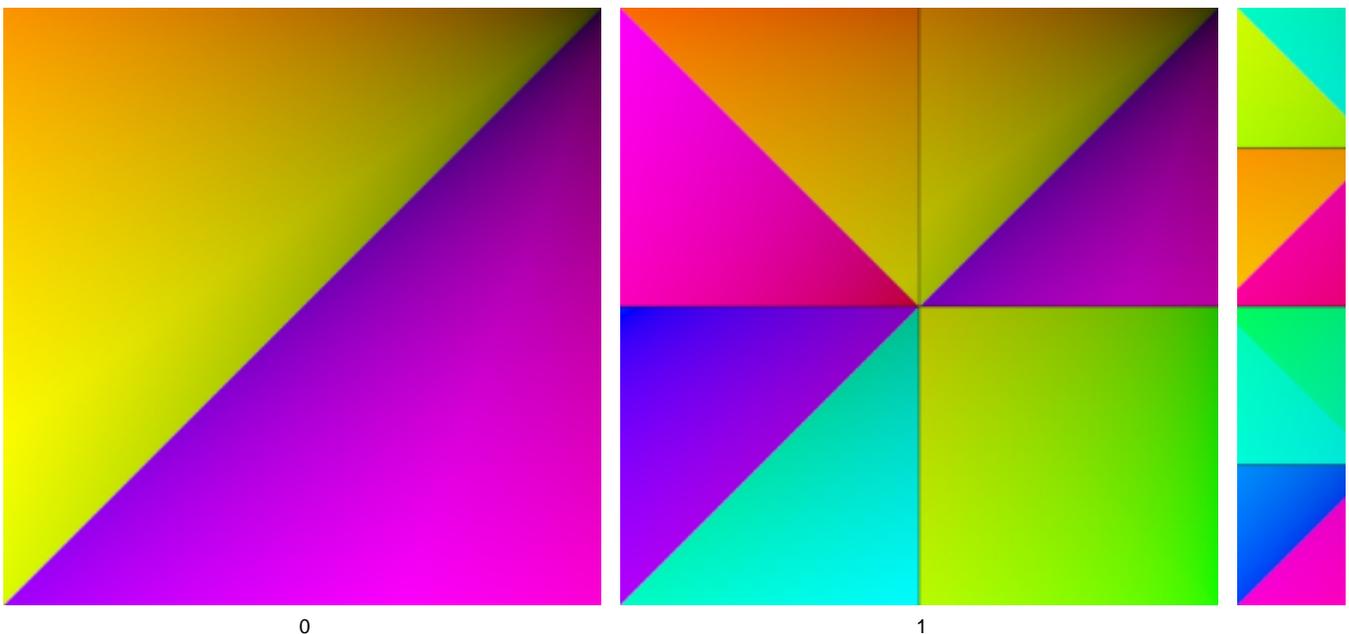
In this short tutorial, we will use some of Arnold's color shaders to create an interesting effect that could be used as part of a motion graphics animation. This animation is being driven primarily by a *utility* shader (Object ID mode) which is connected to a *color_jitter* shader that has some keyframe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

tutorial

- 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.

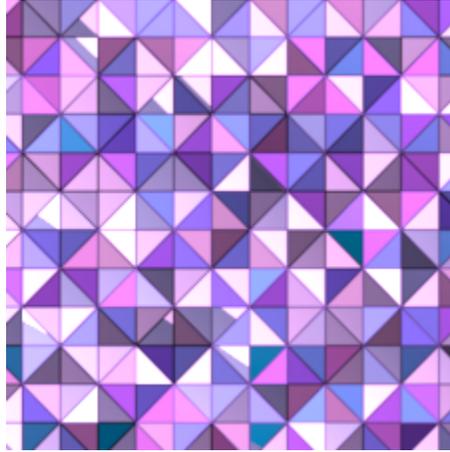


More triangles are visible when increasing the number of

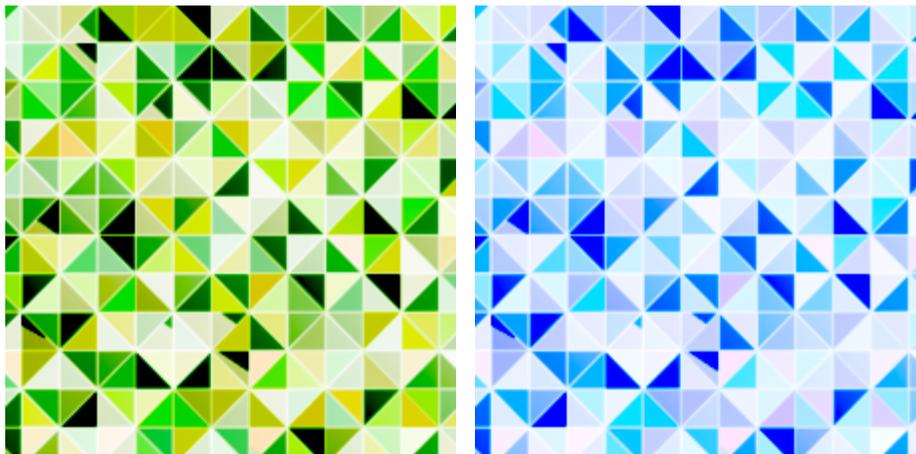
Color Correct

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*.