

Abstract Images

(Created 05/17/2002)

1. Create a New scene. To get the best result use either the atmosphere Deep Space or Black Back, which are in your Others collection. In my abstract Ribbons I used Deep Space. Delete the ground plane, add a Point light, and drag it to the middle of the camera.



Animation tab in the Properties panel, unfold the Link to list, and select Main camera. That ensures that the light follows the camera when you move it.

2. With the light still selected click at the 3. Now add some interesting meshes or shapes to your scene (I used two of Mitch's Roehrenwurms), mix them and stick the camera somewhere in the middle. You can search for interesting spots later.



4. I like to use partly transparent textures for my abstracts. That makes them look less massive and brings out interesting patterns. You can use anything you like, but I used another abstract as a Mapped picture in the Material Editor. To avoid pixel in a close up view I selected Bilinear Over-sampling.



5. Now let's cut off some parts of the mapped picture. Select the Transparency tab to create the transparent pattern. Select Variable transparency and set the Global transparency to 100%. Press CTRL and left click on the Transparency production preview to edit it. You can select whatever you want to create a transparency pattern. I decided to use a Mapped value layer and loaded a fractal with many black parts in it to get a lot of transparency. Press OK.

ansparency Amount &	Blur Function			
	ptions			
Summary of layers			Combinatio	on mode
1: bitmaps\fract020.gif 1.0 {4.0,4.0} {0.0,0.0,0.0} CAdd				۲
		De	Hete Mapping Extension	Default 📀
Sind of layer Mapped values Procedural values				
etails of layer 1 of 1	Pietere en de	Quereseeling	Tăna	Manaina
Amplitude 1.000	X 4.000 C Y 4.000 C	None	Mirror X	Automatic
Offset 0.000 🕄	Picture offset	 Bilinear Normalized 	Mirror Y	Flat (vertical) Eaces
Transformation	X 0.000 🗘 Y 0.000 🗘	Ø Bicubic		Culindrical
		and the second s		and and the same and
Turbulence				Spherical

6. Back in the Material Editor you can see what your texture looks like. You can change any of the values to see how they influence your material. On the right side you see at the same time the preview of your scene. When you're pleased press OK to return to the working space.

		Type	Effects			Mixed Objects (2)
Name Abs	tract 3	 Simple materials Mix materials 	✓ One sided ✓ Anti-aliased	 Cast shadows Receive shadows 		
	(Ø Volumetric	Mapping	Object - Standard	0	
	Options)				6 ²⁹ Scale 0.90 (
- A Company	Zoom					
Animate material surf	iace (Z = time	e)	Palactics	Elfante		Main camera
Animate material surf Colors	íace (Z = time Bumps	e) Highlights Transpare	ncy Reflection	s Effects		Main camera
Colors Global transparency	face (Z + time Bumps	e) Highlights Transpare Effects © Fuzzy © Underlying material	ncy Reflection: Transparency pr	s Elfects oduction Transparency		Main camera
Animate material surf Colors Global transparency Blurred transparencies	ace (Z = time Bumps	e) Highlights Transpare Effects © Fuzzy @ Underlying material @ Additive @ Variable transparent	ncy Reflection: Transparency pr	s Elfects oduction Transparency	7	Main camera Main camera Bio Control Co
Animate material surf Colors Global transparency Blurred transparencies	face (2 = time Bumps 100%	e) Highlights Transpare Effects P Fuzzy P Underlying material P Additive Variable transparent Fading out	y Reflection:	e Elfects oduction Transparency Blurning	7	
Animate material suff Colors Global transparency Blurred transparencies Refraction index	ace (2 = time Bumps 100%	e) Highlights Transpare Effects P Fuzzy P Underlying material Additive Variable transparent Fading out Clear Murky	y Refloction	e Effects oduction Transparency Blurning	ок	Man camera
Animate material suff Colors Global transparency Blurred transparencies Refraction index	ace (2 + time Bumps 100%	e) Highlights Transpare Effects P Fuzzy P Underlying material Additive Variable transparent Fading out Clear Murky Fade out color	v Reflection	e Effects oduction Transparency Blurning	ок	Main camera Main c
Animate material surf Colors Global transparency Blurred transparencies Refraction index Show caustics	ace (2 = time Bumps 100% 0.00*	e) Highlights Transpare Effects Underlying material Additive Variable transparent Fading out Clear Murky Fade out color	rey Reflection Transparency pr	e Effects oduction Transparency Blurning	ок 2	Man camera Man camera Polygon Mesh (2) Polygon Mesh (2) Polygon Mesh (2) Polygon Jakar Camera Jakar Camera
Animate material surf Colors Global transparency Burred transparencies Refraction index Show caustics Flare	iace (2 + time Bumps 100% 0.00*	e) Highlights Transpare Effects Fuzzy Underlying material Additive Variable transparent Fading out Cieve Murky Fade out color Light color Ture reflective with angle	rey Reflection Transparency pr Function scale X 1.000 (° Y)	s Effects oduction Transparency Blurring Blurring	ок Х ?	Mari camera Mari camera Polygon Mesh (2) Polygon Mesh (2) Player 1 Mari camera Har Sun light We Fourt light
Animate material surf Colors Global transparency Burred transparencies Refraction index Show caustics Flare Intensity Transparencies	iace (2 + time Bumps 100% 1.00 33%	e) Highlights Transpare Effects Fuzzy Underlying material Additive Variable transparent Fading out Clear Murky Fade out color Light color Light color Turn reflective with angle	rey Reflection Transparency pr Public States Function scale X 1.000 (P Y	s Effects oduction Transparency Bluring Bluring	ок х ?	Main camera Main camera Polygan Mesh (2) Polygan Mesh (2)

7. Now you can start to explore your scene to find interesting places. Move the camera and rotate it in any direction. Move and/or rotate the meshes and shapes, change the Scale of the material - there are no limits to your fantasy. When you like what you see just render and save your abstract. Just by changing parameters, or mapping modes, or moving the camera you can produce lots of interesting abstracts using one scene. Even the slightest move can change your image dramatically.

Here you find my rendered abstract "Ribbons"

Sometimes you're lucky and find something completely unexpected and mysterious. Look at the scene below and you'll understand why I called that abstract "Mysterious Owl". I used 6 randomly rotated pyramids to create it. Ain't that amazing?





