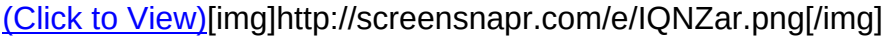


Forum:[Hack Forums](#)

Thread: [\[TUT\] Shiny C4D Text \[Detailed\]](#)

Velvet. - June 18, 2011, 12:50 pm

Hey guys, I'm gonna show you how to make some pretty awesome text like this

Spoiler [\(Click to View\)](#)

It is a more of an intermediate tutorial, so I am not gonna go in depth on creating text and such.

Requirements

-C4D (I use 12)

-Cool font(I used "Haunting Attraction")

-Making the text-

1. Use motext to create some text

2. Set the depth something around 80

3. Go to Caps

4. Make the settings like this

Spoiler [\(Click to View\)](#)

Everything else is default

-Planes for Reflections-

1. Make a plane by going to the cube and then plane

2. The width and height can be adjusted to the size of the text you have

For me they are at:

Width: 1475 cm

Height: 400 cm

3. Zoom out and drag the plane under the text like this:

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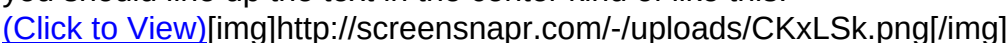
4. Copy and paste the plane so that there are 2 of them and bring it above the text like this:

5. Add a regular light and drag it just above the plane.

Put the intensity at 75%

Spoiler [\(Click to View\)](#)

6. Now you should line up the text in the center kind of like this:

Spoiler [\(Click to View\)](#)

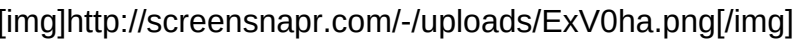
Important Make sure the planes are NOT visible

-Materials-

1. Create 4 materials, I'll name them a,b,c, and d for this tutorial

a. This is going to be used on the planes

Go into Luminance and set the color to white. Leave the brightness at 100% and keep Color and Specular the same.

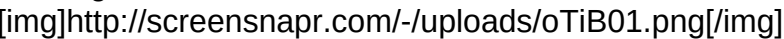
Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/ExV0ha.png)

b. This is the main color of the text, I'm gonna use a dark red

Change the Color to the color of what you want (red for me)

Go to reflection and change the brightness to 10%

Change the texture of the brightness to Fresnel

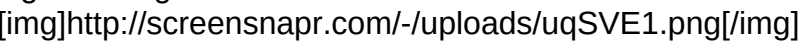
Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/oTiB01.png)

And the mix strength to 75%

c. This gives some nice reflections to the text

Uncheck Color

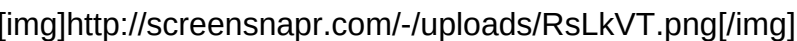
Add reflection and change the brightness to 75%

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/uqSVE1.png)

d. This is pretty much the backing of the text

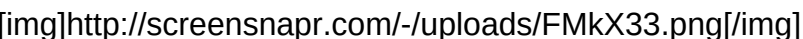
Leave everything the same and add on reflection

Set the brightness to 50%

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/RsLkVT.png)

That is all for your materials

In the box they should look like this

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/FMkX33.png)

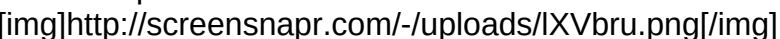
-Applying Materials-

1. Put material a on both of the planes

2. Put material d on the text first

3. Put material c on the text twice

4. On the first one, on selection put the selection to R1

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/IXVbru.png)

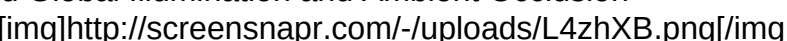
5. On the second one, put the selection to R2

6. Now put material b on the text with the selection of C1

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/KVJzL5.png)

-Render Settings-

1. Go to effect and add Global Illumination and Ambient Occlusion

Spoiler [\[Click to View\]](http://screensnapr.com/-/uploads/L4zhXB.png)

2. For better quality images go add this on Anti-Aliasing
Spoiler [\(Click to View\)](#)

3. Now you should know how to make it a picture or use it in an animation.

There you go :)

I used it in a youtube background on <http://www.youtube.com/airbornecinemax>

If you want my template pm me

Created 100% by me

And remember NO LEECHING ?

Robert E. Lee - June 18, 2011, 12:57 pm

Can you make it animated? Because I always wanted to use one for an intro :333

Velvet. - June 18, 2011, 1:12 pm

(Jun 18, 2011 12:57 PM)VitalizeZ Wrote: [\[CITE\]](#) Can you make it animated? Because I always wanted to use one for an intro :333

Yea. It isn't any different from normal text, so it will work. :)

Boo. - June 18, 2011, 4:12 pm

:) I LOVE SHINY THINGS! (Y) Thanks for this. New at C4D But I know that it's one of the best for intros and stuff.