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Thread: [\[Cinema 4D Question\] Why's my color displayed in text dif from selected color w/ save?](#)

s??s?i - January 12, 2012, 5:34 pm

I just started using C4D and im making my first text, But i select the darkest Black color but in C4D it likes shining light onto it making it a darkish grey which is what it saves the image to look like?

Heres an example of the angles of how theres a random 'lighting' which is throwing off my selected color as it saves the image like so..

Yes im new to C4D so if this just a simple fix- dont bash. just help me out lol

frallan123 - January 12, 2012, 5:48 pm

What you can do is add a sky object and put white material on it and remove any other light source and your color will be black. If you want black background you can render it and save to .psd and fix it in photoshop

s??s?i - January 12, 2012, 5:51 pm

yea i had a sky object originally but it saved the actual sky BG so i removed it and it saved as black BG which is fine. but theres that lightsource which i dont kno how to remove? so it is just lightsource that i need to remove, do you kno how?

frallan123 - January 12, 2012, 5:53 pm

CTRL+B > Options > Untick Default Light.

Coke™ - January 12, 2012, 5:54 pm

Disable default light in the options.. Then make your own lighting and if your not looking for better lighting uncheck the specular light or whatever its called ;)

s??s?i - January 12, 2012, 5:57 pm

thanx guys ill give that a try. hooked ya up with a green apple frallan

frallan123 - January 12, 2012, 6:04 pm

hehe thanks, if you have any more questions about cinema4D don't hesitate to contact me, Ive been using the program for over 3 years now.