Retrorig 1.0 Guidebook



MAIN SETTINGS A

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Move your splines into the respective subfolders here:

Object A and B are for 3D-objects and can be handled independently.

Object C is used for overlays like text, additional information or 2D graphics.

Object B

Object C-Overlay

Animation Sequence Shows the current position of the animation. (-100% to 200%) All effects and movements refer to it. The start and end keyframe on the timeline can be lengthened or shortened as desired.

The presets the appearan button back

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Landscape Reflection

The reflections are created by a 3D generated landscape which is only visible in the reflections ob the object. Because the reflection depends on the camera angle, the settings are independent from the presets. The horizont Y-position can be changed manually here. In the viewport the horizon is displayed as a white line.



Object

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MAIN SETTINGS B



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RetroRIG Cam 🛛 📽





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The perspective can be selected and animated from several **Camera Presets**. Start and end points only need to be defined. Disable "Animate Camera" if the camera should not move. Then just define the endpoints only.

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- Colors
- AB Front Style
- AB Bevel Style
- AB Depth Style
- Movement
- FadeInObjects
- Shines Reflections
- Outline Shine (Static)
- Echo
- Fog'n Thunder
- Glitcher
- LensEffects
- Blitz

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- Spotlights
- ToonOutline
- Background Pattern (BETA)

Object C - Overlay FX

COLORS

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A selection of several color presets that define all settings below. To change only the colors but keep the settings below, select "Change only Colors"

Settings for the Glow. (Object A+B) Edge Glow is a bit more intense. So handle with care

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Defines whether the front or bevels of object A or B should be colored with the **Gradient Color.**¹ (Object B in this case) In addition to "Gradient Color" an alternative Ambient Occlusion effect can be used

The main part of the retro look. Here the landscape in front of the object can be changed, which is reflected in the objects. In addition, clouds and different starry skies can be defined. ²

The first point **"Activate Reflection Animation"** replaces the landscape with a noise animation

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| | © Florian Renner www.rennerflorian.com |

FRONT, BEVEL, DEPTH

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Here you can define an additional front texture to be added on the Objects A/B. (scratches, dust etc.)

Bevel Style defines the rounding of the 3D objects. Decisive for the mirroring and the look of the object.

Set the depth of the 3D Object A+B here

Here you can change the color behavior and depth properties of the object.¹ The depth consists of the self-illuminating shader (Depth Luminance) and/or the "Reflection Brightness" of the light sources around the object.²

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| ▶ Echo | |
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Attributes Takes Content Browser

MOVEMENT

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The "Movement" tab is used to define the movement animation of the objects.

Link Elements to single Object: Chains all splines to one single object

Move Forward: Objects move towards the camera (linear or random)

Move Backward: Objects move from the camera to the zero point. (linear or random)

Move XY: Objects come from the side. Pay attention to the linear angle, otherwise the objects overlap

Randomer XYZ: Sometimes you don't want the objects to hit the zero point at the same time. The Randomer adds a random value to the way the objects behave until they stop

Move Start Spin: The objects rotate around their axis until they reach the target point

Attention! As soon as the objects rotate (X,Y-axe), the depth of the objects are limited to 120cm.

Scale Objects: The individual objects scale from 0-100%

Depth Animation: The depth of the objects is stretched at the beginning of the Z-axis and animated to the stated depth until the defined point in time

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Panel ProRender

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FADE IN

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Here you can fade in Object A+B in different ways. Linear or as whole object (Shutter)

Depth, Bevel and Front can be defined separately

Most of the effects have a range mapper when the effect should start and end. (Fade in Starts at, Fade in Ends at) The actual position is shown at the slider on top of the viewport (-62%)

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Object C - Overlay F)

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In the "Shine" tab, you can define different reflection and gloss effects.

Depth Reflection Rotation: In the first part of the animation the light sources moves around the object and influences the depth reflection. As long as the reflection is positive in the "AB Depth Style" tab.

Front Texture Glow: The front of the object lights up at the defined time.

Rearshine: The rear end of the object lights up at the end of the animation. (Activated in this case¹) The color equates to the accent color.



Solo Shine Front: Linear light that illuminates the object at a defined time. Standard, Stripes, Random and PowerGlow² (additional Glow Layer)

Stripes Ball: This glow is created by real reflections that are animated as "stripes" in front of the object. The variations determine the number and direction of the animated "stripes".

Additional Reflection Gradient: Similar to the "Stripes Ball" but static. A luminous gradient is created in front of the object to create an additional reflection.

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OUTLINE SHINE



In these settings, a glow is created and animated along Object A and/or B. The presets influence the number and strength of the "shine strokes".

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Attributes Takes Content Browser

ECHO EFFECT



The **Echo** effect creates a kind of glow in front of the object which can be animated in different ways. There are also four textures to choose from. The effect looks best in a frontal view.

The length of the echo-shine can be defined (recognized in the HUD by two side parts layer)

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| Landscape/Sky Co | nuasi 40 % | ~ | | |
| Landscape Symme | atov 🗌 | | | r |
| Landscape Symme | .uy | | | |
| AB Front Style | | | | |
| AB Bevel Style | | | | |
| AB Depth Style | | | | |
| Movement | | | | |
| FadeInObjects | | | | |
| Shines Reflections | | | | |
| Outline Shine (Static) | | | | |
| ▼ Echo | | | | |
| Echo to Object A | | | | |
| Echo to Object B | | | | |
| Echo FX | Echo Straight | | | |
| | C Echo Noise | | | |
| | C Echo Stripes | | | |
| | C Echo Flying St | tripes | | |
| Movement FX | Move In | | | |
| | Move Out StickOpObios | t IncidaOut | | |
| | | t (End to 200% fo | r Endless) | |
| Echo Color Style | Manual | MatalGradient G | radientColor | |
| Echo Gradient | Wandar | Metaloradient G | inacienteolor | ACCEDENIA |
| | • | | | |
| | ۵ | <u> </u> | | |
| Echo Starts at | 0% | | | |
| Echo Ends at | 150 % | | | |
| Echo Lenght | 50 % | | | |
| | JU 70 V | | | |
| Echo Alpha | 50 % ⁽⁾ | | | |
| Echo Alpha | 50 % O | 1 | | |
| Echo Alpha Glow Brightness | 50 % 0 | | | |
| Echo Alpha Glow Brightness Glow Radius | 50 % 0 50 % 0 10 % 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher LensEffects | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher LensEffects Blitz | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher LensEffects Blitz Spotlights | 50 % 0 50 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher LensEffects Blitz Spotlights | 50 % 0 50 % 0 10 % 0 10 % 0 0 0 | | | |
| Echo Alpha Glow Brightness Glow Radius Echo Texture Seed Fog'n Thunder Glitcher LensEffects Blitz Spotlights ToonOutline Background Pattern | 50 % ○ 50 % ○ 10 % ○ 10 % ○ 0 ○ | rian Donne | | opporflorion o |

FOG'N THUNDER



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0 5 10 15 20 25 30 35 36 40 45 50 55 60 65 70 75 80 85 90 95 10 36 F

Fog'n Thunder creates texture effects when Object A/B hitting the zero point. The presets includuding lightning effects, scanlines, steam, fog etc.

To change settings manually, activate "Manual Settings" below the presets

FOR YOUR INFORMATION ONLY: Because these are delayeffectors the effect is not synchronized 1:1 in the viewport which is also known from Mograph Delays.

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| 🗮 Mode Edit User Data | $\leftarrow \rightarrow \land \land \bigcirc \odot \boxdot$ |
|--------------------------------------|---|
| R Null [RetroRIG] | |
| Basic Coord. Object RetroRIG | |
| Stars Size | |
| Stars Angle 0 | |
| 🗈 Landscape/Sky Contrast 40 % 🗘 | |
| Landscape Rotation 0 % | |
| Landscape Symmetry | |
| | |
| AB Front Style | |
| AB Bevel Style | |
| P AB Depth Style | |
| Movement | |
| FadelnObjects | |
| Shines Reflections | |
| Echo | |
| ▼ Ecrio | |
| Fog'n Thunder to Object A. | |
| Activate Fog'n Thunder to Object B 🗹 | |
| Faa'a Thundar Stula | |
| 02-Fog'n Thunder Style | |
| 03-ACC Thunder | |
| O 04-SparklingThunder | |
| O5-BG-Glow (Nice with co | lored BG) |
| O 06-ACC Scanlines | |
| O 07-ACC Fire | |
| ○ 08-Fog | |
| O 10-ColdFog | |
| O 11-Bokeh | |
| Manual Settings 🗹 | |
| Chain F&T to Accent Color | |
| F&T Color | |
| F&T Glow Color | |
| F&T Texture Brightness 150 % | |
| F&T Glow Brightness 15 % 🗘 | |
| F&T Glow Radius 10 % 🗘 | |
| F&T Seed 0 | |
| ▶ Glitcher | |
| ▶ LensEffects | |
| ▶ Blitz | |
| ▶ Spotlights | |
| ▶ ToonOutline | |
| Background Pattern (BETA) | |
| © Florian Renner www | rennertlorian.com |

Object C - Overlay F

GLITCHER

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100 F || 100 F

Glitcher creates additional fractured shapes based on object A/B that appear in random position and speed.

BG Color Behind Fractures: The shapes which are cut out of the original shape are colored with the background color

Shape Shaker: Adds additional jerky movements to Object A/B

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| 🗮 Mode Edit User Data | | $\leftarrow \rightarrow$ | ↑ ९ 🔒 🏵 🗉 |
|---|-----------------------|--------------------------|--------------|
| R Null [RetroRIG] | | | |
| Basic Coord, Object | RetroRIG | | |
| Landscape Complexity | 30 % 🗢 | | |
| Landscape Height | 20 % 0 | · · · | |
| Sky Height | 40% 0 | | |
| Sky Clouds | 0% 🗘 | | |
| Stars Style | OFF 1 2 3 | 4 5 6 | |
| Stars Brightness | 40 % O | | |
| Stars Size | 25% 0 | | |
| 🗈 Stars Angle | 0 0 | | |
| Landscape/Sky Contract | 40 % | | |
| Landscape/Sky Contrast | 0% | | |
| | | | |
| Lanuscape Symmetry | | | |
| AB Front Style | | | |
| AB Bevel Style | | | |
| AB Depth Style | | | |
| Movement | | | |
| ▶ FadeInObjects | | | |
| Shines Reflections | | | |
| Outline Shine (Static) | | | |
| ▶ Echo | | | |
| Fog'n Thunder | | | |
| ▼ Glitcher | _ | | |
| Activate Glitcher | | | |
| including Object b | | | |
| Glitcher Style | Manual V | VholeObjects | |
| | Horizontal Streams Ra | ndom Streams | |
| | Outline Streams | Itilne Streams I | |
| | Counter Streams II | | |
| Glitch Seed | . 0 0 | | |
| BG Color Behind Fracture Shape Shaker | s [] - [] | | |
| Glitcher Starts at | 92 % 🗘 | | |
| Glitcher Ends at | 200 % 0 | | |
| Glitcher Speed | . 46 % 0 | | |
| Glitcher Strenght | 76 % | | |
| ▶ LensEffects | | | |
| ▶ Blitz | | | |
| Spotlights | | | |
| ▶ ToopQutline | | | |
| Background Pattern (BETA) | | | |
| Chiert C. Overlau FV | © Florian Renne | er www.renne | rflorian.com |

LENS EFFECTS



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|---|---|-----------------------------|---|--|---|--------------|
| R Null [RetroRIG] | | | | | | |
| Basic Coord. Ob | ject RetroR | IG | | | | |
| | | | | - | • | |
| Landscape/Sky Cont | rast 40 | 0% | | | | |
| Landscape Rotation | 0 | % | | | | |
| Landscape Symmetr | y 🗆 | | | | | |
| AB Front Style | | | | | | |
| AB Bevel Style | | | | | | |
| AB Depth Style | | | | | | |
| ▶ Movement | | | | | | |
| FadeInObjects | | | | | | |
| Shines Reflections | | | | | | |
| Outline Shine (Static) | | | | | | |
| ▶ Echo | | | | | | |
| ▶ Fog'n Thunder | | | | | | |
| ▶ Glitcher | | | | | | |
| ▼ LensEffects | | | | | | |
| LensGlow to Object | A 🔽 | | | | | |
| LensGlow to Object | в 🗹 | | | | | |
| Long Drocate | | | 00- | | Dellascian | |
| Lens Presets | - Manua | | 805 | IWINKIING | PoliceGlow | |
| | SlowCand | | yries | 21912 | Sulis | |
| | Diomedine | | | | | |
| Lenses Starts at | . 30 % | ् | | | | |
| | | | | | | |
| Lenses Ends at | . 200 % | 0 | | | | |
| Lenses Ends at | . 200 % . () Manual | 0 | O Metal | Gradient 🤆 | GradientColor | |
| Lenses Ends at | . 200 % . () Manual () Accenta | े &Depth-M | │ Metal(ix ○ Tron | Gradient 🤆 |) GradientColor) BackToTheFuti | Jre |
| Lenses Ends at | . 200 % . Manual Accenta Rainbor | © &Depth-M w | ○ Metal ix ○ Tron ○ Greml | Gradient () () ins () |) GradientColor) BackToTheFutt) Terminator | ure |
| Lenses Ends at | . 200 % . Manual Accent& Rainbor TotalRe | C &Depth-M w call | O Metal ix O Tron O Gremi O Bladef | Gradient () () ins () Runner () |) GradientColor) BackToTheFutt) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles Lens Gradient | . 200 % . Manual Accent& Rainboy TotalRe | © &Depth-M w call | Metak ix O Tron O Greml O Bladef | Gradient () () ins () Runner () () |) GradientColor) BackToTheFutu) Terminator) Fargo | ure |
| Lenses Ends at Gradient Styles Lens Gradient | . 200 % . Manual Accenta Rainbor TotalRe | © &Depth-M w call | Metak ix O Tron O Gremi O Bladef | Gradient () () ins () Runner () () |) GradientColor) BackToTheFutu) Terminator) Fargo | ure |
| Lenses Ends at Gradient Styles Lens Gradient | . 200 % . Manual Accenta Rainbor TotalRe | © &Depth-M w call | Metak ix O Tron O Gremi O Bladef | Gradient () () ins () Runner () () |) GradientColor) BackToTheFutu) Terminator) Fargo | ure |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses | . 200 % . Manual Accent& Rainbox TotalRe | C BDepth-M w call | ○ Metak ix ○ Tron ○ GremI ○ BladeF | Gradient () () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | ure |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF | 200 % Manual Accenta Rainbox TotalRes Flashlight | C BCDepth-M w call | Metak ix O Tron O Gremi O Bladef | Gradient () () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | ure |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF Random Brightness | 200 % Manual Accenta Rainbox TotalRes Flashlight 0 % | C BCDepth-M w call | Metal ix O Tron O Gremi O Bladef | Gradient () () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness | . 200 % . Manual Accent& Rainbox TotalRe . Flashlight 0 % . 10 % | C BCDepth-M W call | Metal Normal Gremi Bladef | Gradient () () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF Random Brightness Lens Size FX Lense Brightness | . 200 % . Manual Accent& Rainbox TotalRe Flashlight . Flashlight . 10 % . 10 % | Call | Metal ix Tron Greml Bladef | Gradient () () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF Random Brightness Lens Size FX Lense Brightness Lens Rotation | . 200 % . Manual Accent& Rainbox TotalRe . Flashlight . 10 % . 10 % . 10 % 50 % | Call | O Metalo ix O Tron O Gremi O Bladef | Gradient () |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness Lens Size. FX Lense Brightness Amount of Lenses | 200 % Manual Accent& Rainbox TotalRe Flashlight I0 % 10 % -50 % 70 % | Call | O Metalo ix O Tron O Gremi O Bladef | Gradient () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness Lens Size. FX Lense Brightness Lens Rotation. Amount of Lenses . Speed Animation | 200 % Manual Accent& Rainbox TotalRe Flashlight I0 % 10 % -50 % 70 % -30 % | Call | O Metalo ix O Tron O Gremi O Bladef | Gradient () |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness Lens Size. FX Lense Brightness Lens Rotation. Amount of Lenses . Speed Animation Offset Variation | 200 % Manual Accent& Rainbox TotalRe Flashlight I0 % 10 % -50 % 70 % -30 % 70 % 70 % | Call | O Metalo | Gradient () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness Lens Size. FX Lense Brightness Lens Rotation. Amount of Lenses Offset Variation | 200 % Manual Accenta Rainbox TotalRes Flashlight Flashlight 10 % 10 % 50 % 70 % -30 % 70 % 173 | Call | O Metalo | Gradient () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles. Lens Gradient FXLenses. Random ON/OFF Random Brightness Lens Size. FX Lense Brightness Lens Rotation. Amount of Lenses Speed Animation Seed Lenses | 200 % Manual Accenta Rainbox TotalRes Flashlight Flashlight 10 % 10 % 50 % 70 % 30 % 70 % 173 | Call | Metalo ix Tron GremI BladeF | Gradient () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF Random Brightness Lens Size FX Lense Brightness Lens Rotation Amount of Lenses Speed Animation Seed Lenses Blitz | . 200 % . Manual Accent& Rainbox TotalRe . Flashlight . D % . 10 % . 10 % . 10 % . 30 % . 70 % . 70 % . 173 | Call | Metalo Tron Gremi Bladef | Gradient () ins () Runner () D |) GradientColor) BackToTheFutu) Terminator) Fargo | Jre |
| Lenses Ends at Gradient Styles Lens Gradient FXLenses Random ON/OFF Random Brightness Lens Size FX Lense Brightness Lens Rotation Amount of Lenses Speed Animation Seed Lenses Seed Lenses | 200 % Manual Accenta Rainbox TotalRes Flashlight I0 % 10 % 100 % 50 % 70 % 30 % 70 % 173 | Call | Metalo ix Tron GremI BladeF | Gradient (ins (Runner () |) GradientColor) BackToTheFutu) Terminator) Fargo | |



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∮ 5 10 15 20 25 30 35 40 45 50 55 60 65 680 75 80 85 90 95 10 68 F

The **Blitz** effect creates dynamic flashes depending on the position and form of **Object A**. The position of the starting points (Stroke 1-3) can be changed as well as the angle (Flash Turn) and speed of the flashes .

| Mode Edit User Data | | $\leftarrow \rightarrow \uparrow \land \bigcirc \odot \boxdot$ |
|---------------------------|----------------------|--|
| R Null [RetroRIG] | | |
| Basic Coord. Object | RetroRIG | |
| Landscape Height | 20 % 🗘 | |
| Sky Height | 40 % 0 | |
| Sky Clouds | 0% 0 | |
| | | |
| Stars Style | OFF 1 2 3 4 5 | 6 |
| Stars Brightness | 40% | |
| Stars Size | 25% | |
| Stars Angle | ···· V | |
| Landscape/Sky Contrast | 40 % 0 | |
| Landscape Rotation | 0% 0 | |
| Landscape Symmetry | ···· 🖸 | |
| AB Front Style | | |
| AB Bevel Style | | |
| AB Depth Style | | |
| Movement | | |
| FadeInObjects | | |
| Shines Reflections | | |
| Outline Shine (Static) | | |
| ▶ Echo | | |
| Fog'n Thunder | | |
| ▶ Glitcher | | |
| LensEffects | | |
| ▼ Blitz | - | |
| Activate Blitz | | |
| Chain BlitzColor to Accer | nt Color 🗹 | |
| Blitz Color | | |
| Glow Brightness | 20 % 0 | |
| Blitz Starts at | 49 % 🗘 | |
| Blitz Speed | 40 % 🗘 | |
| Blitz Seed | 1 0 | |
| Blitz Radius | 30 % | |
| Blitz Turn | -20° | |
| Strike 1 Offset | 57% | |
| Strike 2 Offset | 68 % | |
| Strike 3 Offset | 100 % | |
| Strikes Amount | 100 % | |
| Blitz Complexity | 40 % î | |
| b Constillable | | |
| spouignts | | |
| ▶ ToonOutline | | |
| Background Pattern (BETA) | © Florian Renner www | v.rennerflorian.com |
| LOUIS OF A DEST | | |

Object C - Overlay F

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SPOTLIGHT

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Spotlight generates volumetric lights which are generated depending on Object A/B. The presets containing moving, static and parallel light sources Noise effects (Turbulence Light) give the volumetric lights a touch of drama and dynamics.

| Mode Edit User Data | $\epsilon \rightarrow \uparrow \land \bullet \odot \bullet$ |
|---|---|
| R Null [RetroRIG] | |
| Basic Coord. Object RetroRIG | |
| Sky Height | |
| Sky Clouds 0 % 🗘 | |
| Stars Style OFF 1 2 3 4 5 | 6 |
| Stars Brightness | |
| Stars Size | |
| Stars Angle 0 0 | |
| 🗈 Landscape/Sky Contrast 40 % 🗘 | |
| Landscape Rotation 0 % | |
| Landscape Symmetry | |
| AB Front Style | |
| AB Bevel Style | |
| AB Depth Style | |
| ▶ Movement | |
| ▶ FadeInObjects | |
| Shines Reflections | |
| Outline Shine (Static) | |
| ECRO Ecro | |
| ▶ Glitcher | |
| ▶ LensEffects | |
| ▶ Blitz | |
| ▼ Spotlights | |
| Spotlight to Object A 🗹 | |
| Spotlight to Object B 🗹 | |
| Spotlight Styles | |
| 2_Laser Inv.Volumetric 2 Static Clouds (200%) for | |
| S_static Clouds (200% ld O S_static Clouds (200% ld O | tric |
| 5_Static Parallel Volumet | tric |
| Chain SpotlightColor to Accent Color 🗹 | |
| Chain SpotlightColor to Depth Color | |
| Spotlight Color | |
| Spotlight Starts at 0 % | |
| Spotlight Ends at 150 % | |
| Spotlight Gradient Lenght 13 % 🗘 | |
| Spotlight Movement Angle 0 ° 🗘 | |
| Spotlight Brightness | |
| Turbulence Light 0 % 🗘 | |
| ▶ ToonOutline | |
| ▶ Background Pattern (BETA) | rennerflorian com |

Object C - Overlay FX

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TOON OUTLINE



ToonOutline adds an outline to Object A+B. Color and stroke width can be defined.

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| 🗮 Mode Edit User Data | $\bullet \land \land \bullet \bullet$ |
|---|---|
| R Null [RetroRIG] | |
| Basic Coord. Object RetroRIG | |
| Object C - Index Level | 18 cm 0 |
| Presets | Manual |
| | O Deactivate All |
| | O Move Forward |
| | O Move+Shine |
| | O Move+Shine+Lens |
| | O Move+Shine+Lens+Spotlight |
| | O Retrowave |
| | |
| | |
| | O Scanners |
| | |
| | |
| | bonne |
| Landscape Reflection Y Position | 50 cm 0 |
| Delay Strenght (0% to actualize viewport) . | 0% |
| Spring Strenght (0% to actualize viewport) | 0% 0 |
| BG Color (Use Black for Alpha-Renderings) | · / / |
| BG Color Viewport | |
| HUD Viewport | 0 |
| ▶ Cameras | |
| ▶ Colors | |
| AB Front Style | |
| AB Bevel Style | |
| AB Depth Style | |
| ▶ Movement | |
| FadeInObjects | |
| Shines Reflections | |
| Outline Shine (Static) | |
| ▶ Echo | |
| ▶ Fog'n Thunder | |
| ▶ Glitcher | |
| ▶ LensEffects | |
| ▶ Blitz | |
| ▶ Spotlights | |
| ▼ ToonOutline | |
| ToonOutline Activate | |
| Chain Color to Accent Color | |
| ToonOutline Color > | 1ª |
| Outline Thickness 10 0 | |
| Packaround Datters (DETA) | |
| © Florian | Renner www.rennerflorian.com |
| Object C - Overlay FX | |

BACKGROUND PATTERN



| Mode Edit User Data | | ←→↑९₺⊚⊡ |
|---|---|--------------------------------|
| R Null [RetroRIG] | | |
| Basic Coord. Object Re | troRIG | |
| Background Pattern (BETA) | | |
| Activate Background Pattern | | |
| Background Viewport | 0 | |
| Background Pattern Preset | Manual RetroWave RetroE Headroom Holodeck Starga Cyberlines SpotOnly | dge Sawtooth ate Retrolines |
| Pattern | Lines 1 | ~ |
| Manual Texture ⁾ Invert Pattern | Background_pattern.jpg | |
| Background Gradient Style | Manual MetalGradient GradientColor Accent&Depth Mix ACCMid ACC | |
| Background Gradient) | | • |
| Turn Box | X 0 0 Y 53.333 0 | |
| Angle Box | -180 ° 🗘 | |
| Box Animation Strenght X . | 52 % 0 | |
| Box Animation Strenght Y . | 0% 0 | |
| Endless Animation Radial FadelN Normal FadelN | | |
| Box U/V | | |
| Layout Size | 30 % 🗘 | |
| Turbulence Strenght | 30 % | |
| Line Width | 4% | · |
| Box Compression | -6% | |
| Random Strenght | 100 % 0 | |
| | 50% | |
| Edge-Vignette Invert. | | |
| Background Spot | OFF | |
| | O Smooth Light | |
| | Turbulence Light | |

OBJECT C-OVERLAY



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Beside the 3D objects A and B you will find here the effect settings for **Object C. The Overlay effect.** Unlike Object A and B, this shape is only treated in 2D and is rather intended for additional information or graphics. But also in combination with an identical outline/spline like object A or B, additional effects can be achieved.

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| Mode Edit User Data | | ←→↑९₫⊚⊡ |
|---------------------------|---|-------------------|
| R Null [RetroRIG] | | |
| Basic Coord. Object | RetroRIG | |
| · colora | | |
| AB Front Style | | |
| AB Bevel Style | | |
| AB Depth Style | | |
| Movement | | |
| FadeInObjects | | |
| Snines Reflections | | |
| Fcho | | |
| Fog'n Thunder | | |
| ▶ Glitcher | | |
| ▶ LensEffects | | |
| ▶ Blitz | | |
| Spotlights | | |
| ▶ ToonOutline | | |
| Background Pattern (BETA) | | |
| ▼ Object C - Overlay FX | | |
| Overlav FX | ○ NoFX | |
| | FX1_Laser Front | |
| | FX2_Laser Back | |
| | FX3_Symbols | |
| | FX4_A_Outliner -> | |
| | FX4_B_Outliner <- | |
| | FX5_DoubleDragon Outline | |
| | | |
| | STATE | |
| | • FX9_Brush | |
| | FX10_Digital | |
| Overlay Starts at | -100 % 🗘 | |
| Overlay Ends at | 3% 🗘 | |
| Chain to Accent Color | | |
| Overlay Color> | <i>P</i> | |
| Overlay Glow Brightness | 10% | |
| Overlay Glow Badius | 10 % | |
| | | |
| Glow After FX | | |
| Linear Width Section | 250 0 | |
| Linear X Position | 0 0 | |
| Linear Angle | 0° 0 | |
| Outline Radius | 24 % | |
| StartDepth/LaserDepth | 50 % 0 | |
| Sood | © Florian Renner <u>www</u> . | rennerflorian.com |