

# Intermediate

## Environments

This tutorial will explain the world properties or global settings which can be used in Amorphium Pro. Showing the four types of background which can be used and how to set them up. It will also explain some important elements which should not be over looked. The tutorial will also show other techniques which can be used to create environments for scenes and; animation; rendered in Amorphium Pro.

### World Properties

There are four type of global settings which can be used when rendering to raster type graphics.( pixel ) Some of these world properties can be key framed and animated. They will determine how the background will appear when the scene or animation is rendered. For vector graphics ( flash ) the world properties are set up on the flash tab of RadioCity. To locate the world properties menu ( **Fig. 1\_2** ) either right click on the word world on the project list then select properties or click on the image or the world next to the name on the project list. ( **Fig. 1** )

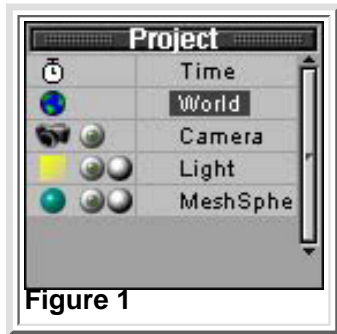


Figure 1

The preview window will show an image of the current selected background. On the color tab are the four types of global setting which can be used. The color option is selected by default and set to black, to change what type background will be used select the option by placing a black dot in it's circle.

### Color option

This option will make the entire background the selected color. There are three different color swatch which can be used to pick the color of the background. One can be selected by clicking on it. The first one ( round color wheel ) will bring up the system color selector, ( **Fig. 1\_3** ) the second will bring up a standard color swatch, ( **Fig. 1\_4** ) and the third will bring up a numeric color editor. ( **Fig. 1\_5** )

### Continued [Begin 2 3](#)

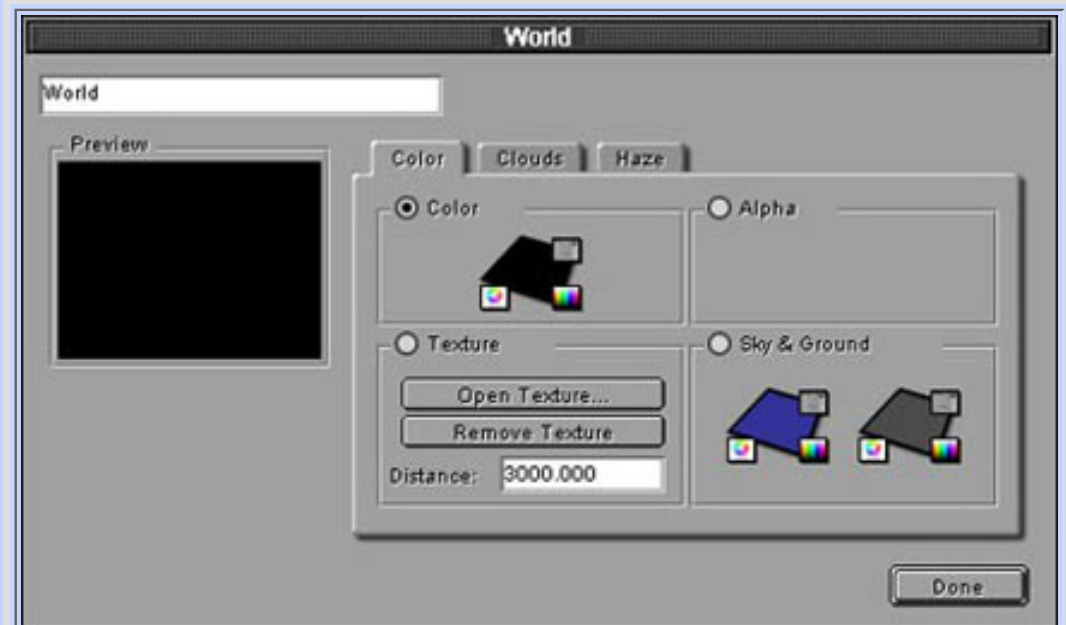
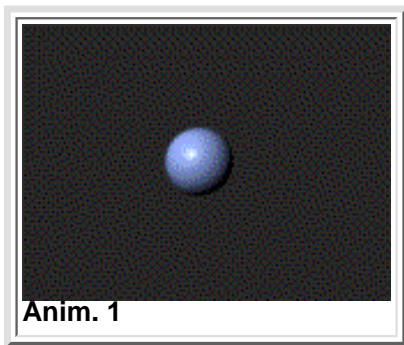


Figure 1\_2



Figure 1\_4

The color background option can be key framed and animated. ( Anim. 1 )



Anim. 1

### Alpha option

The alpha option will render the background to the alpha channel which is described as.

**alpha channel:** The portion of an image that contains information other than color. typically a gray scale, which determines what will be visible in the image. Alpha channels can be used for transparency and mask.

This option is primarily used for composing or editing the scene or animation in other programs. When using this option the scene or animation will need to be saved or exported to a format or codec that supports alpha channels. ( png. tiff. targa. ect...) Animation and image

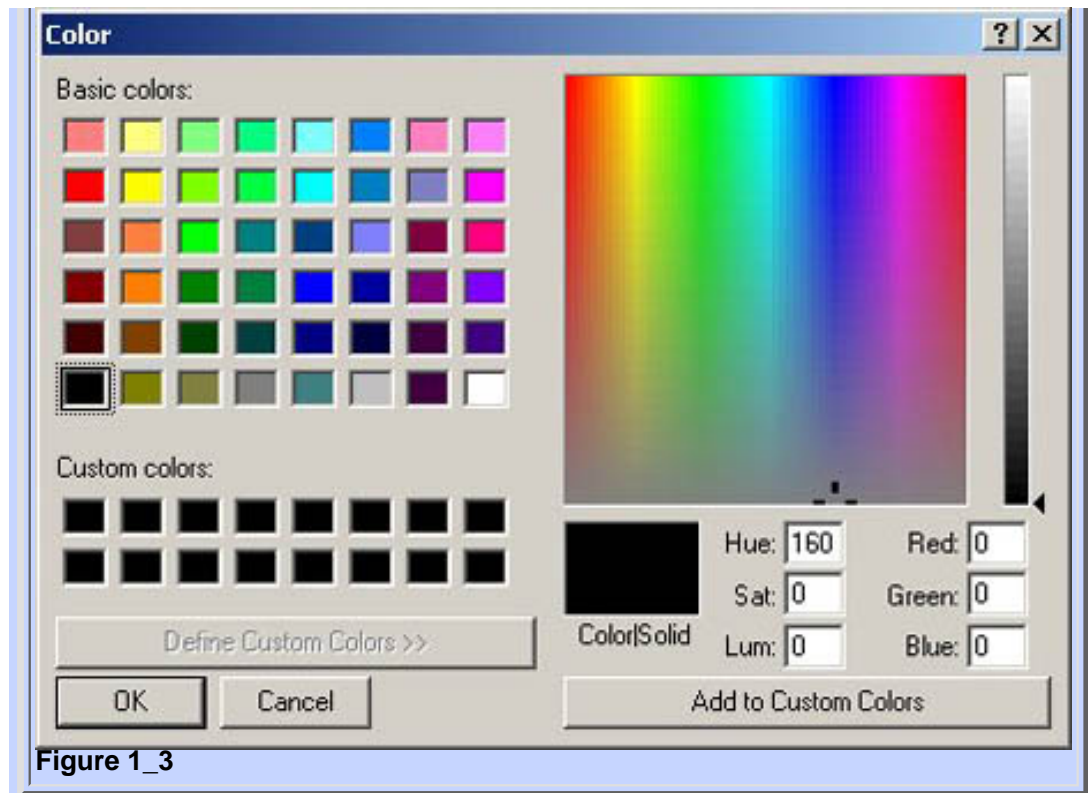


Figure 1\_3

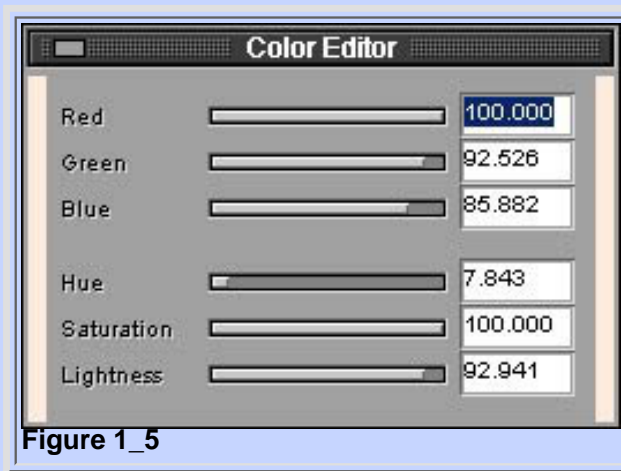


Figure 1\_5

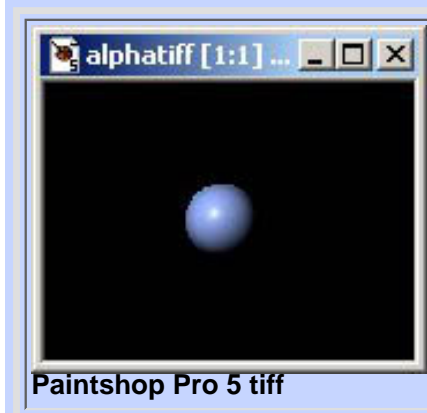
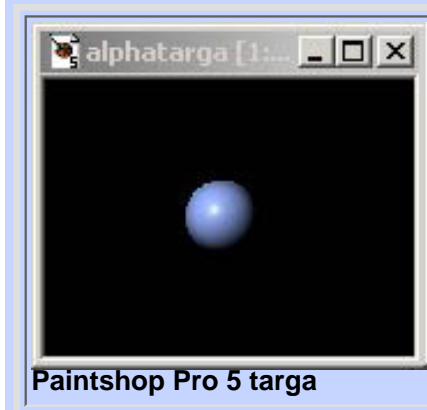
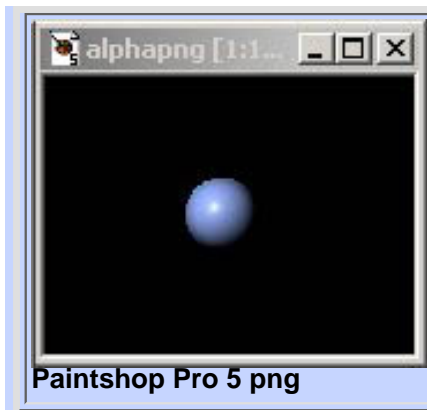
editing programs handle alpha channel differently, refer to a particular apps users manual for information on how it works with alpha channels. Here are some examples of a few popular image editing apps and three format types that support alpha channels.

Paintshop Pro 5 assigns a black background to all three of these formats. ( **Paintshop Pro 5 png/targa/tiff** )

Photoshop 5.5 assigns white to the background of the png format and black to targa and tiff formats. ( **Photoshop 5.5 png/targa/tiff** )

Photo Impact 5 has two layers for all three format types. One layer is the background which is black and also has the object drawn on it. The second layer is an object layer which will have marching ants around all the objects in the scene. ( **Photo Impact 5.5 png/targa/tiff** )

Fireworks 3 will have a transparent background for the png and tiff formats and assigns a black background for the targa. ( **Fireworks 3 png/targa/tiff** )





Fireworks 3 targa



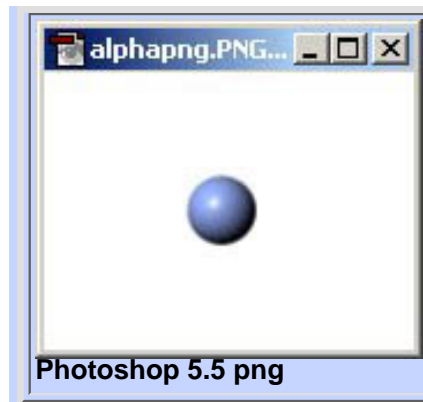
Fireworks 3 tiff

For rendering animation with transparent backgrounds that will be used directly on web pages, use the animated gif transparent codec on the quicktime tab of the RadioCity menu.

### Texture option

This option will load a texture or still image to use as the background. The format types that are supported are: Quicktime, Gif, Bmp, Electric Image, Jpg, Png, Targa, Tiff. Load a texture using the load button, ( **Fig. 1\_6** ) remove the current texture using the remove button.

The distance option will determine the distance the texture will appear to be in conjunction with the objects in the scene. It is set at 3000.000 by default but can be as close as 100.000 or as far back as 10000.000. The distance is important to determine how the background texture will



Photoshop 5.5 png



Photoshop 5.5 targa



Photoshop 5.5 tiff

interact with the raytracing of objects in the scene. In **Fig. 1\_7** the glass object is placed at 0.000 for the XYZ coordinates in world space, the background image is set at 100.000 distance. As can be seen, there is basically no raytracing interaction between the glass object and the background. Placing the background closer to the camera than a transparent object is, or even to close to the transparent object will cause Amorphium Pro to render the transparent object without any raytrace interaction between the background and the object, or the interaction will not completely occur with the whole object. ( **Fig. 1\_8** )

**Continued** [Begin 2 3](#)



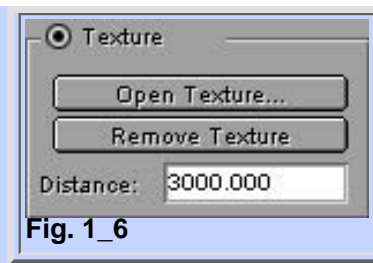


Fig. 1\_6

