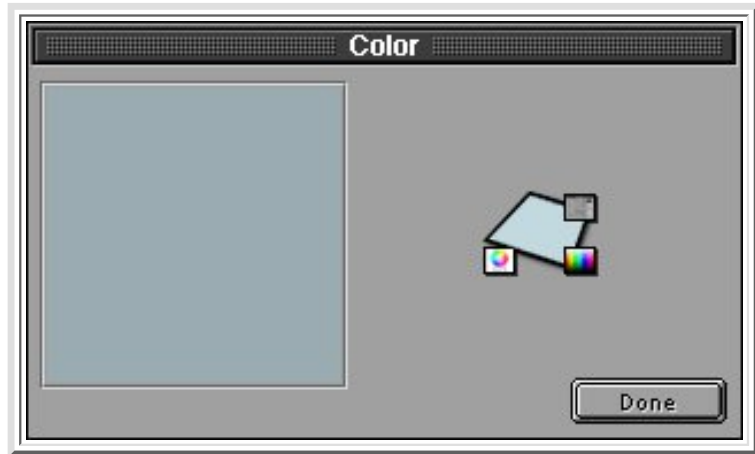


Intermediate

Making and Animating a Plasma Tube

Click on the specular color window, then click on the round color wheel. **(pic. 83)**

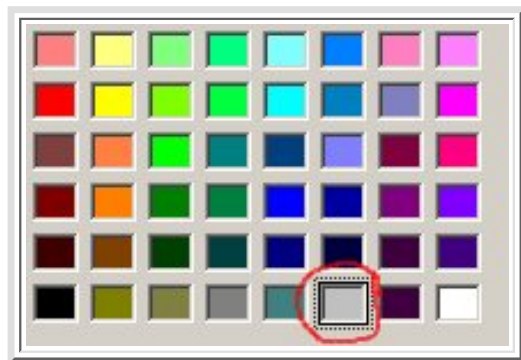


Set up the Specular color like this. **(pic. 84)**

For the bands leave them black and set up the materials like this. **(pic. 85)**

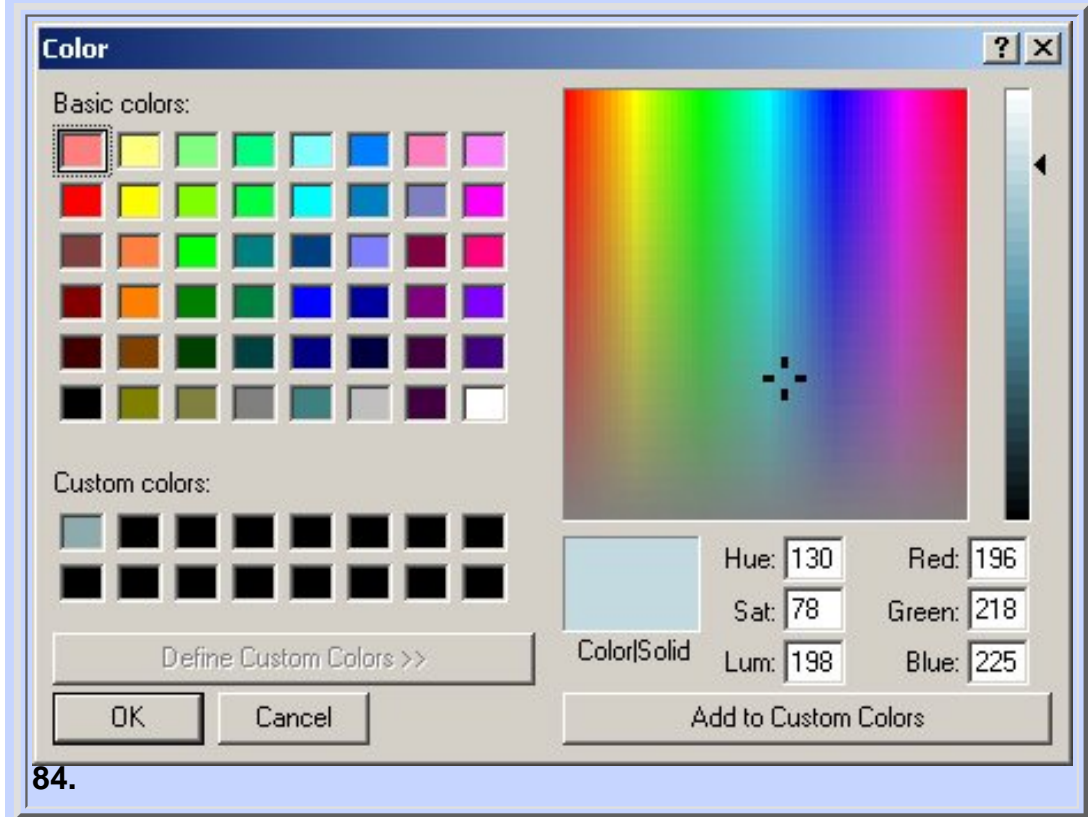
For the glass tube set up the materials like this. **(pic. 86)**

The Specular color for the glass tube is this gray on the system color picker. Or any light gray will work. **(pic. 87)**



Bucket paint the biosphere this color. **(pic. 88)**

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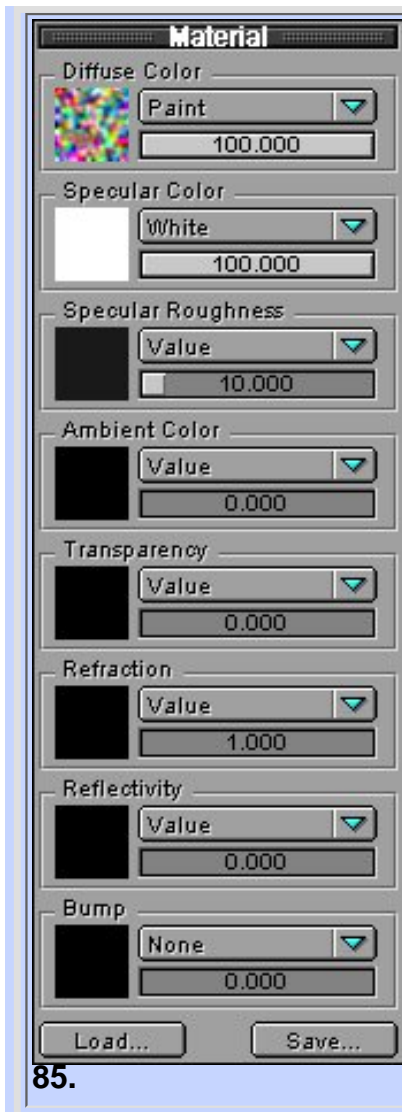
84.



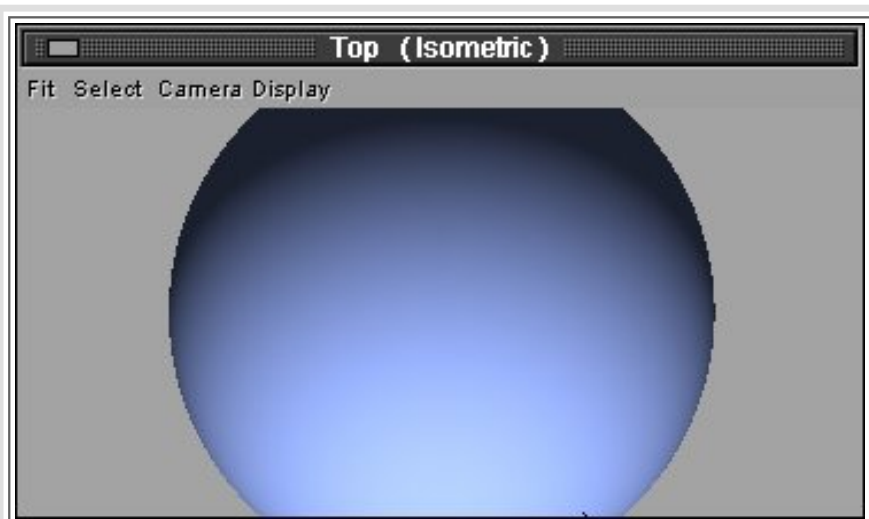
Then set up it's material like so. **(pic. 89)**

Now well create an environment before we render to give the glass something to reflect, so it looks like the tube is filled with fluid along with the plasma..

In composer create a sphere while in front camera and enlarge it so it covers the plasma tube. **(pic. 90)**

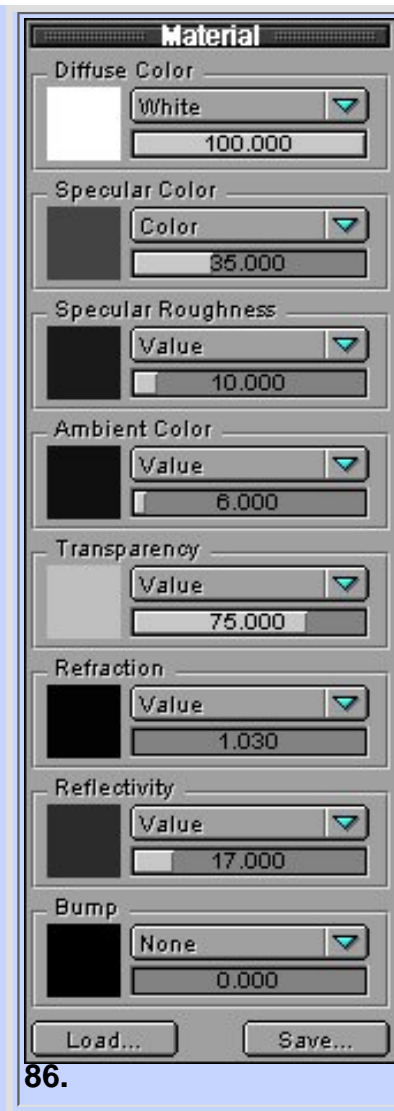
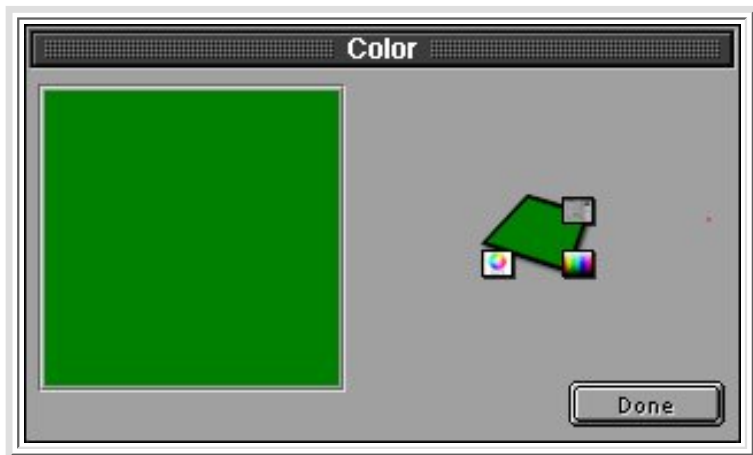
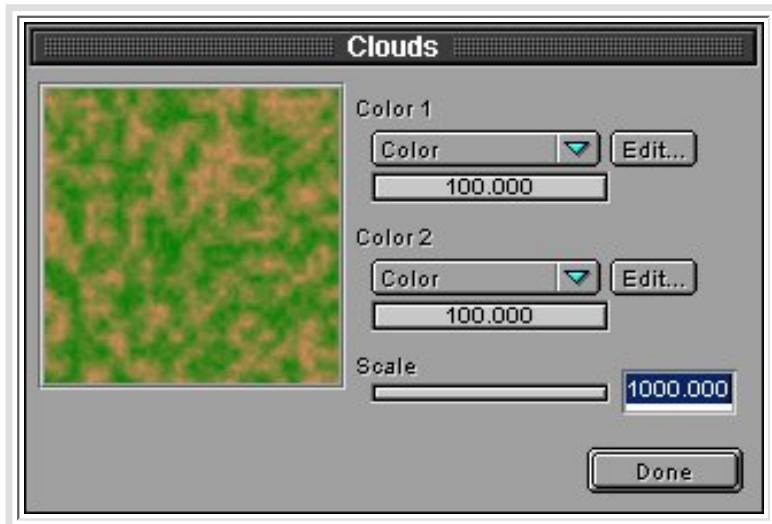


85.

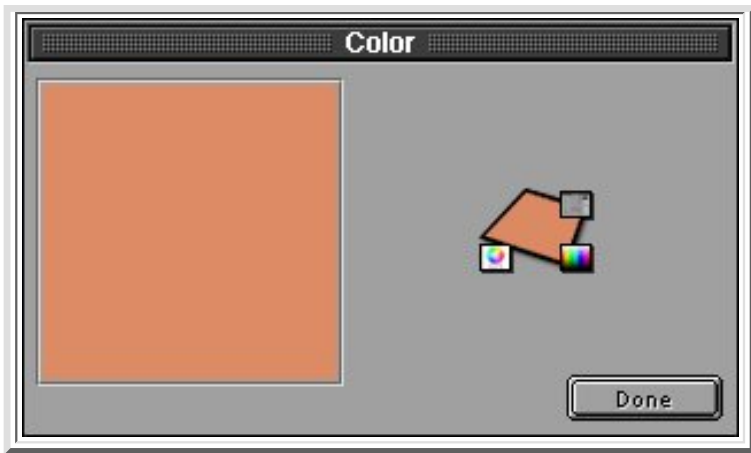


Then set the material for the environment sphere like this. **(pic. 91)**

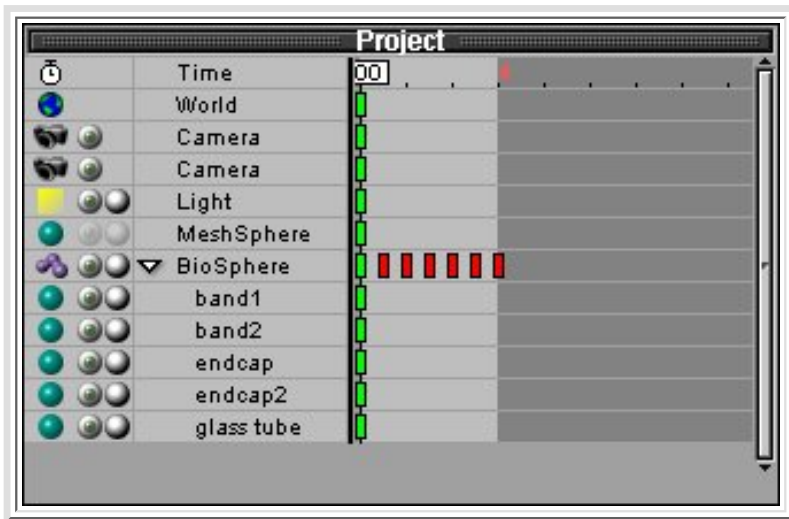
For the diffuse channel select clouds then click on the window in the diffuse channel and select 2 different colors for the cloud shader. **(pic. 92/93/94)**



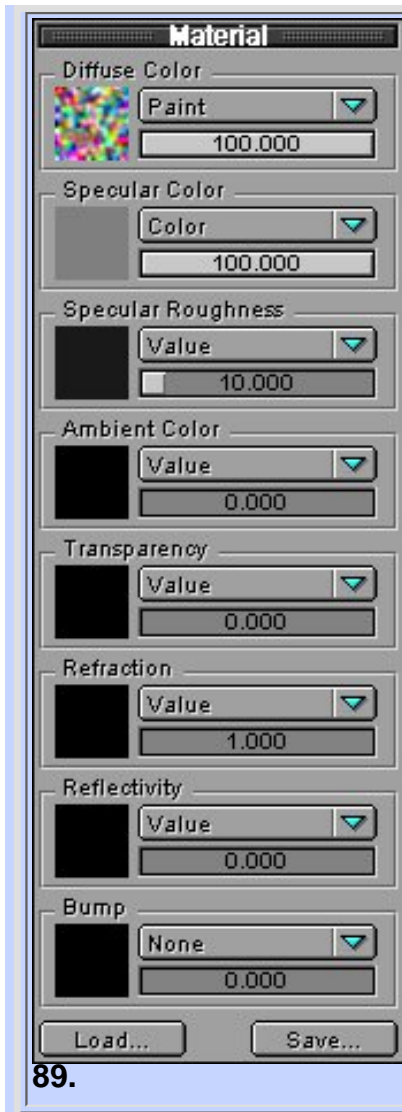
86.



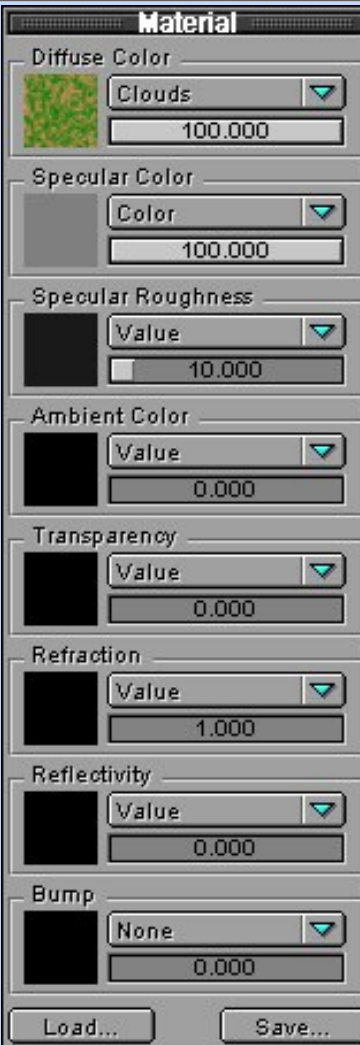
Then in composer on the project list hide and ghost the sphere, now it won't be seen in the animation except as raytrace interaction. Which means other objects will be able to reflect it and it will show up through transparency. **(pic. 95)**



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89.



The image shows a 'Material' properties panel with the following settings:

- Diffuse Color:** Clouds (texture), 100.000
- Specular Color:** Color, 100.000
- Specular Roughness:** Value, 10.000
- Ambient Color:** Value, 0.000
- Transparency:** Value, 0.000
- Refraction:** Value, 1.000
- Reflectivity:** Value, 0.000
- Bump:** None, 0.000

Buttons: Load... Save...

91.