

Beginner

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Render Tips for SWF

This process can be repeated with all primitives. So if you want a cylinder with a hard edged right-click and choose synthetic for it as well.

When creating 3D text or importing EPS files, be sure to set the quality to "high" or "maximum". Your letter type should be set to "3D creased". **(Figure 9)**

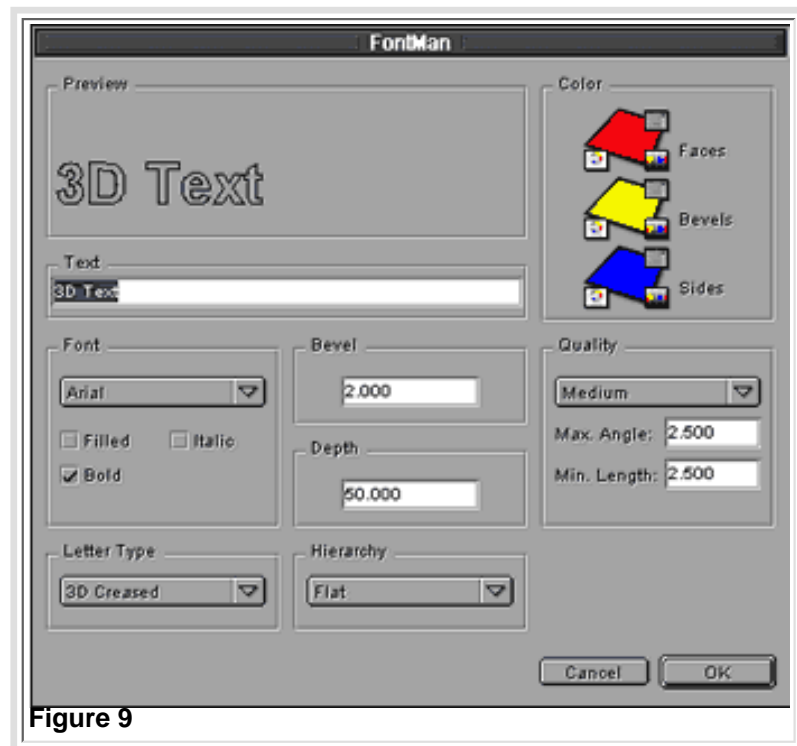


Figure 9

If this is not set to creased, then the bevels, faces and sides, will be smoothed over as opposed to being separate. Also you may want the colors for the face, bevels, and sides to be different. If you plan on rendering in cartoon mode and you want them to be the same color, then make sure the face, bevels and sides are either much lighter or darker than each other to get the best results. The less difference in color, the more flat the surface will appear in Flash in cartoon mode.

As far as object material settings, only the first four in the materials palette should be used when rendering to SWF. (diffuse color, specular color, specular roughness, and ambient color) Here are some examples to give you a feel for how these parameters affect the render:

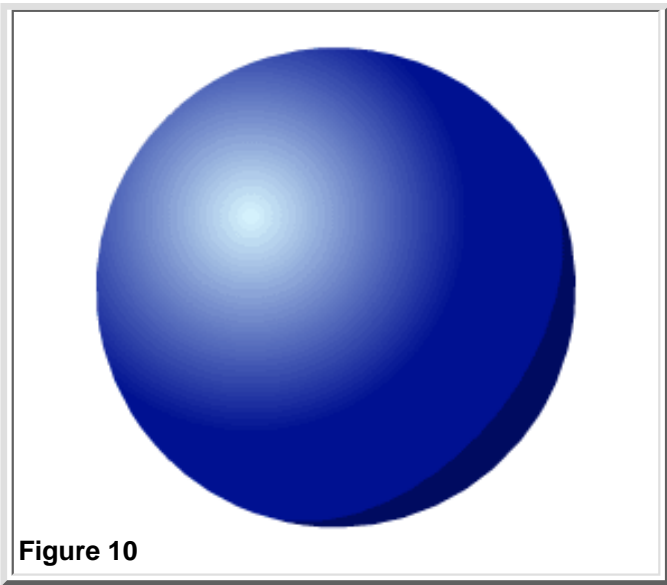


Figure 10
Rendered with gradients and shadows
Diffused color set to blue at 100%
Specular color set to white at 100%
Specular roughness at 0%
Ambient color at 0%

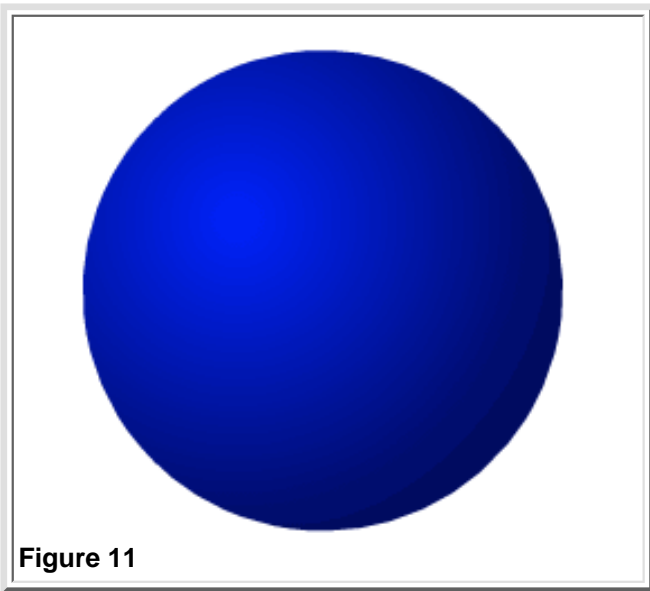


Figure 11
Rendered with gradients and shadows
Diffused color set to blue at 100%
Specular color at 0%

Specular roughness at 0%
Ambient color at 0%

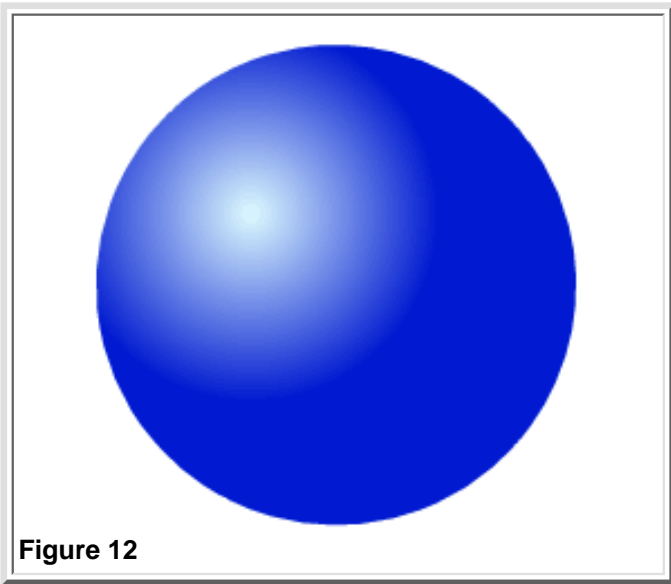


Figure 12

Figure 12
Rendered with gradients and shadows
Diffused color set to blue at 100%
Specular color set to white at 100%
Specular roughness at 0%
Ambient color set to white at 100%

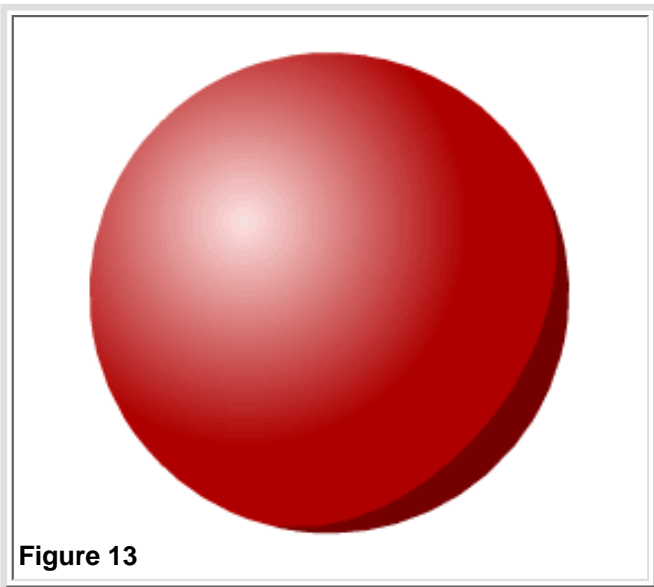


Figure 13

Figure 13

Rendered with gradients and shadows
Diffused color set to red at 100%
Specular color set to white at 100%
Specular roughness at 0%
Ambient color at 0%

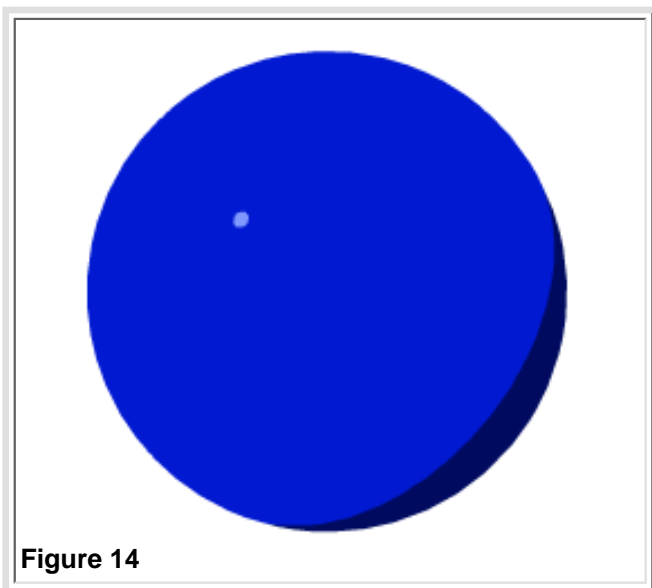


Figure 14

Rendered with cartoon, shadows, and separate specular polygons
Diffused color set to blue at 100%
Specular color set to white at 50%
Specular roughness at 0%
Ambient color at 0%

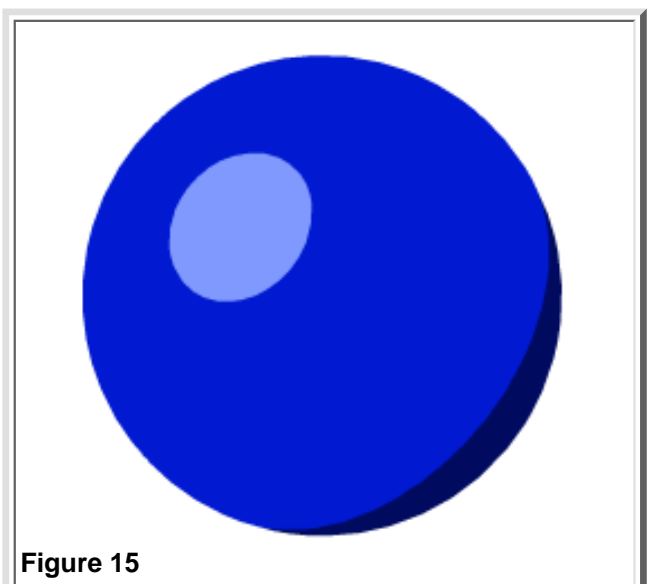


Figure 15

Figure 15

Rendered with cartoon, shadows, and separate specular polygons

Diffused color set to blue at 100%

Specular color set to white at 50%

Specular roughness set to white at 100%

Ambient color at 0%

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