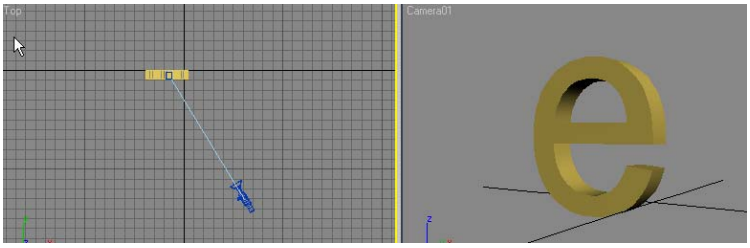
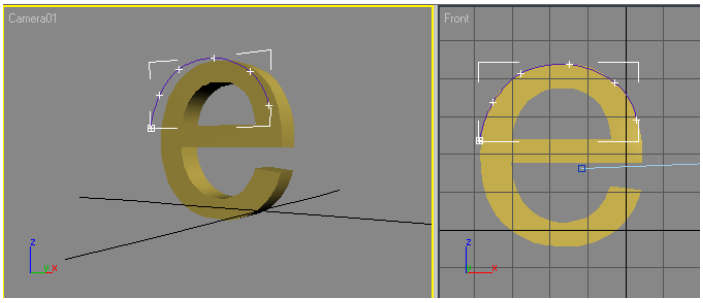
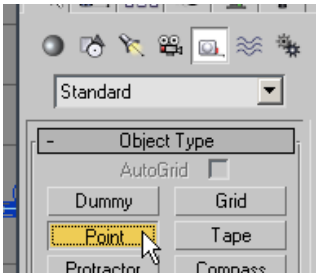
1. In the Front view extrude a piece of text. In the top view drag out a target camera and adjust as needed so that when looking through the camera so you see the text.



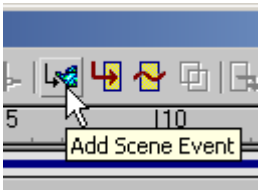
2. In the front view draw a short line matching part of the text. This will serve as the path for our animated lens flare. Move the path so that it is slightly in front of the text as shown.

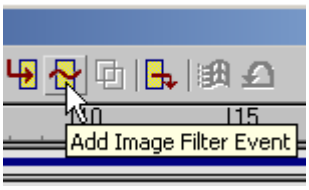


3. In the front view create a Point.

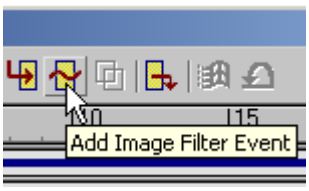


4. With the point selected, add a PathDeform Modifier to place the point on our path. Remember to use the World Space and not the Object Space Path deform modifier.
5. Animate the point so that it travels along the path. See the “Putting Text on a Path” lesson if you forgot how to do this.
6. Next, find Renderer on the top menu bar and select Video Post. Click on the Add Scene Event Icon and under View select Camera01 and then click OK. Then, Click on Add Image Filter Event and under Filter Plug-in choose Lens Effects Flare. Click OK.

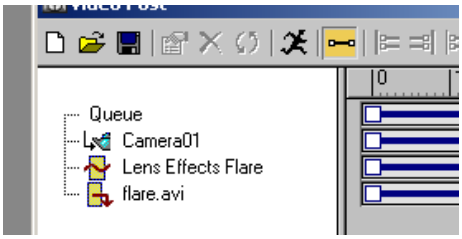




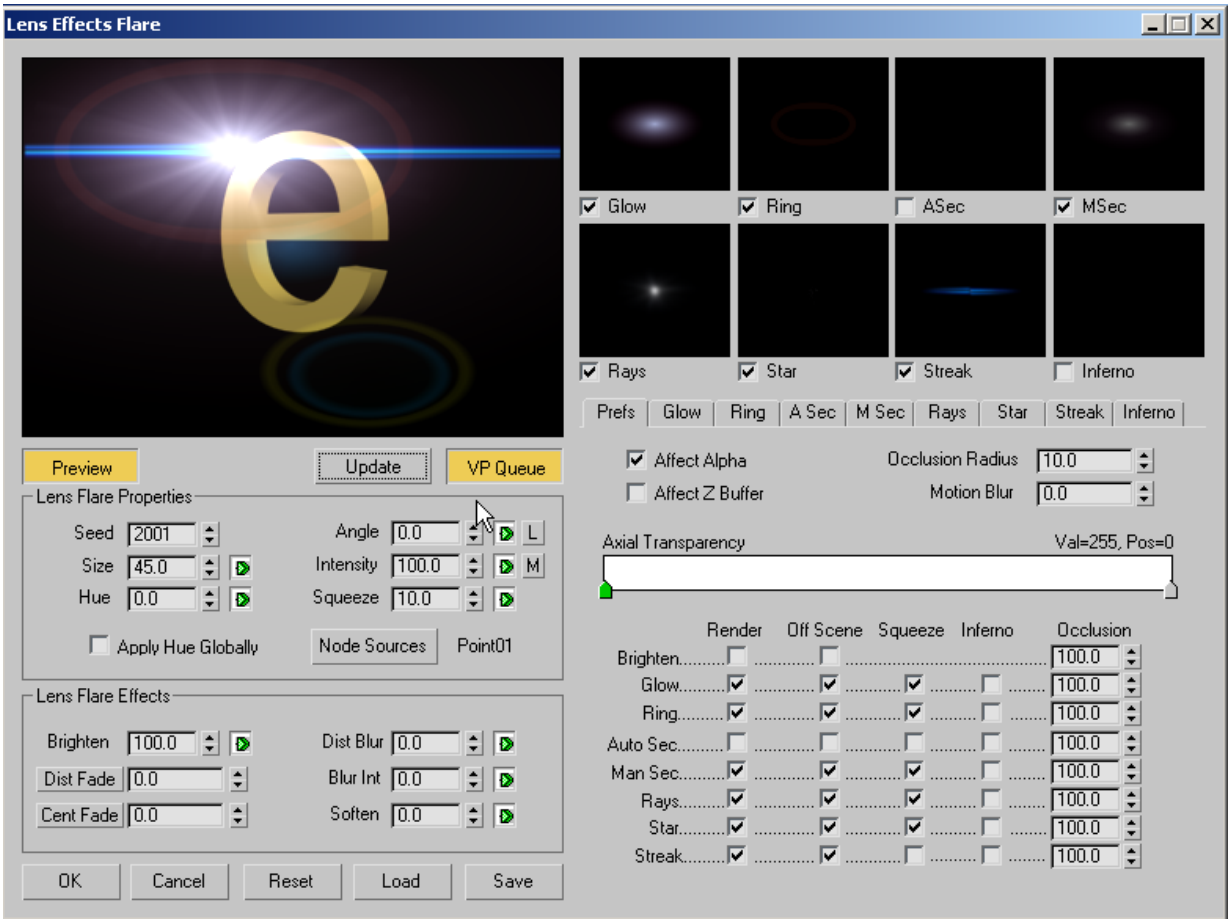
7. Click on Add Image Output Event and under Files navigate to your folder, give it a name and save as an AVI file. When asked about compressor, select the Cinepack Codec by Radius. Click OK to close



8. Your Video Post should look like this:



9. In the main video post window double click on Lens Effects Flare and when the Edit Filter Event window opens select Setup… and the Lens Effects Flare window opens. Under Node Source select the Point you created earlier and then Click on Preview, Update and VP Queue. You should have something like below.



10. It is important to save your lens flair settings. Click on save at the bottom of window and save your settings as test.

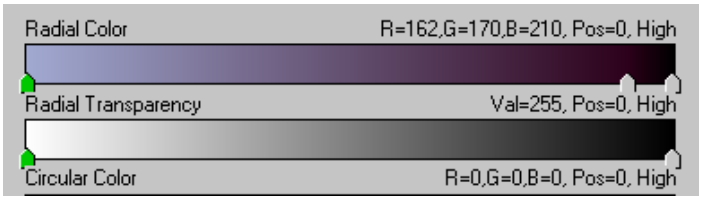
    ******Note: If you ever close the video post and then reopen only to find your settings gone simply load them again

11. About a few of the more important settings (look above):
    a. Size – you guessed it, size
    b. Intensity – overall brightness of the flare
    c. Node Source – picks the source of the flair

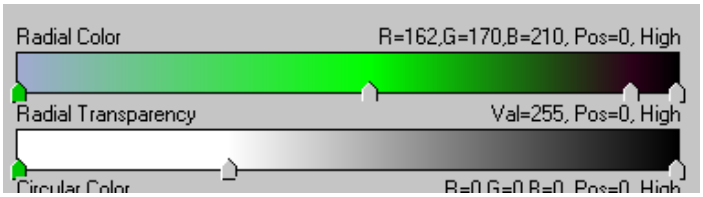
The right half has nine tabs. The first tab is Preferences where under the heading Render we can turn on and off parts of the flare by adding or removing check marks In the appropriate box. The remaining eight tabs control the settings for each part of the flare.

12. For example, select the Glow tab and look at the top two color bars. The glow is oval in shape, the Radial Color Bar sets the inner most color of the glow on the left end of the bar and the outer edge color glow on the right end of the bar. You can adjust the colors by clicking on a flag. You can add flags by clicking in the color bar it self. You can delete flags by clicking and dragging a flag to the left or right of the Radial Color Bar. As you drag a flag to be deleted, you will notice it turns into a small garbage can, when it does you can release the mouse button and it will be deleted.

    The Radial Transparency controls how transparent the glow is. This is a black and white color bar only. The white regions mean the glow is more opaque and matches the color above it in the Radial Color Bar and the black regions mean the glow will be more transparent or see-through.



    Adjust the color bar so you have something like below:



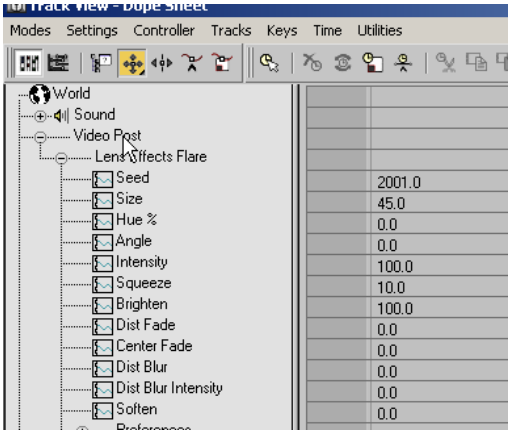
    Now there is a dark green area in the middle of the glow. Because there is more white in the Radial Transparency Bar on the left end it means the inner part of the glow will be more opaque. The glow will become more transparent towards at its outer edges as signified by the black region at the right end of the Transparency bar.

    Note: All the radial color and radial transparency settings work the exact same way for the other 8 flare parts such as Rings, Auto Secondaries, Manual Secondaries, etc. Get a feel for how they work. Don't worry about the other color bars yet. Try playing with some of the other settings on the Star or Streak tabs.

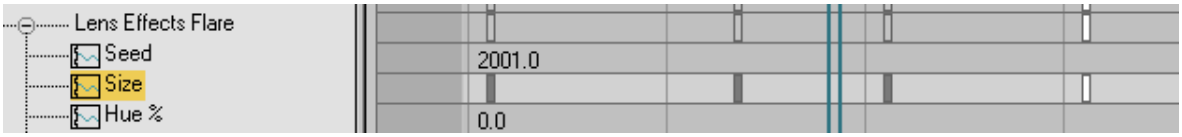
    Don't forget to save your settings often!!!!!!!

13. When finished close the Lens Effects Flare window by clicking on OK and then close the Video Post.

14. Next we will animate the size of the lens flare. This is easier to do through the Dope Sheet. Open the Dope Sheet. Open the "+" sign next to Video Post so it opens all of the parameters than can be animated.

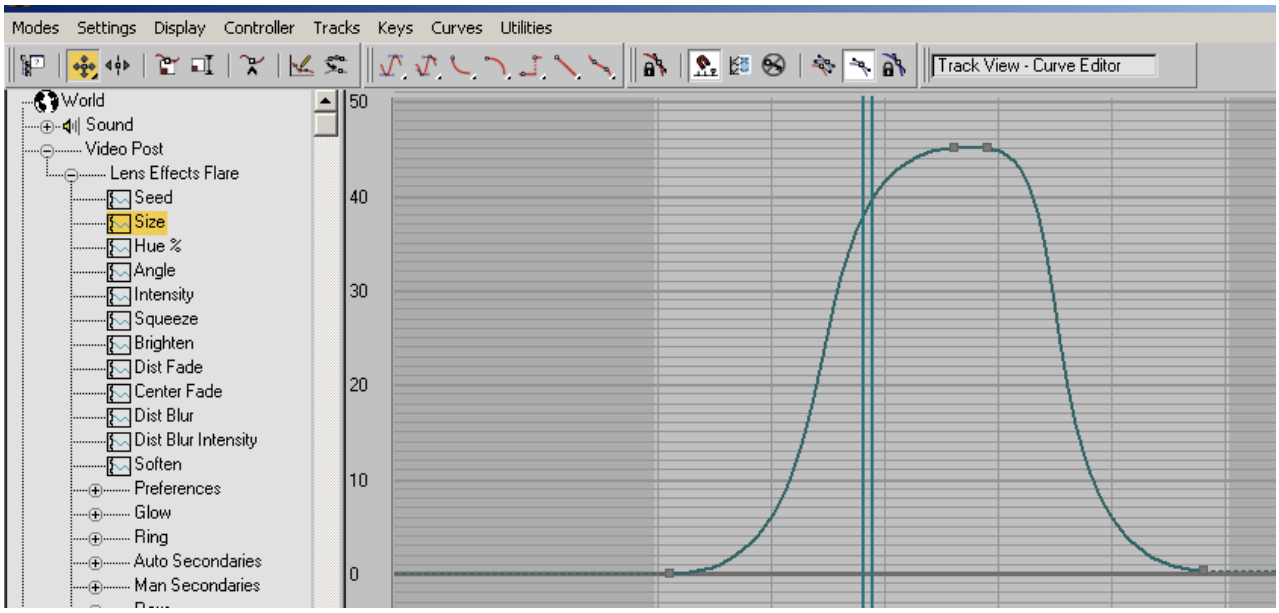


15. Add four keys to the Size:

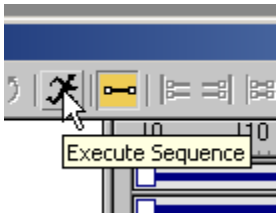


16. Right click on the first key and change it to 0, the 2nd to 45, 3rd to 45 and 4th to 0. This will cause the size to begin small, grow, and then fade. (these are only suggested values). Close the dope sheet.

17. Open the Curves editor and adjust the handles for proper acceleration. Close the curve editor.



18. Open the video post and select Execute Sequence



19. Change Time Output to range, Output size to 320 by 240, and then hit Render!!!