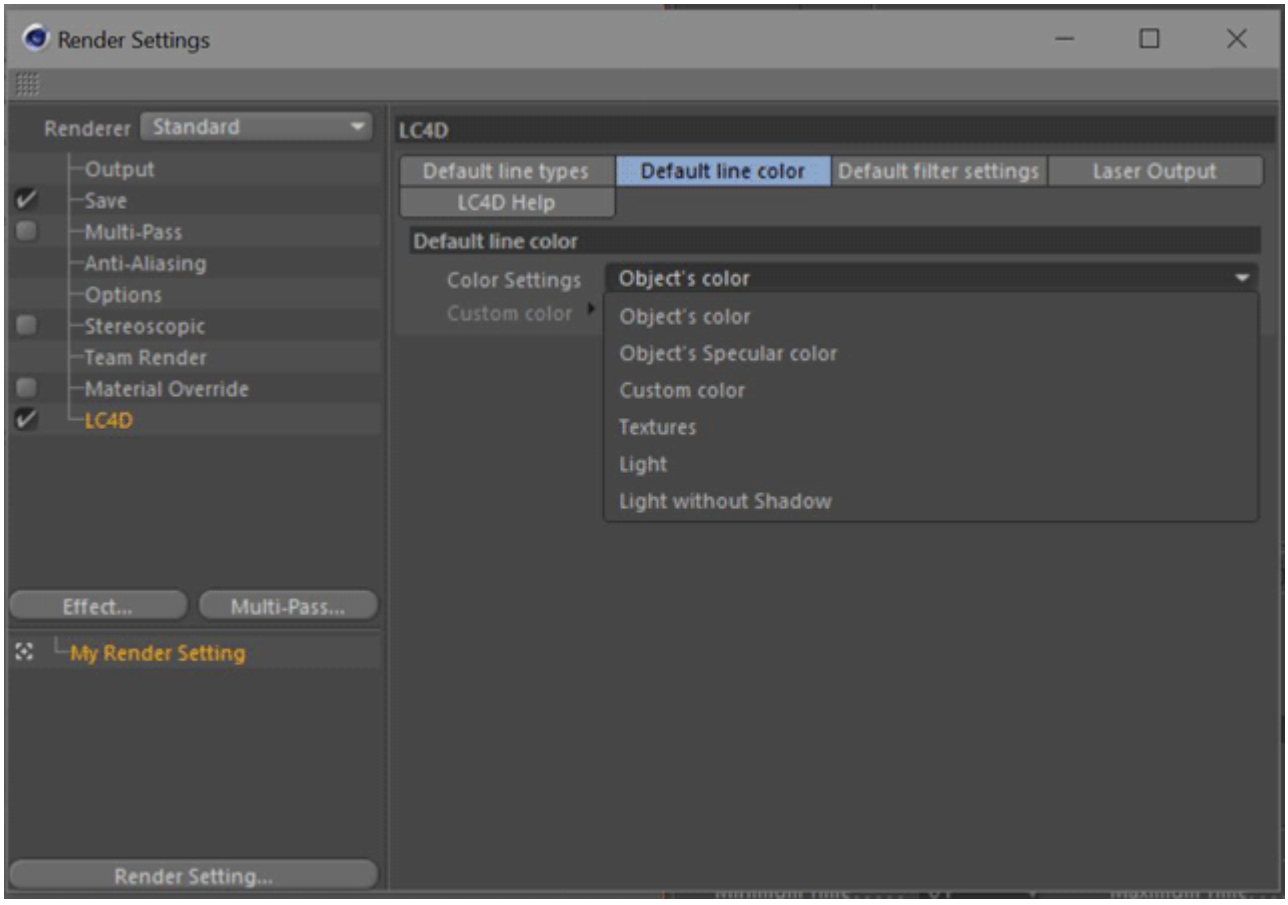
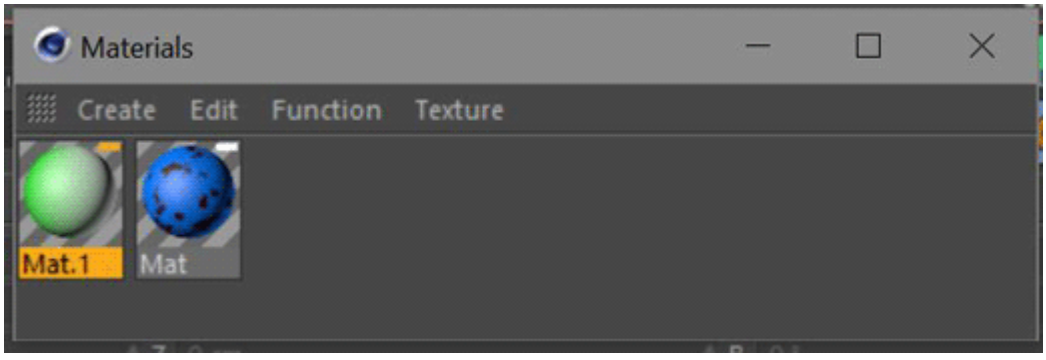
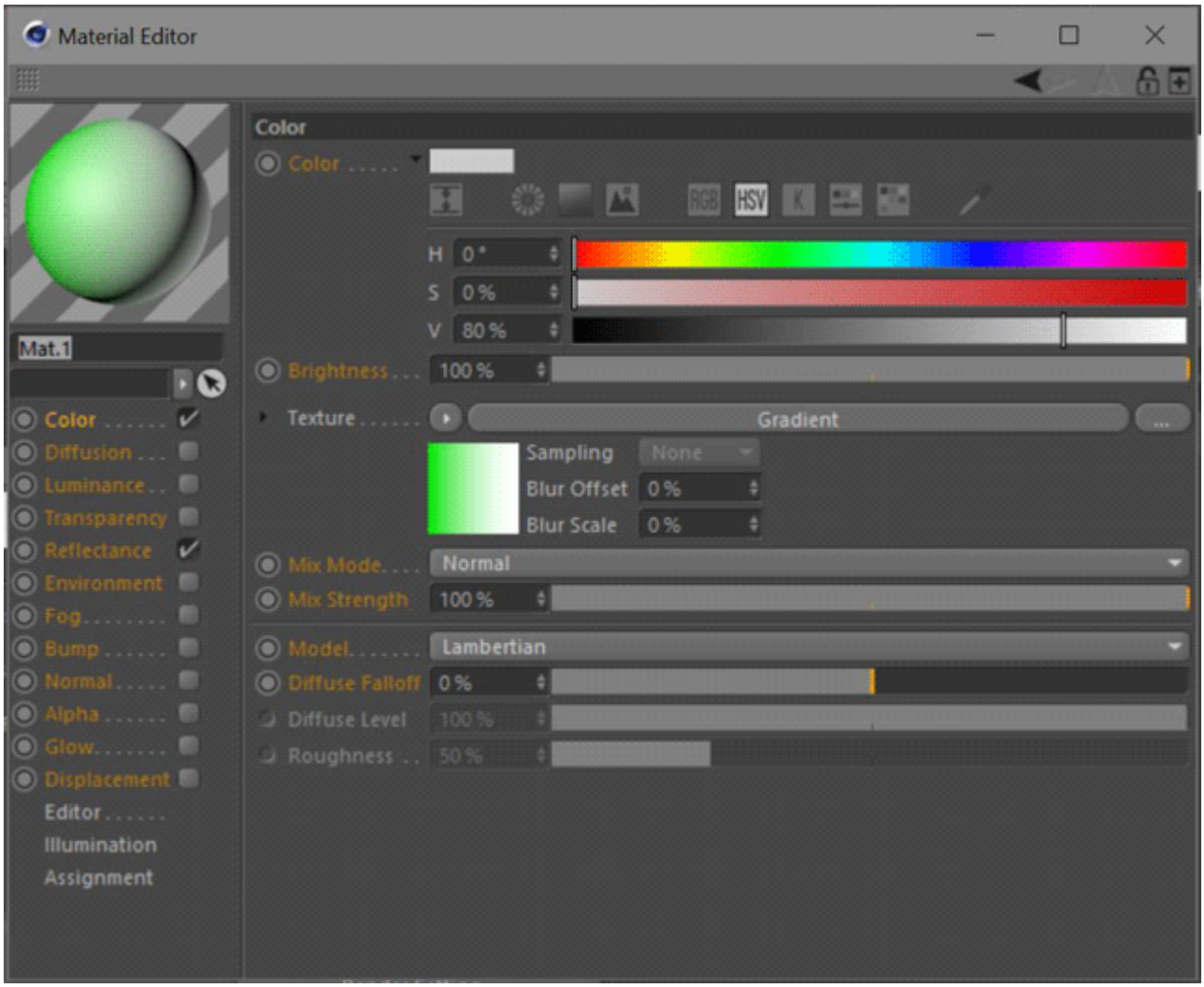
Post-Render Effect: Line Color

Each object in Cinema 4D will have a material assigned to it. This material controls the color, texture, light shading, reflectivity, and other visible attributes of the object when it is rendered. Among the settings of the material are the Object and Specular color of the material as well as Textures and Light assignment.



When creating lines for laser display, Lasershow Converter 4D gives you the option of using the material's Object color or Specular color. In addition, you can select a Custom color that you want the lines to be, regardless of the color of the object's material.





Generally you will use the **Object** color for laser line generation.

Lasershow Converter also allows the assignment of **textures** to objects as well as **lighting effects** in the scene. Both features are also available for the laser output.

See Also

- Object Tag: Object Line Color

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