

As everyone knows MR does not support any post effects in Maya. So, creating glows is not possible but there is a way to fake it using the MR custom shaders. This will be a quick way of doing it.

First make sure you have this line in the Maya.env file
MAYA_MRFM_SHOW_CUSTOM_SHADERS = 1

Or else you cannot access the MR custom shaders.

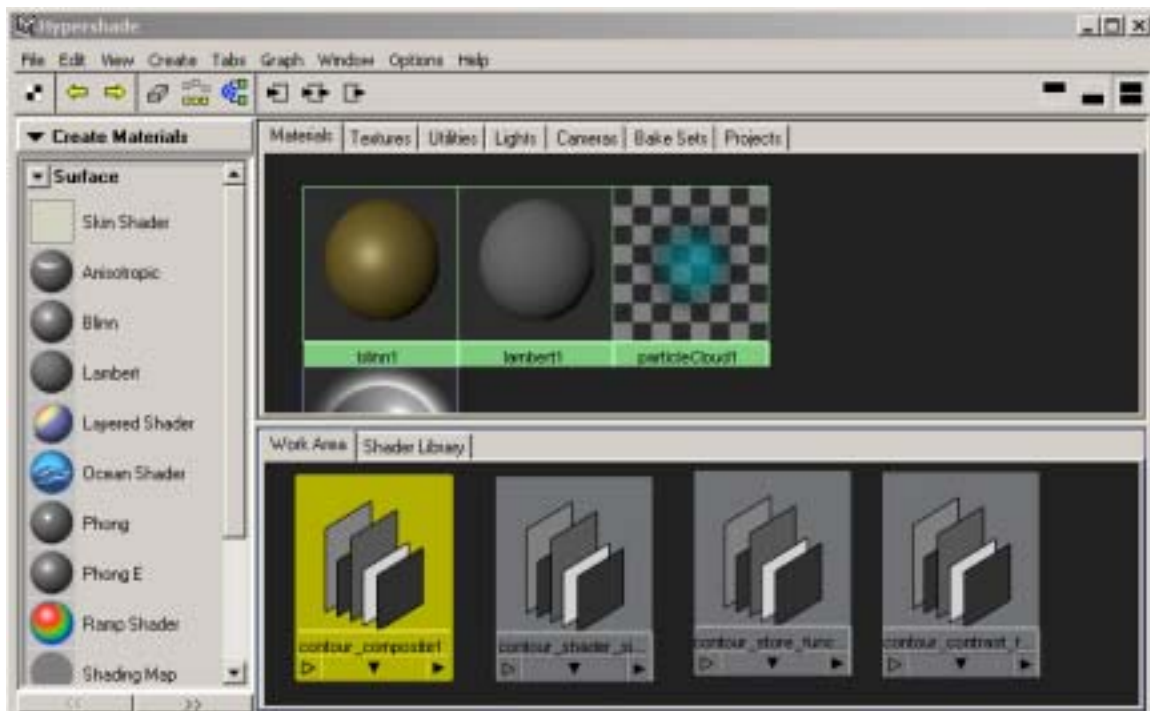
Next we want to add a few shaders to the hypershade window so we can then start connecting them.

The four MR shaders you want to add are:

Contour_store_function_simple
Contour_contrast_function_simple
Contour_composite
Contour_shader_simple

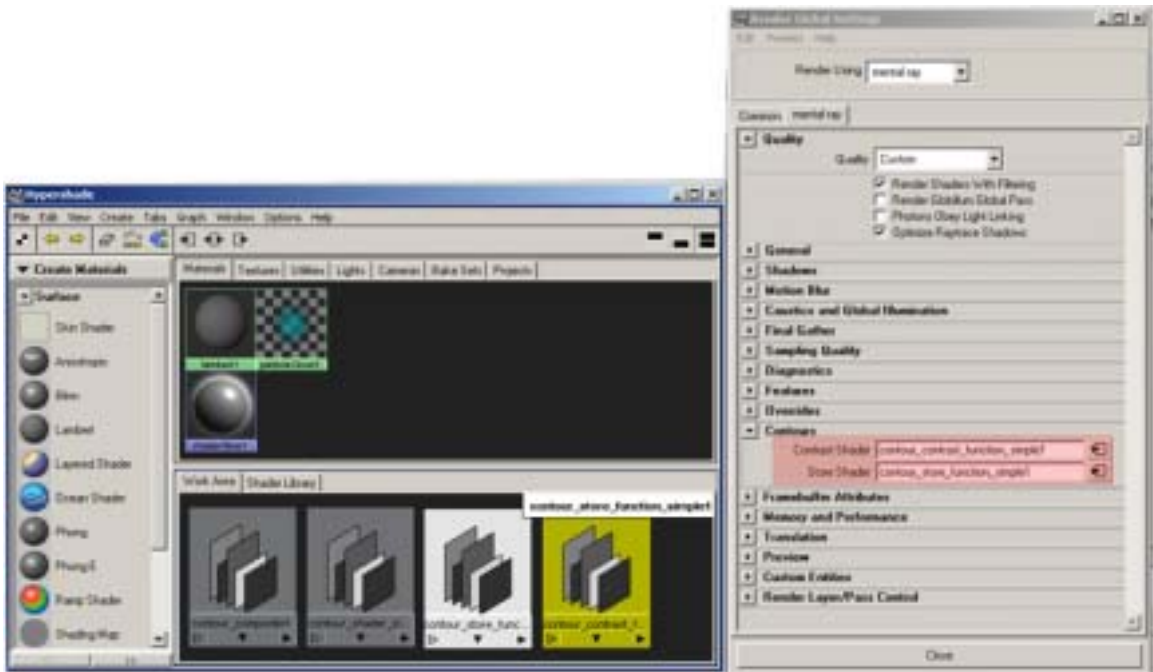
You can put these into your hypershade window by going to create>Mental Ray Misc.

Your hypershade should look like this.

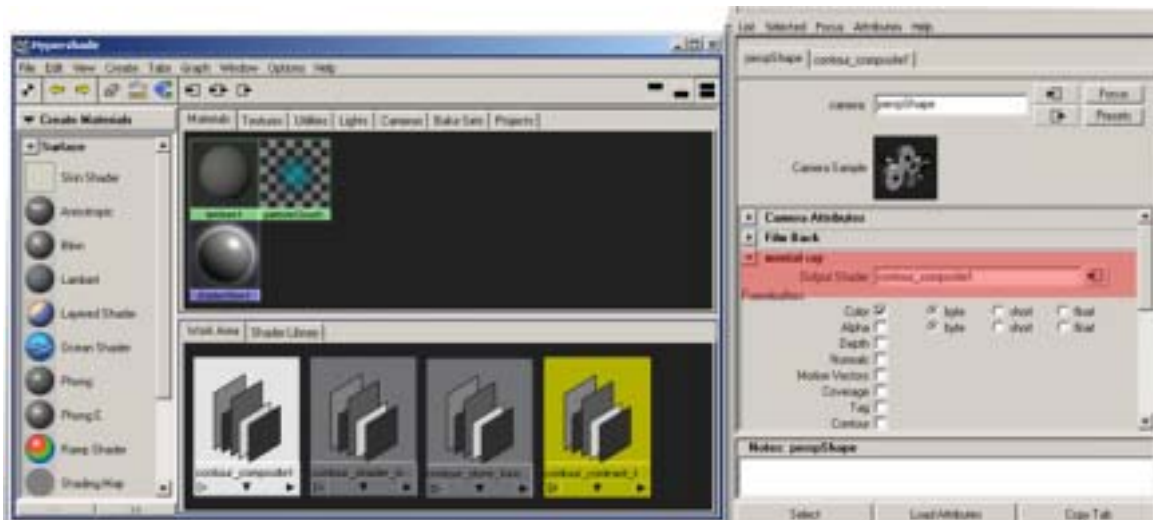


Next we will want to connect these to the proper fields in Maya via drag n drop.

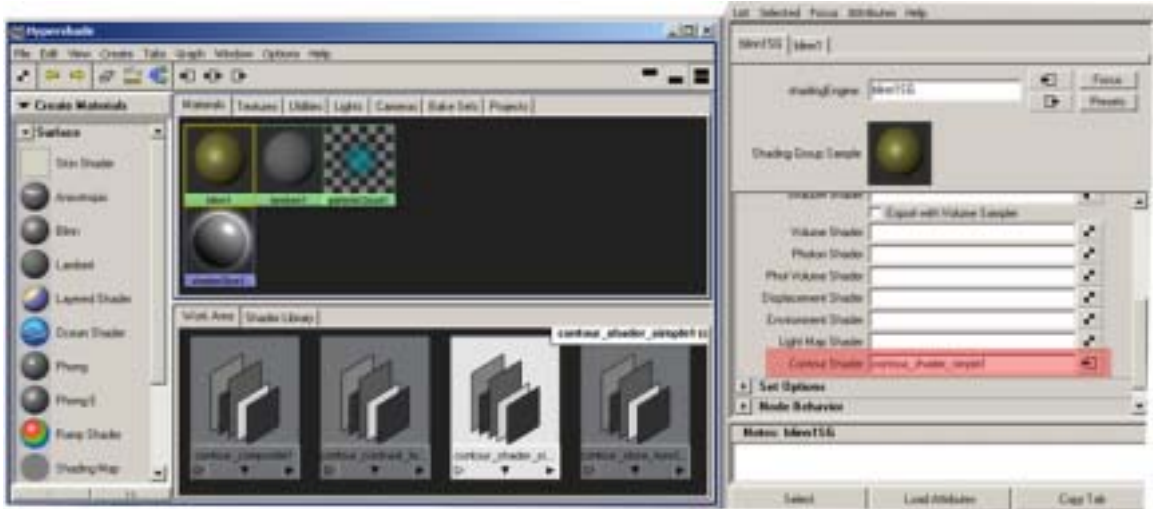
1. Open you MR render globals and drag n drop the contour_store_function_simple node into the quality contours in the render globals. Than drag n drop contour_contrast_function_simple onto the other field. Should look like this



2. Now we need to connect the contour_composite to the output shader for the camera just like below.



3. The last node left is the shader node and this will get connected to the contour field in the SG node of the shader of the object.



4. Almost done. We need to change a few settings to get the glow look. Go to the `contour_composite` node and in the attribute editor check that the glow box is on. Then in the `contour_shader_simple` node you will have to change the width of your line width and the color. I picked 2 for width and yellow for the color. You are now ready to render!
- 5.



Hope this helps!!!!
Roach