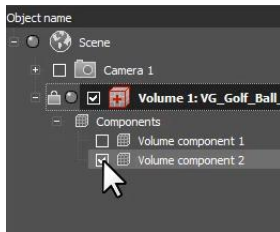


Making a VG masterpiece

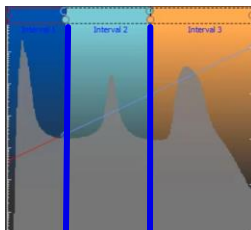
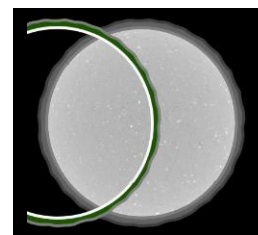


Bit by bit: Working on components

- A **Multi-material surface determination** creates volume components in the Scene Tree.
- Volume components can be toggled for visibility.

Hide and seek: Disable interval

- Create intervals in the histogram by moving the blue lines.
- Right-click and select **Disable interval** to hide the selected gray value range in 2D.

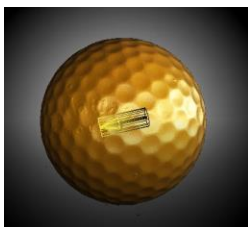
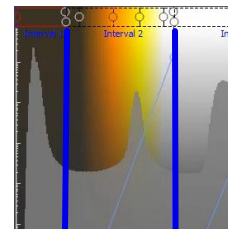


Stay smart: Smart contrast and smart colors

- **Smart contrast** analyzes the histogram to maximize the contrast between all peaks.
- Select the smart color option based on the number of peaks in your histogram to automatically color each material differently.

All that glimmers is gold: Preset electronics

- The Electronics preset automatically inserts a color gradient between black, orange, and yellow
- Use intervals at the beginning and end of the gradient to customize the span of the color gradient



Lights, camera, action!: Lights

- Right-click the **Camera** tool to insert one of three types of lights
- The direction of a light can be adjusted manually
- Lights can be individually colored

