Chapter 6

Lighting

Learning Objectives

After completing this chapter, you will be able to:

- *Add lights to a scene*
- *Illuminate a scene*
- *Add Physical Sky to a scene*

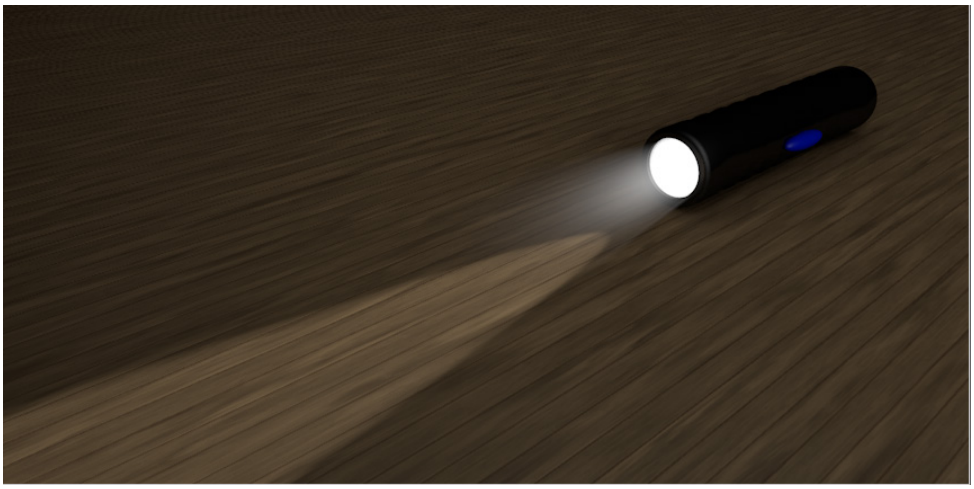

Figure 6-1 *The torchlight*

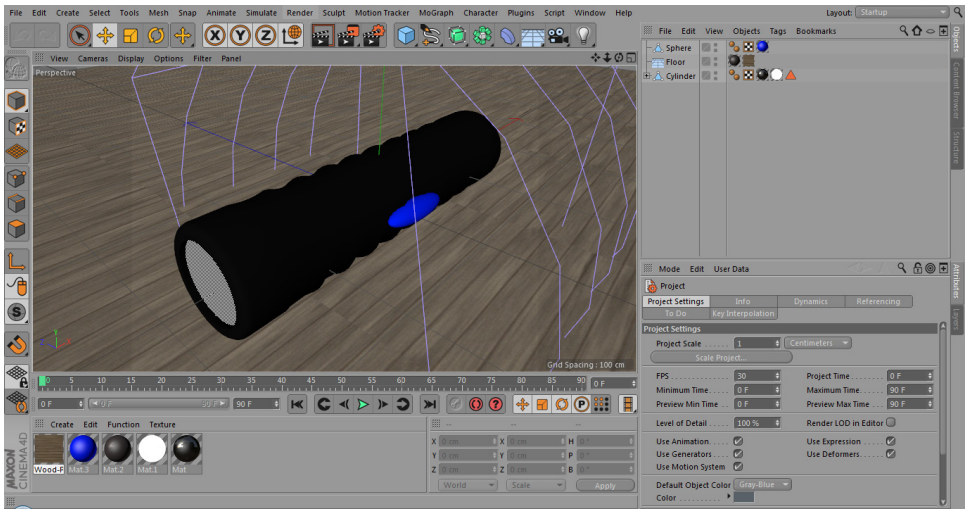

Figure 6-2 *The c06_tut1_start.c4d file*

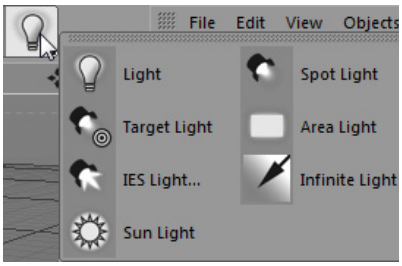

Figure 6-3 *The flyout displayed with various tools*

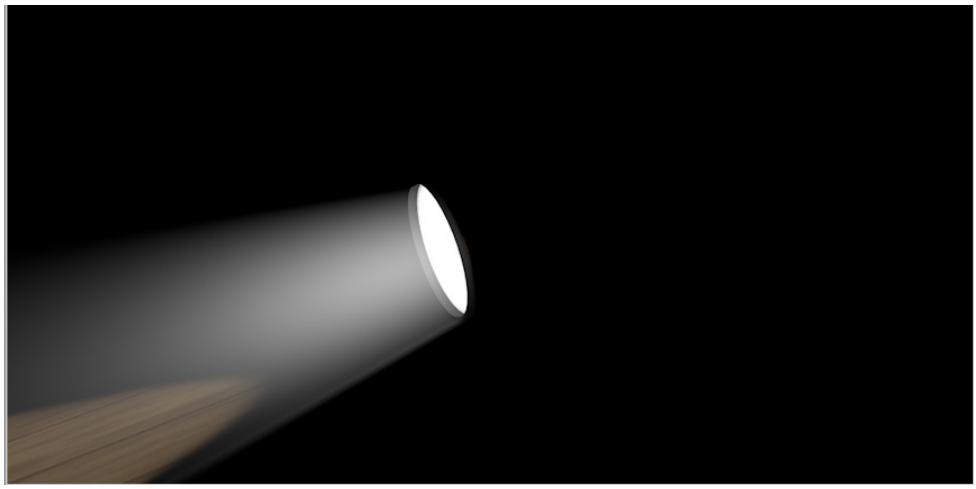

Figure 6-4 *The rendered view of the Perspective viewport*

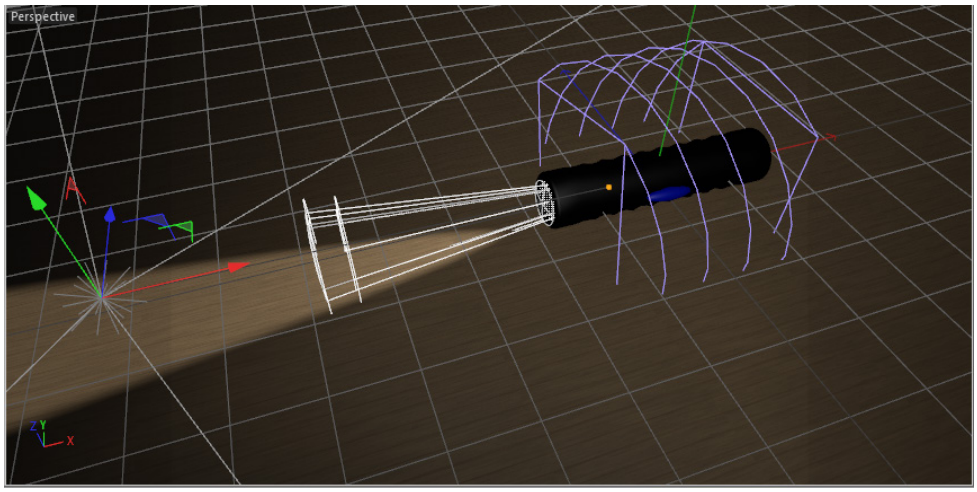

Figure 6-5 *Light.1 displayed in the Perspective viewport*

Figure 6-6 *The illuminated night scene*

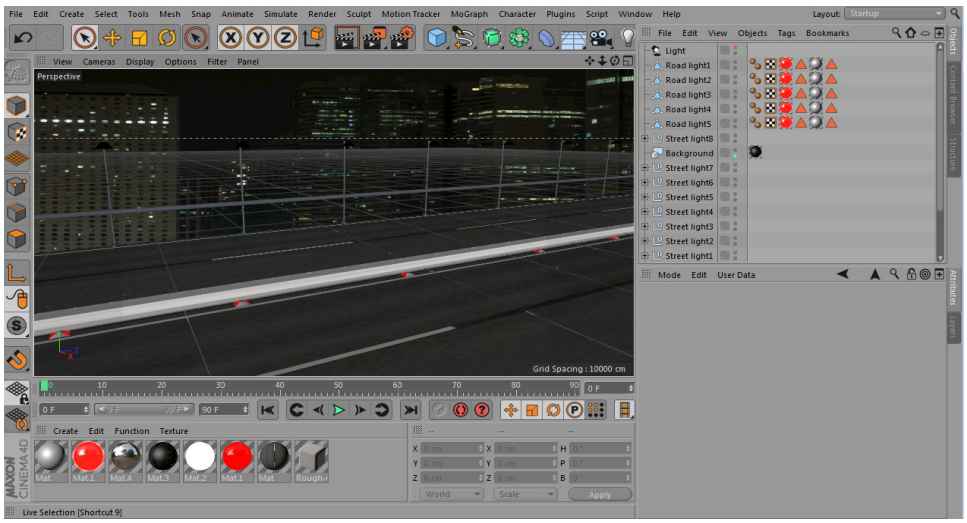

Figure 6-7 *The c06_tut2_start.c4d file*

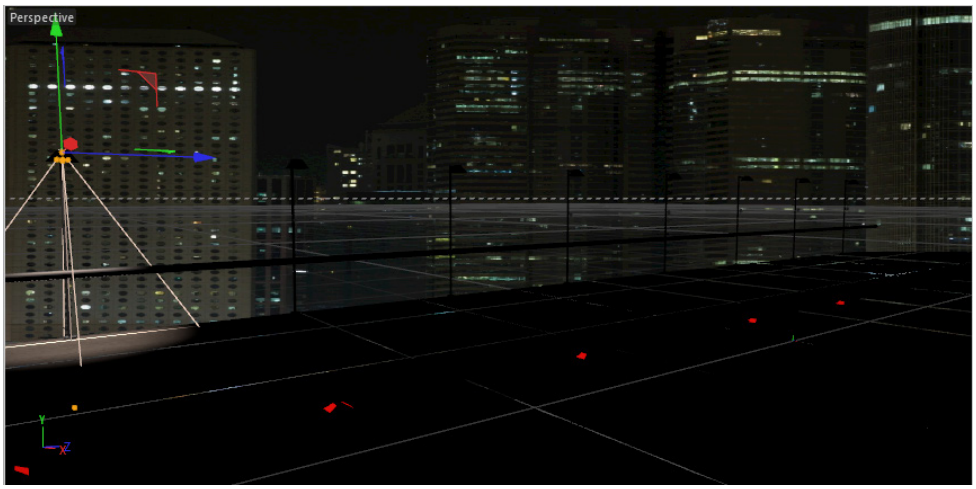

Figure 6-8 *Light positioned in the scene*

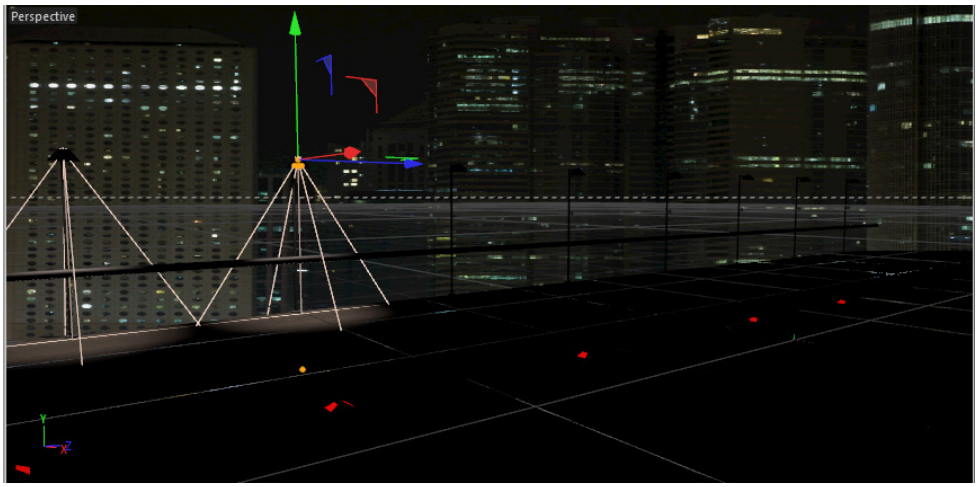

Figure 6-9 *Light.1 positioned in the scene*

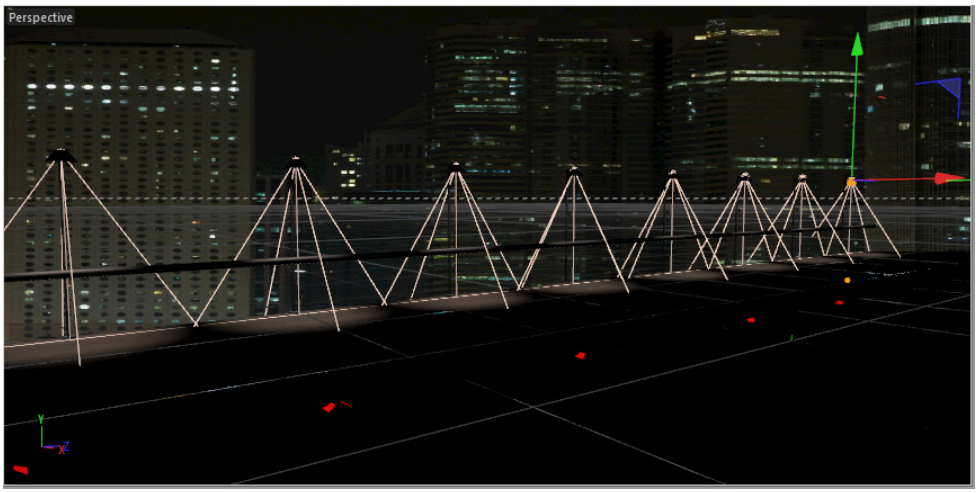

Figure 6-10 *Lights positioned in the Perspective viewport*

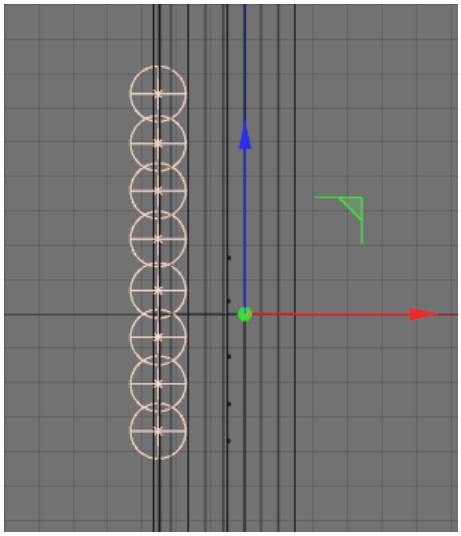

Figure 6-11 *Light.8 created in the Top viewport*

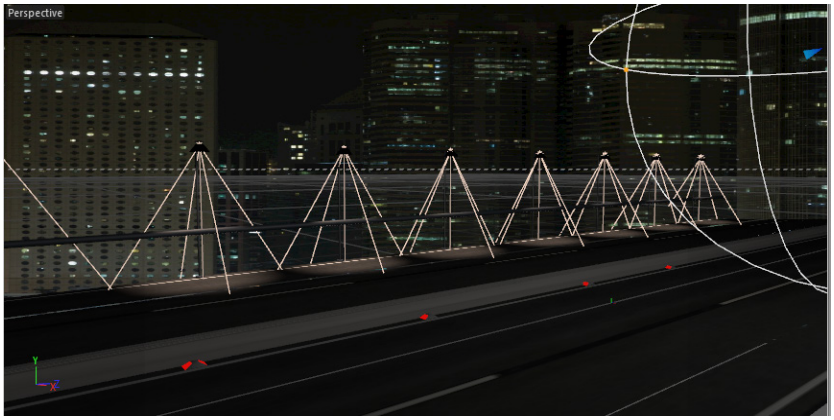

Figure 6-12 *Light.8 positioned in the scene*

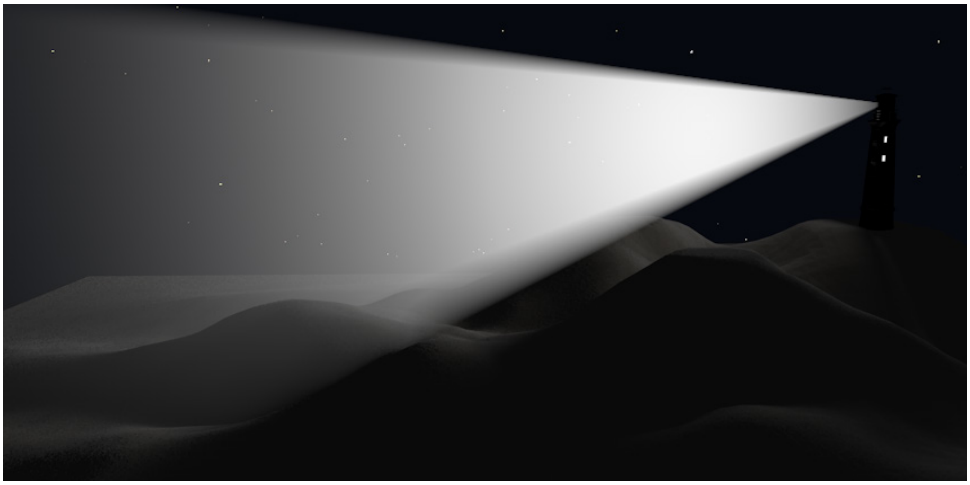

Figure 6-13 *The light house*

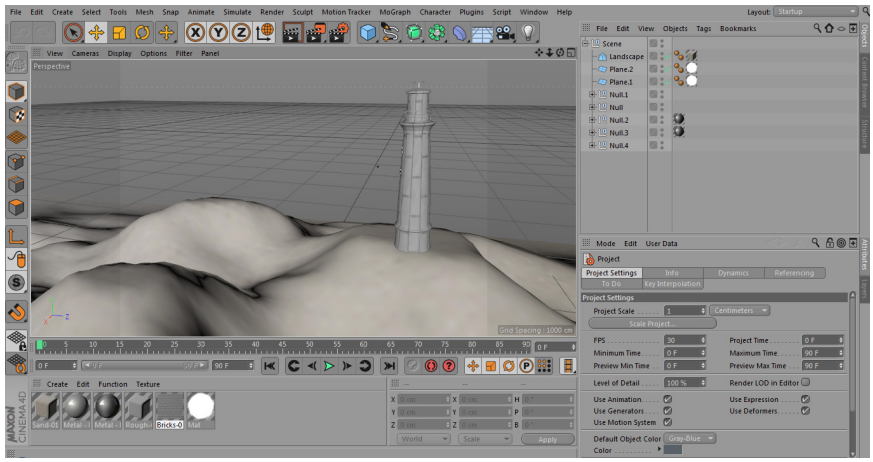

Figure 6-14 *The c06_tut3_start.c4d file*

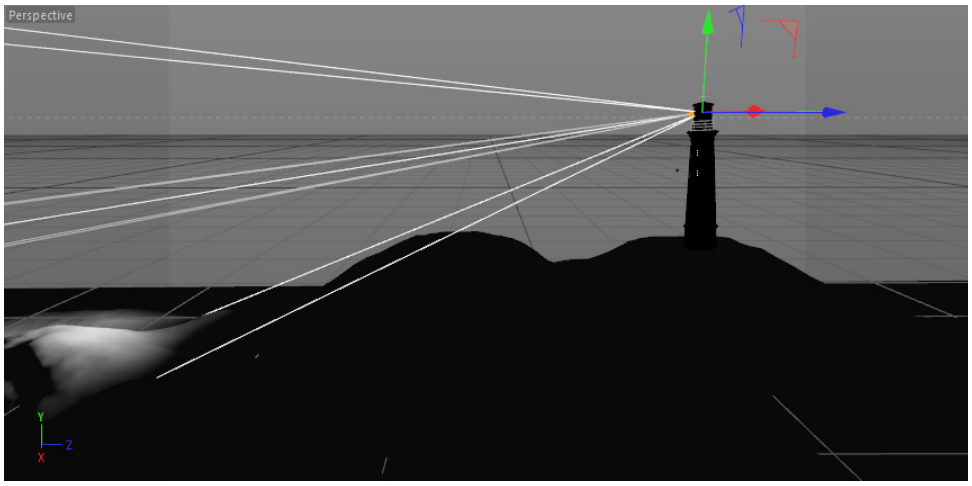

Figure 6-15 *The spot light positioned in the Perspective viewport*

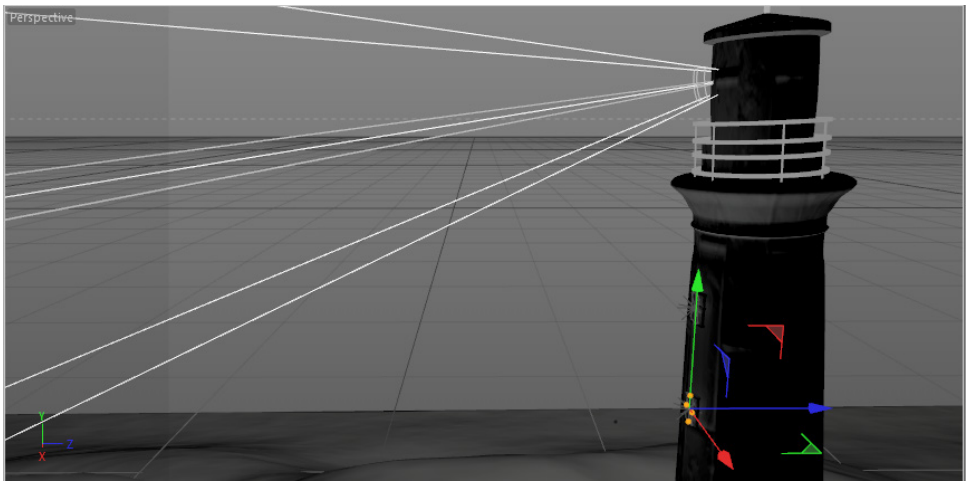

Figure 6-16 *The Area lights positioned in the Perspective viewport*

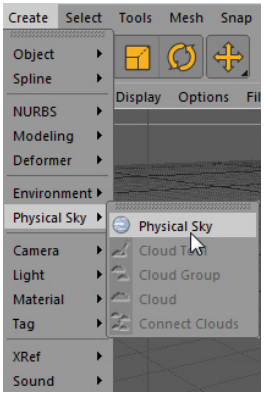

Figure 6-17 *Choosing* ***Physical Sky*** *from the main menu*

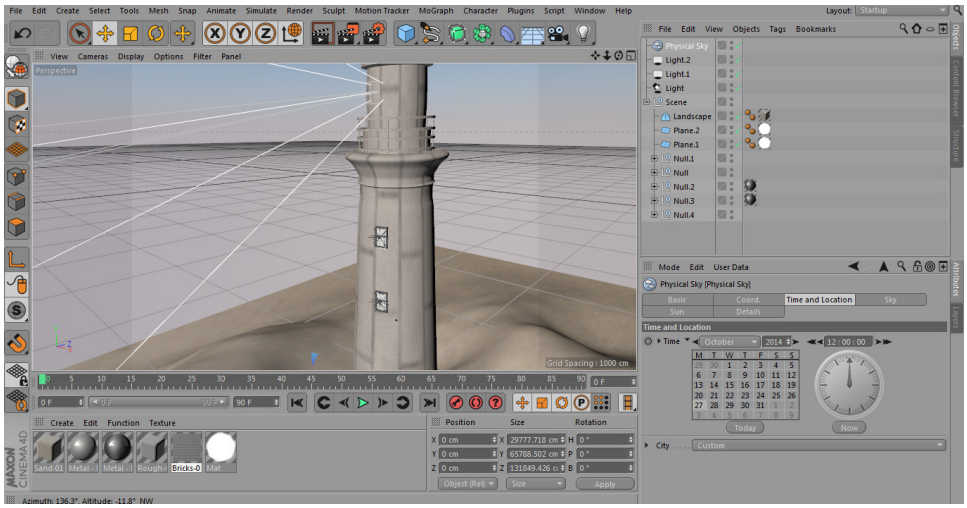

Figure 6-18 *Physical Sky added to the Object Manager*

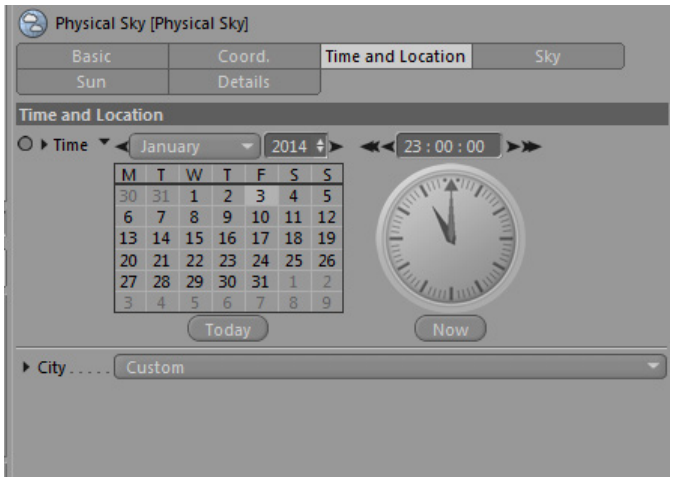

Figure 6-19 *The* ***Time and Location*** *area*

Figure 6-20 *The living room scene*

Figure 6-21 *The scene after adding lights to it*