



AutoCAD Level 3

Session 07

AGENDA

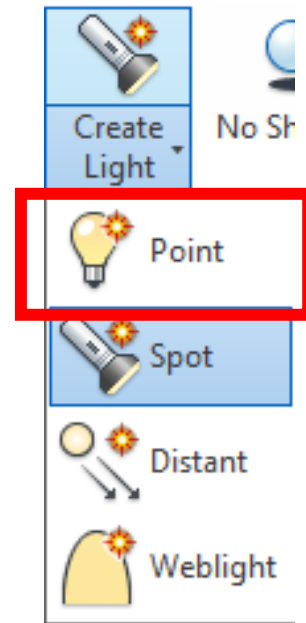
- **ADDING A POINT LIGHT**
- **ADDING A SPOTLIGHT**
- **ADDING SUN LIGHT**
- **LIGHTS IN MODEL**
- **ADDING A BACKGROUND**
- **SHADOWS**
- **OUTPUTTING A RENDERED IMAGE**
- **DETERMINING PROPER RESOLUTION (OUTPUT SIZE)**
- **ADVANCED RENDER SETTINGS**

Exercise 11- Café 3d with Lights



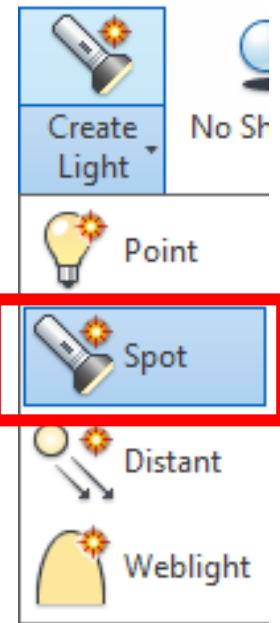
Adding a point light

- Adding a point light
- A point light radiates light in all directions from its location. A point light does not target an object. Use point lights for general lighting effects. You can create a point light by entering the POINTLIGHT command or by selecting a point light from the Lights panel on the ribbon.
- Remember when locating the point light, type .xy prior to picking the location so that you can type in an elevation for the point light.
- By changing the lights properties, you can change the intensity of the light. The default intensity is 1.0
- Try using as little point light as possible. I more light you have, the longer it takes to render.

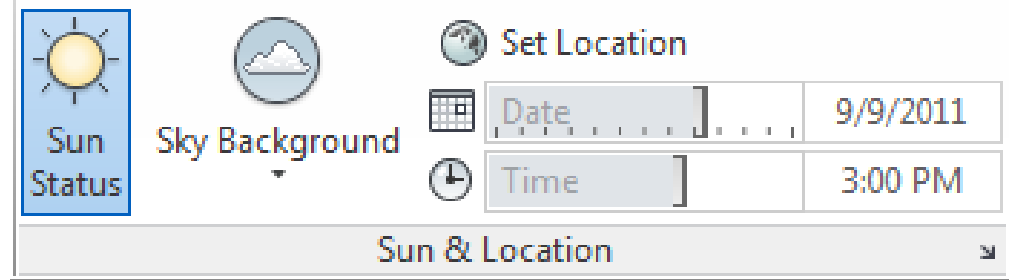


Adding a spot light

- Adding a spot light
- A spotlight distribution casts a focused beam of light like a flashlight, a follow spot in a theater, or a headlight. A spotlight emits a directional cone of light. You can control the direction of the light and the size of the cone. (hotspot, falloff)
- Remember when locating the spot light, type .xy prior to picking the location so that you can type in an elevation for the spot light and its target.



Adding sun light



- Adding sun light
- The sun is a special light similar to a distant light. The angle of the sun is defined by the geographic location that you specify for the model and by the date and time of day that you specify. You can change the intensity of the sun and the color of its light.



Lights in model

- Opens the Lights in Model palette, which lists the lights in the drawing.
- With one or more lights selected, right-click and use the shortcut menu to delete or change the properties of the selected lights.

