

Lighting Techniques 2

Free Light (rectangle) / Target Light / Free Light (line)

Open max file initials-Class06.max

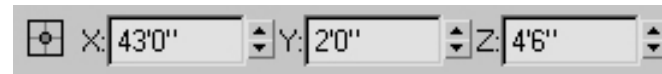
STEP ONE: Command Panel / create / camera / target_move camera to world X= 43', Y= 2', Z= 4'6" _move target to X= 57', Y= 12', Z= 4'6"

STEP TWO: Rename camera to Office Cam_set lens to 15 mm _make lower right viewport Office Cam

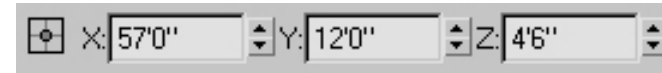
STEP THREE: Main toolbar / click and hold on snap tool button _wait for flyout _choose 2.5 _right click on 2.5 snap button _set snaps to endpoint and perpendicular only (make sure snap is on)

STEP FOUR: Maximize top viewport _zoom into Office Cam _command panel / create / shapes / splines / line / under Creation Method set drag type to corner _hold shift key to draw straight lines

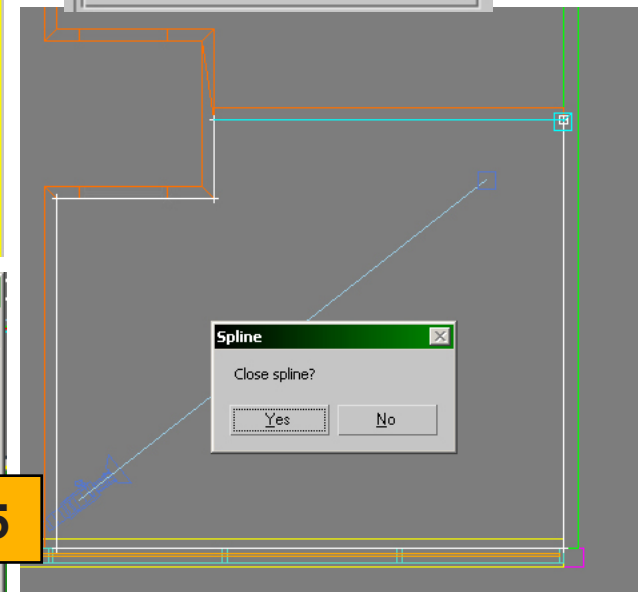
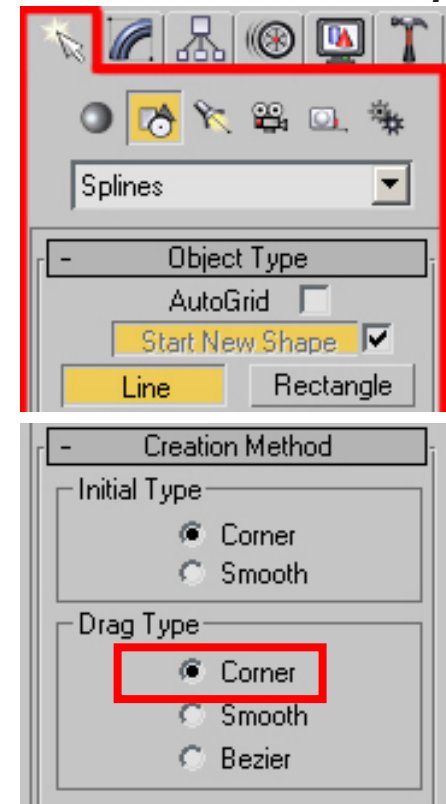
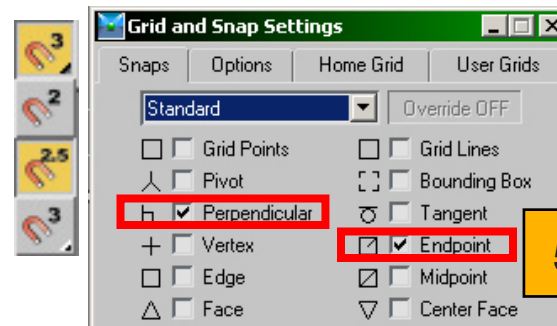
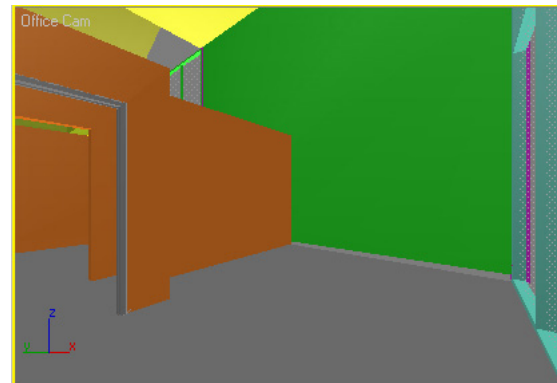
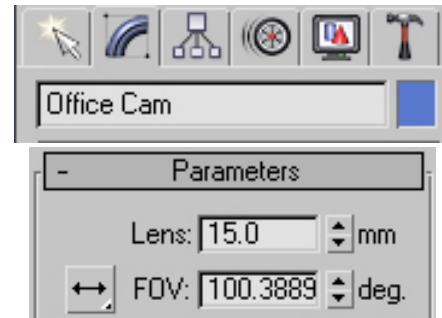
STEP FIVE: Create line _trace office interior walls _close spline _name line office ceiling _extrude 6" _move to a world Z height of 10' _change color to a basic color grey



Camera



Target



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STEP SIX: Select Daylight.01_command panel / modify / under position check manual

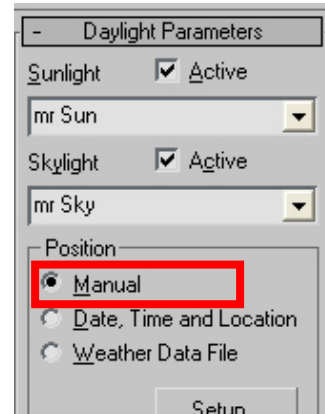
STEP SEVEN: Move Daylight.01 to X= 310' Y= -406' Z= 688' _render office cam

FREE LIGHT (rectangle)

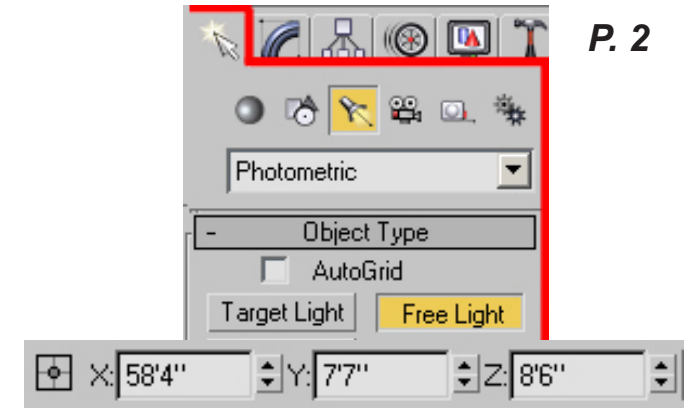
STEP EIGHT: Command panel / create / lights photometric / Free Light_ click in top viewport to create light _command panel / modify _

Rename light to RectangleLight01_move RectangleLight01 to X= 58'4" Y= 7'7" Z= 8'6"

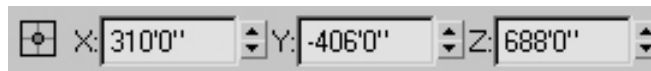
STEP NINE: Command panel /modify / **under shadows / un-check On_un-check Use Global Settings**_change color to Fluorescent Warm White_change light distribution to **uniform diffuse**_set intensity= 100 fc at 8'6"_**under shape / area change to rectangle**_set length=8' and width=2'_render office cam



6

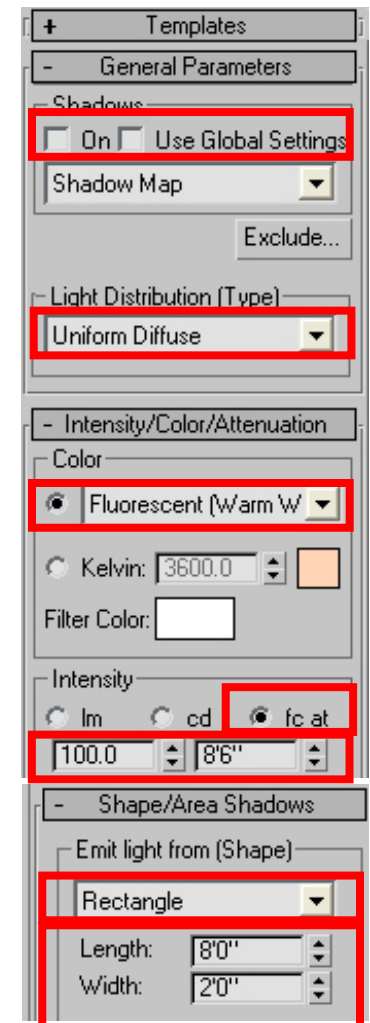


P. 2



7

8



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STEP TEN: Make top viewport current_select RectangleLight01_Main menu / tools / Array _ set X= -5' with a count of 4 using instance_render office_cam_change intensity to 500 fc

STEP ELEVEN: Render Office Cam

TARGET LIGHT

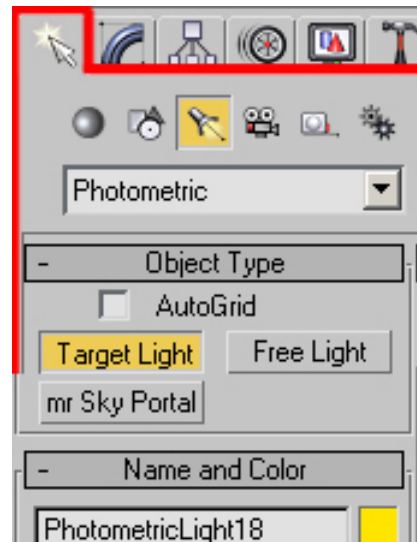
STEP TWELVE: In top viewport_Create photometric Target Light_move **Light** to X= 56'7" Y= 12' Z= 9'6" _move **Target** to X= 56'7" Y= 17' Z= 2'0" _Rename light to TargetLight01

STEP THIRTEEN: Select TargetLight01_under shadows/ un-check On_un-check Use Global Settings_set light distribution type to uniform spherical_set color to halogen warm_set intensity= 100 fc at 9'6" _render office cam

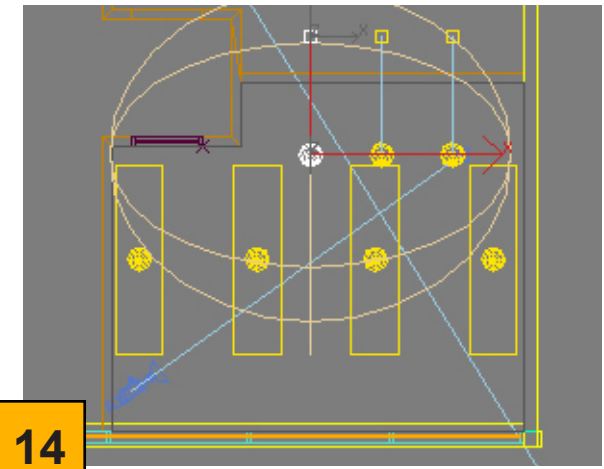
STEP FOURTEEN: Select TargetLight01. and **Target** _Array X= -3' with a count of 3 using instance

STEP FIFTEEN: Render Office Cam

STEP SIXTEEN: In top viewport_Create photometric Free Light_move to X= 55'6" Y= 2'2" Z= 8'6" _un check shadows and global settings_set light distribution to uniform diffuse_change color to fluorescent white_set intensity= 1000 fc at 8'6" _under shape / area change to line_set length=9'-0" _In absolute world Z Rotate -90



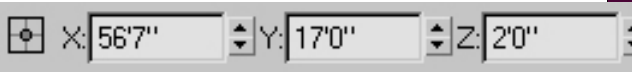
14



P. 3

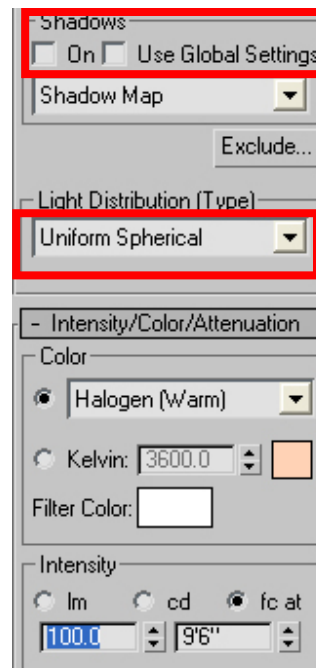


Light



Target

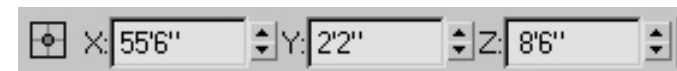
12



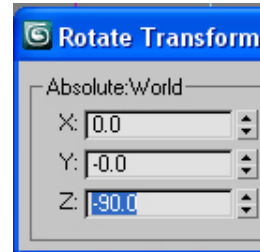
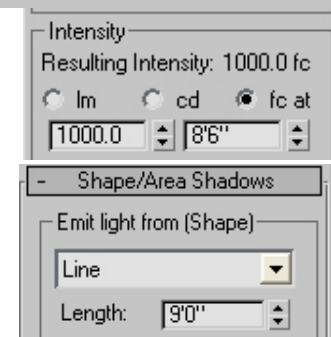
13



15



16

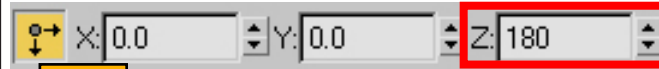


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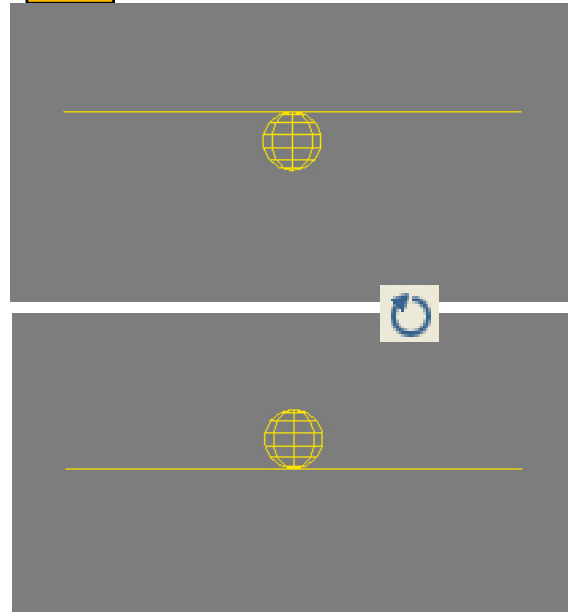
Free Light (rectangle) / Target Light / Free Light (line)

STEP SEVENTEEN: Maximize front viewport_
rotate the light 180° in the Z axis using offset
screen (the light will now shine up on the ceiling)_
Render Office Cam

STEP EIGHTEEN: In top view_array light X -9°
with a count of 2 using instance_change intensity
to 300 FC_Render Office Cam_save as initials-
class-07.jpg



17



17



18

Topics covered:
FREE LIGHT RECTANGLE
TARGET LIGHT
MANUAL DAYLIGHT
FREE LIGHT LINE