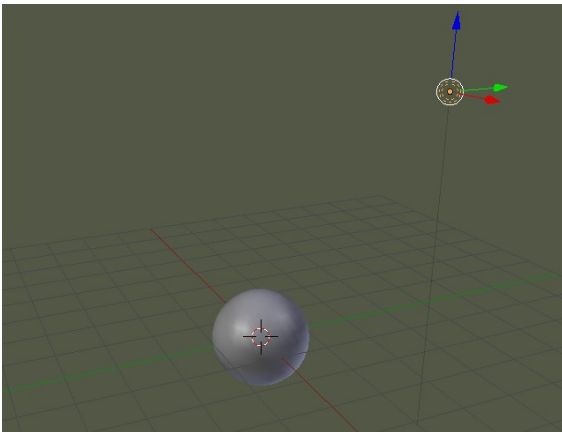


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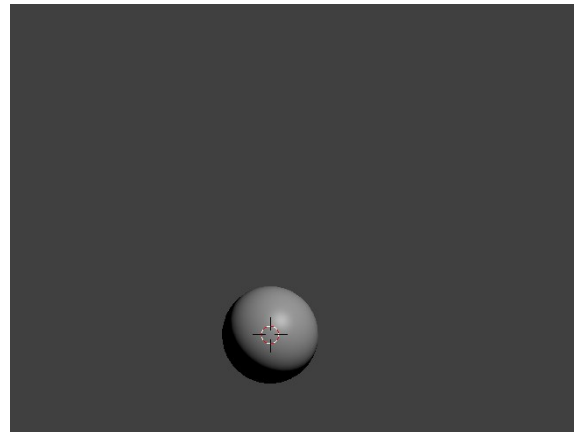
Supplement-14

Scene Lighting Arrangement

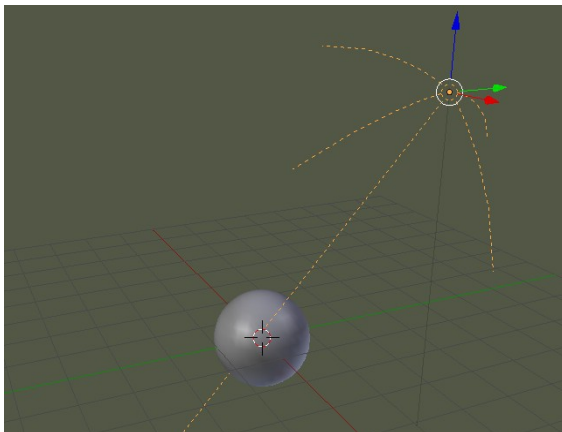
How an Object displays in the 3D window and when an image is rendered is effected by Scene Lighting. Lamp settings are described in Chapter 9 of the book and using an Object as a light source is touched on in Chapter 26. Adding Lamps to a Scene of different varieties and adjusting their energy values can have a dramatic effect.



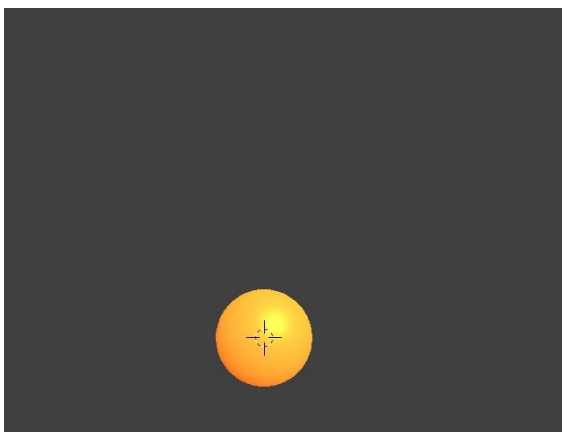
UV Sphere under a Single Point Lamp – Solid Viewport Shading



Single Point Lamp Rendered Viewport Shading



Area Lamp Solid Viewport Shading

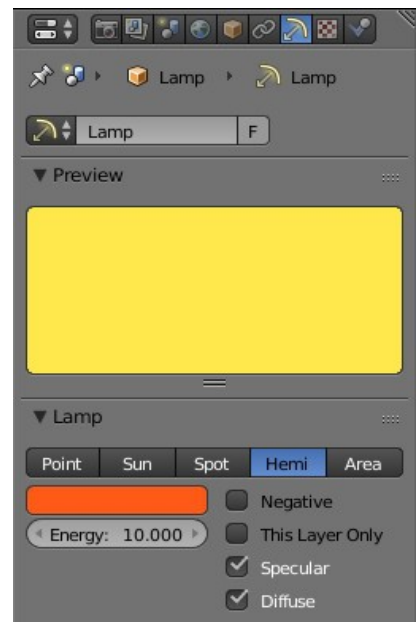


In the Properties window, Lamp buttons the Area Lamp is set with orange color and Energy value: 10.00

3D window – Rendered Viewport Shading

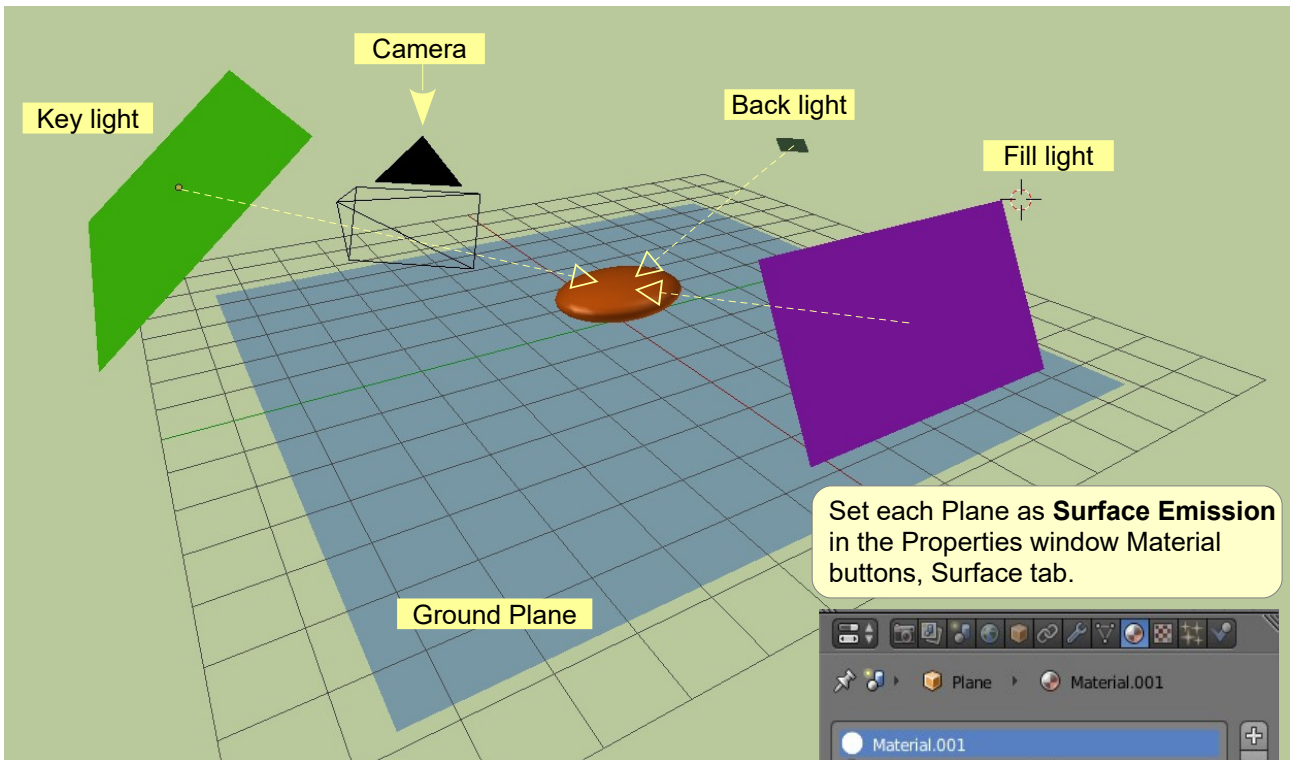
Note: UV Sphere has the default Grey Material but renders yellow due to the color and energy of the Lamp.

Figure 14.1



When experimenting with Materials and especially when experimenting with Material and Texture Node arrangements it is advisable to create a Scene Lighting arrangement as a base for viewing effects.

The following arrangement in Cycles Render mode is offered as a suggestion. The arrangement employs three simple Plane objects as Light Emitters directed towards the Object in the Scene.



Note: The approximate scale of the Emitter Planes

