

ΓΡΑΦΙΚΑ & ΕΙΚΟΝΙΚΗ ΠΡΑΓΜΑΤΙΚΟΤΗΤΑ

Διάλεξη #12

3ds MAX – Lighting

3ds MAX

Lighting (1/2)

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(load “understand_lighting.max”)

- Perspective View – Realistic mode

(**Default View** in 3ds MAX)

- – Lighting and Shadows

- – enable “Shadows“

- – enable “Illuminate with Scene Lights“

(**Default Light** in 3ds MAX)

- **Default Light**

(Default light is attached to the Camera)

- If you orbit around the scene the shadows also moves around (Default Light)

- There are two types of Lights

- - **Photometric** Lights (Real word Lights)

- - **Standard** Lights (Cartoon Lights)

3ds MAX

Lighting (2/2)

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- Lets create a kind of “**Light**”
 - Go to **Create Panel – Lights** – Choose from pull down menu “**Standard**”
 - From – **Object Type** – Choose “**Omni**” (it’s a Light which point at any direction equally)
 - - Click anywhere in the Perspective to create that Light (Right click to EXIT)
 - - Because of the “**Light**” **altitude** (z:0) the floor didn’t receive any Light and appears **BLACK**
 - If we start moving the “**Light**” upwards (using the move tool) the floor (and the whole scene) start progressively to **illuminate**

A paradox event take place: As the light moves closer to the surface paradoxally the surface begums darker. At the time the light touches the floor the surface goes completely BLACK.

(The particular light model (the illumination algorithm of “Omni Light”) is calculated from the angle between the position of the light and the surface)

3ds MAX

Lighting more...

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- Lighting more...

Ερωτήσεις

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