

You are done animating, at least for the next two days. Now it's time to light your movie.

**MILESTONE 6 due Wednesday April 23<sup>rd</sup> at the beginning of class**

Hand in a full-resolution (640x?), rendered still image (TIFF or TGA format) from each of the scenes in your final project. We will have a lighting review in class on Wednesday.

Unless you are a gifted painter, lighting without reference imagery is a **bad idea**. Return to the image(s) you found back when you proposed the project and seek out more reference sources if you like. The more the better.

Remember the lessons learned in the "orange" assignment:

- Start with the key light for the scene. Translate and rotate the key light based on where you want the highlights and the shadows to land in your scene. Get the intensity right and deal with the color later.
- Turn the ambient intensity (global illumination) to 0% as a starting point. It's ok to add some back in later, but ambient totally flattens out your image.
- Spotlights are a great to use because you can look through them.
- Tackle fill, rim, and bounce lights only after you're confident with your settings for the key.
- Fill lights are intended to fill in the shadowed areas left dark by the key. They should probably not have a specular component, and shouldn't cast shadows either.
- Rim lights are great for lifting objects out from the background and accentuating their shape. Turn the rim intensity up to an absurd number to get the positioning right, then sneak it back down to something reasonable.
- Bounce lights are added to try and simulate diffuse inter-reflections between objects. If you want to have a bright object next to another object in your scene, you may want a bounce light.

Remember the objectives of lighting that we covered in class. We use light to:

- Direct the viewer's eye,
- Communicate where and when,
- Enhance mood, atmosphere, drama,
- Reveal character personality,
- and create depth.

And some other tips:

- Copy your latest animation scene file ("ChrisAnim.lws") to an entirely new name for lighting ("ChrisLight.lws") before adding any lights.
- You can load the lights from one scene file into another. This is useful for copying the lighting from one scene to many, but count on having to tweak the lights in each scene!
- I recommend using full-valued colors for your lights. Set the brightness of the light with the "intensity" option, not the color.
- Never use an R, G, or B value of 0 when choosing colors for lights and surfaces.
- The orange scene was lit with five lights.