MIT OpenCourseWare
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4.500 Introduction to Design Computing
Fall 2008

Recitation #4
WORKING WITH VIRUAL LIGHTS
Professor Larry Sass

1.0   Setup of Cameras (4)
        Adjust 3 existing cameras around the site
        Target and Camera point are best parallel to the ground plan
        Change the camera names to Camera-01, Camera-02, etc
        Create a new camera and call it camera 04

2.0   Assign Materials
        In the materials library create a neutral shade of grey
        Select all materials then assign them that neutral color including
        the ground plane

3.0   Assigning Lights
        Create a 2 spot lights
        Create a 1 Omni Light
        Make sure that shadow casting is on

Screenshot of 3ds max removed due to copyright restrictions.
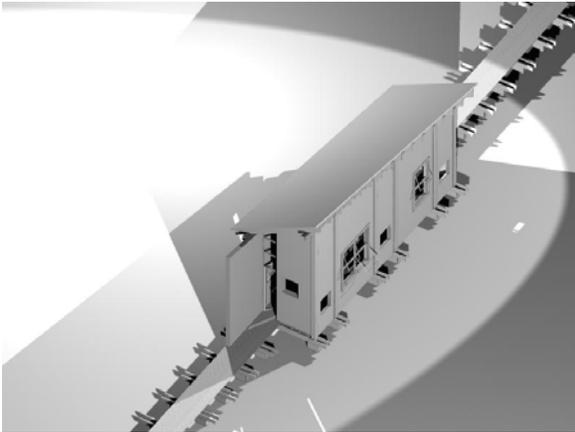
4.0   Rendering Tests
            Rendering the user view set by orbiting the model to an axonometric
view
            Change the background environment – grey scale so that you don't
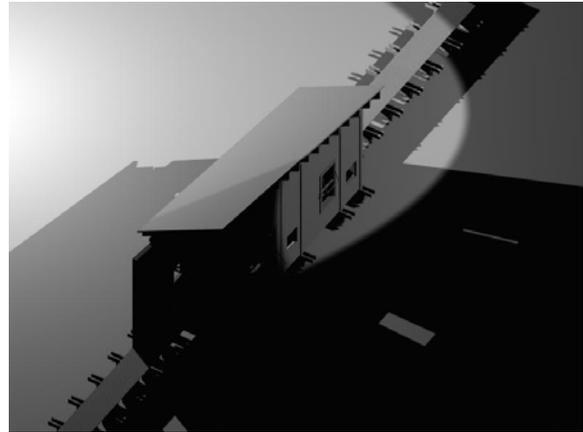render a black background
            Note: You have to go to customize>>preference>>
            Render and adjust lights until the illumination defines shadows
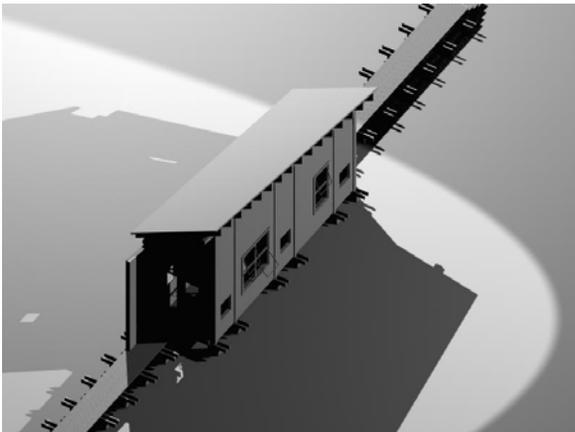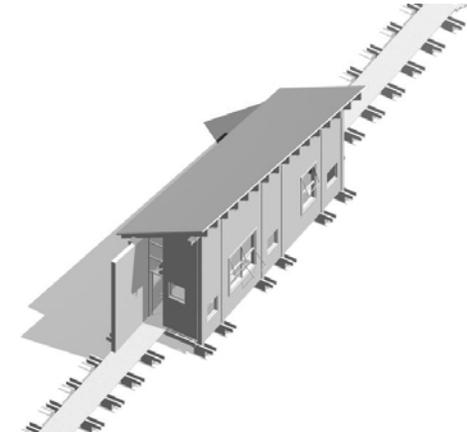
Rendered Examples

A.1   First Attempt/2 Spots & 1 Omni

A.2   One spot one omni

A.3   First Attempt/2 Spots & 1 Omni

A.4   One spot one omni

5.0   Final Renderings
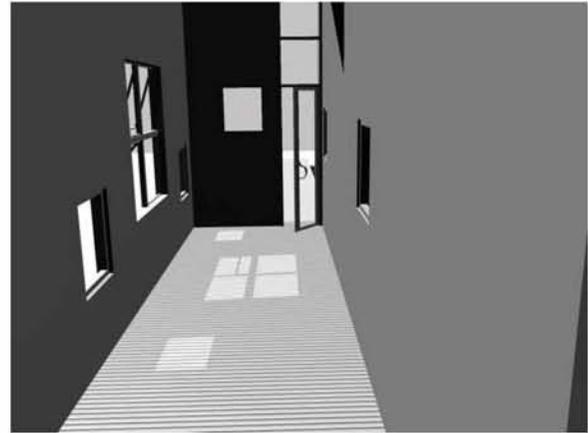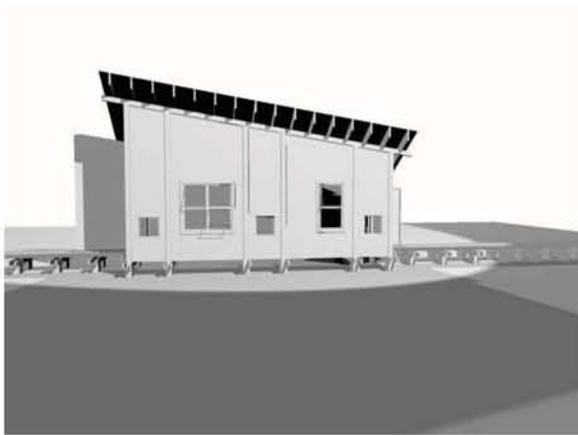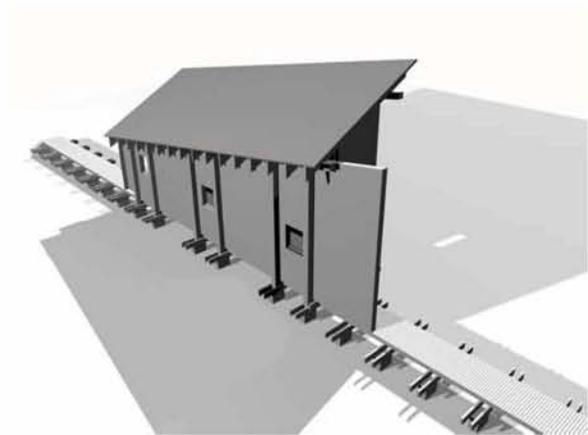

Camera 1   Entry View

Camera 2   Interior View

Camera 3   Front View

Camera 4   Rear View