

# More Advanced Lighting

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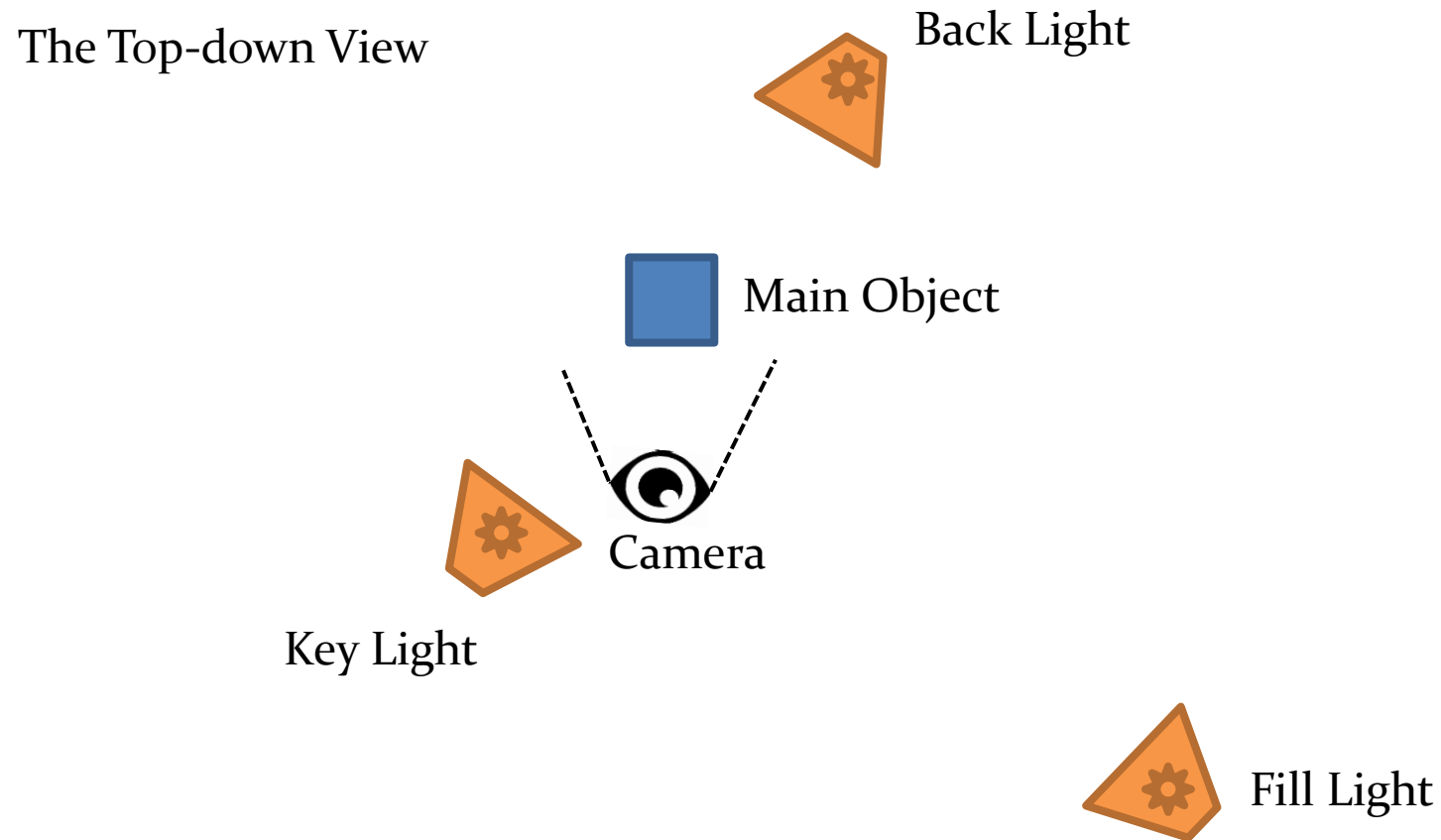
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# Three-Point Lighting – Setup

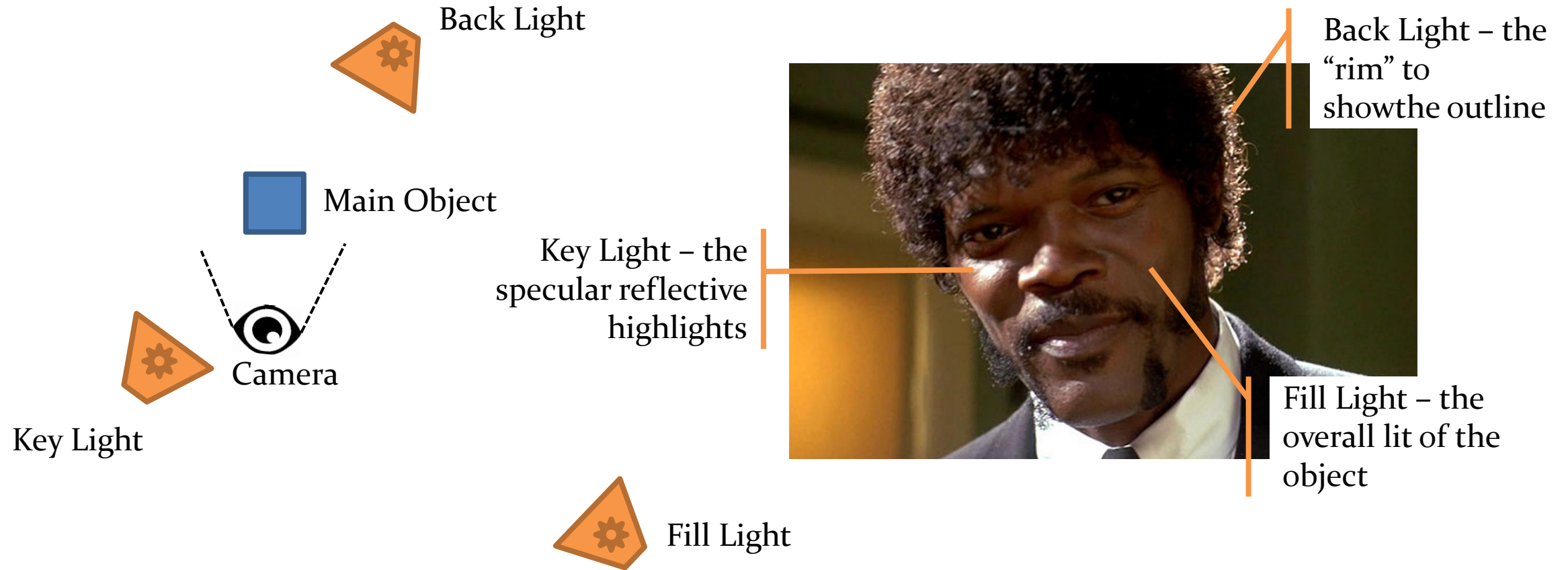
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- Typical lighting setup for high-quality photography

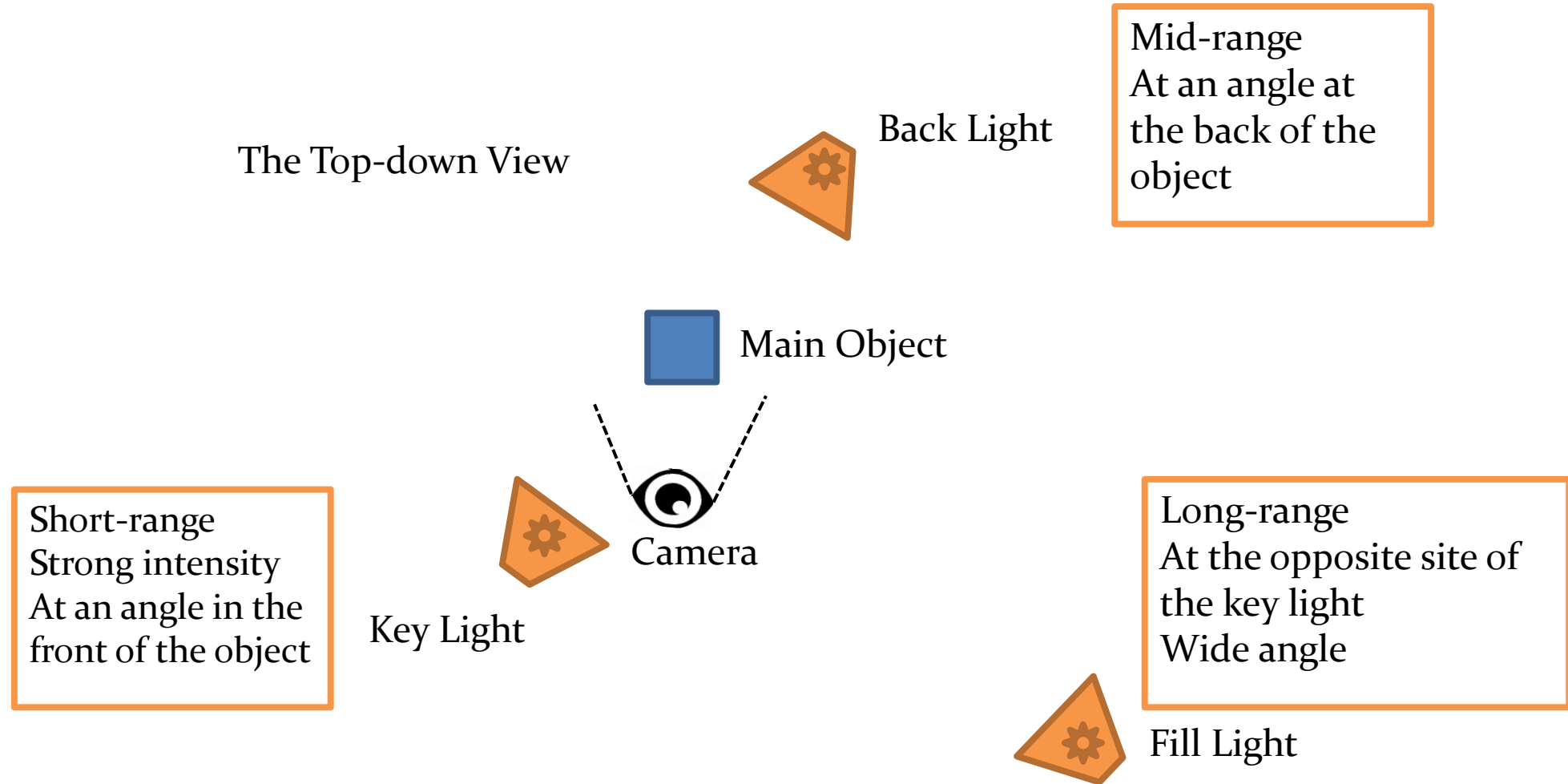


# Three-Point Lighting - Results

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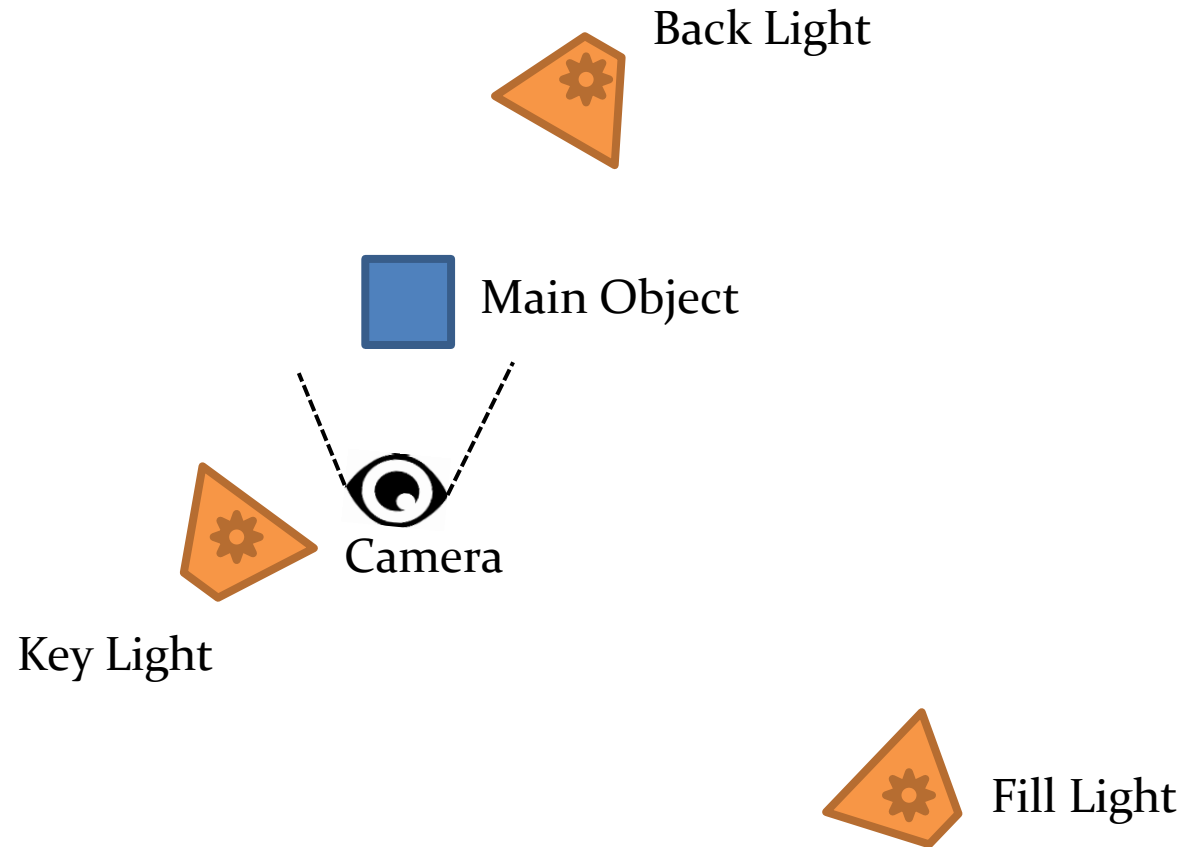
# Three-Point Lighting – Considerations



# Three-Point Lighting – Variations

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- Using point lights instead of spot light
- Adding an ambient light to light everything
- Changing the positions and angles of the lights to fit the scene
- Etc.



# Further Reading

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- three.js Function List & Basic Tutorials
  - <https://threejs.org/docs/#manual/en/introduction/Creating-a-scene>
- Wikipedia
  - Shadow mapping:  
[https://en.wikipedia.org/wiki/Shadow\\_mapping](https://en.wikipedia.org/wiki/Shadow_mapping)
  - Ray tracing  
[https://en.wikipedia.org/wiki/Ray\\_tracing\\_\(graphics\)](https://en.wikipedia.org/wiki/Ray_tracing_(graphics))
  - Three-point Lighting  
[https://en.wikipedia.org/wiki/Three-point\\_lighting](https://en.wikipedia.org/wiki/Three-point_lighting)

# The End

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Any Questions?