



BIRZEIT UNIVERSITY

Department of Computer Science

ANIMATION - COMP3351

Lights

Activity Made by:

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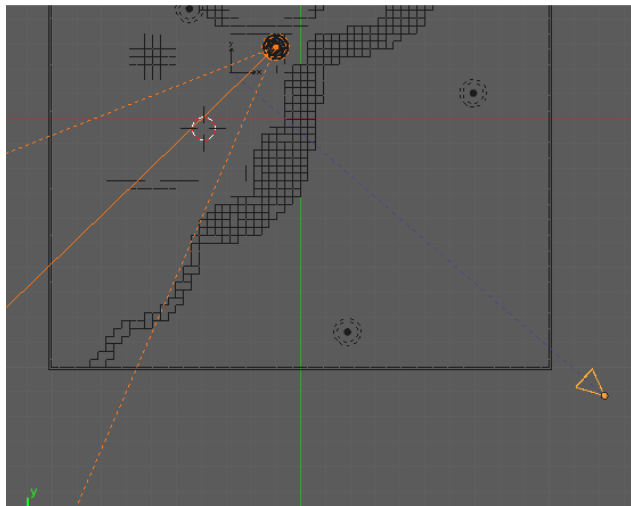
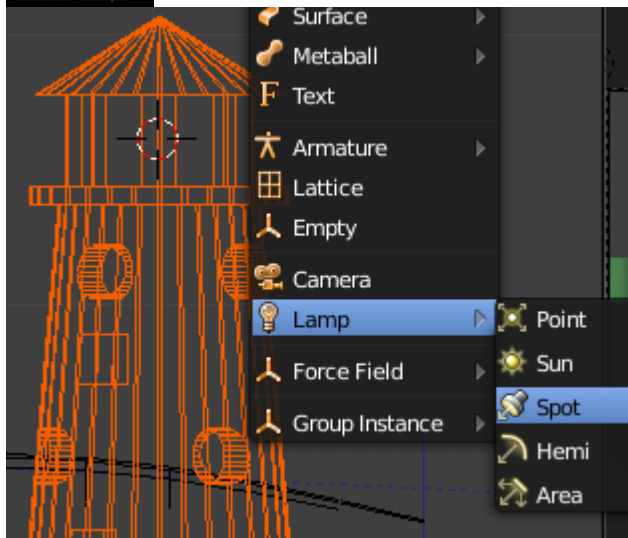
In this activity, we will continue from the previous activity on the landscape and lighthouse. We will learn about lightening basics.

In the last activity, we stopped right here:



What is a lighthouse scene without a light shining out through the fog?

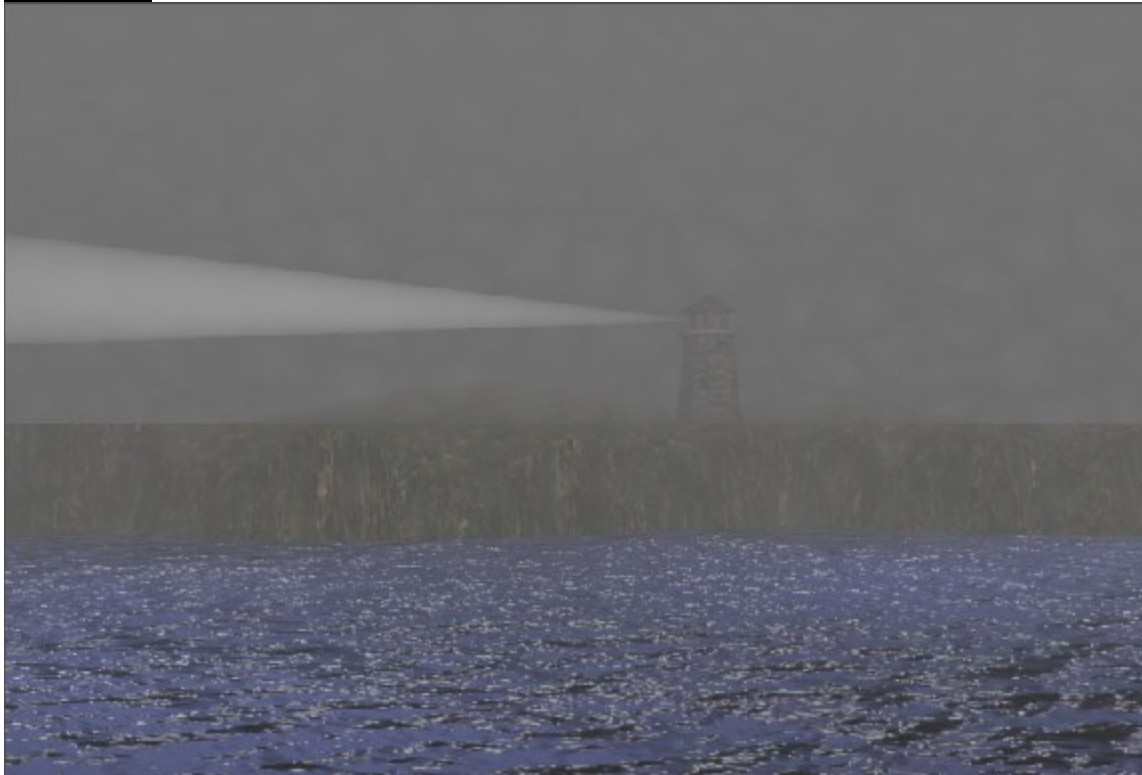
Let us open our lighthouse scene and place the 3d curser in the middle of the upper side of the lighthouse (where the light should shine). Then move to front view (press 1) and add lamp spot. Now, rotate the light to face the sea not the camera.



Select the lamp button from the right panel; make sure it is set to Buffer Shadow and set values as follow:

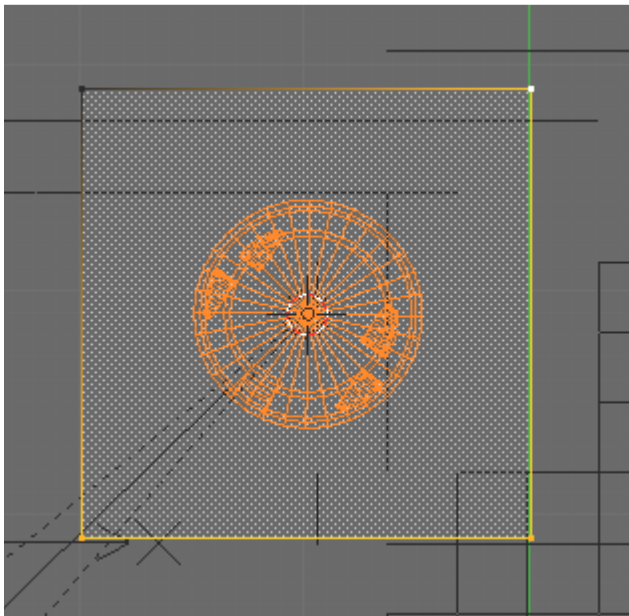


If you render the scene it will look something like this:



Now let us add lights inside the lighthouse itself, this done by adding mesh with one vertex.

Start by making sure that the 3d curser in the middle of the lighthouse. Move to top view (press 7) and add a plane. Tab to edit mode, leave only one vertex, and move to the lighthouse center.



Add new material from the material button, open the halo list, check star and rings, then add some star and rings.



Render the scene:



End of Activity

Good luck