Now that you have explored the different kinds of light (ambient, diffuse, and specular) along with the effects they can create, it is important to take a moment and consider the best approaches for applying them in a 3D world. While you will not be expected to master all of these approaches to lighting, this is a great time to think broadly about the possible options. Begin by describing a 3D scene that will need to have light applied in order to illuminate the objects. If it will add to your description, you may also post an image if you would like. Note that you do not need to use the same scene as your project for this discussion, but you may do so if you choose. Then, address the following:

* What type of light would you select to illuminate the different objects in your scene? Why?
* How does the texture on the objects influence your decisions? Does the texture affect how the light works? Would you consider altering the texture to something else to illustrate light reflection in a better way?
* Where would you position the light? How does that affect your scene?
* Does your world require more than one source of light?
* Would any of your light sources need to have a color applied?

In response to your peers, consider the following:

* Identify possible challenges in your peers' approach. Is there anything they might be able to adjust to simplify their work?
* What do you think happens if a camera is placed between the light source and the object? Why is that?
* What do you think happens if one object separates another from the light source? Does the light bend? Does it depend on the light source? Would you recommend any changes to the type of light source, the number of light sources, or their placement based on this information?
* We have seen how you can make a light source out of a cube. When looking at your peers' scenes, what would you recommend they use for a light source? For example, would using a sphere to look like the sun be appropriate? Do you think the shape of the light source would affect the light's disbursement in the 3D world?

Lighting should be viewed as a powerful tool that can assist with immersion in scenes, moods, & visual impacts. By choosing the correct light source, I can transform the image and give different effects.

For my scene, I’m thinking so hard directional lights would work best. I want to cast distant shadows with light from one direction of a corner. Softer, diffused lighting suits matte surfaces to prevent harsh contrast. Due to the light source being placed a bit further form the object, it should make smaller, sharper shadows in comparison to light right on top of them. For more solid objects, I should have more concentrated shadows. Though we had a glass ball in our last assignment, which would make concentrated lighting refract through. Probably quite difficult to make shadows through.

I don’t think I would need to have any colored applied, unless refracting through the glass bottle in my scene. The textures would allow the lights to pass through instead of creating a glare effect on the actual object.

Afternoon Travis, we are getting close to end of another term.

I thought you had done a good job explaining the lighting plan by balancing overhead light with diffused light from the window. Perhaps softening the overhead lights will help avoid hard reflections, while use of directional lights for window sun lights can fill the seen in ambience. Though you might run into some overlapping shadows if cast from multiple directions. For extra realism, maybe tweak light temperatures (cool white for bulbs, warm for windows) & experiment with screen-space reflections for glossy surfaces. Small adjustments like these should bring your scene to life.

Afternoon Foster, nice write up.

Lighting up the stadium to look like a nice weekend game would be my ambition. Direction lights for floodlights & some point lights for any local fixtures would help make the light night game illumination. Perhaps can be optimized by reducing how many lights points the stadium has. I like directional lights for main illumination, as to not allow the lights to leak out of the scene. Some rectangular shaped lights could work to mimic fixtures in the stadium.