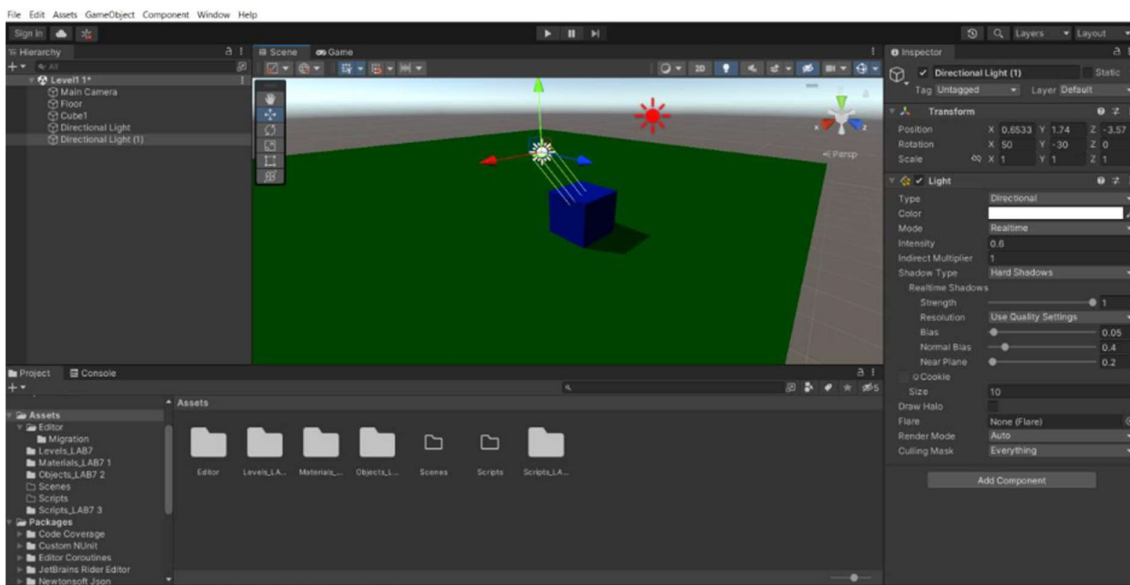
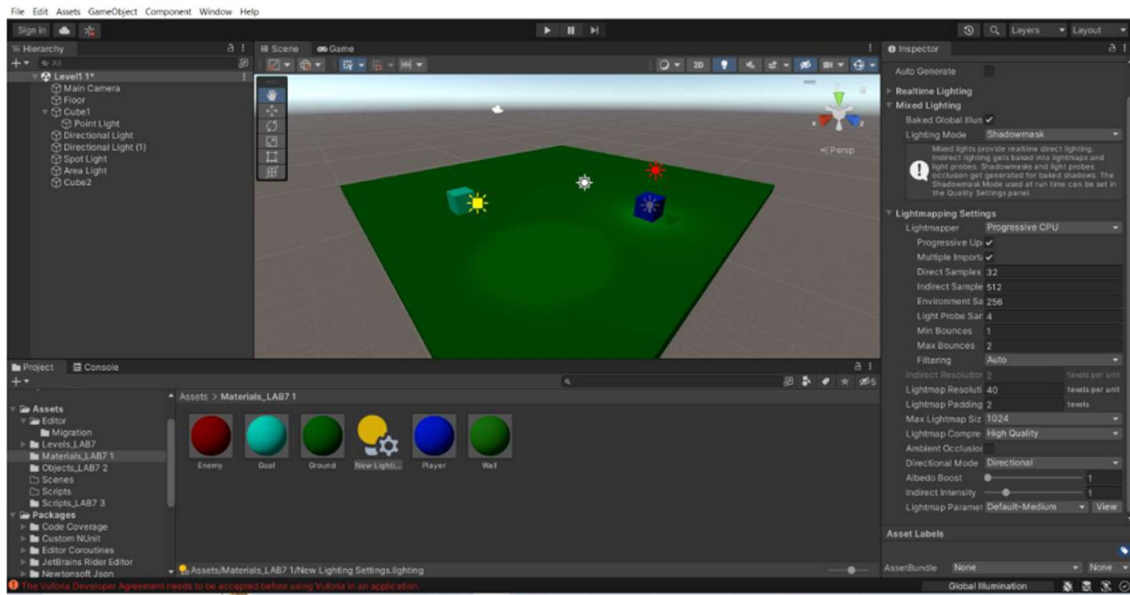


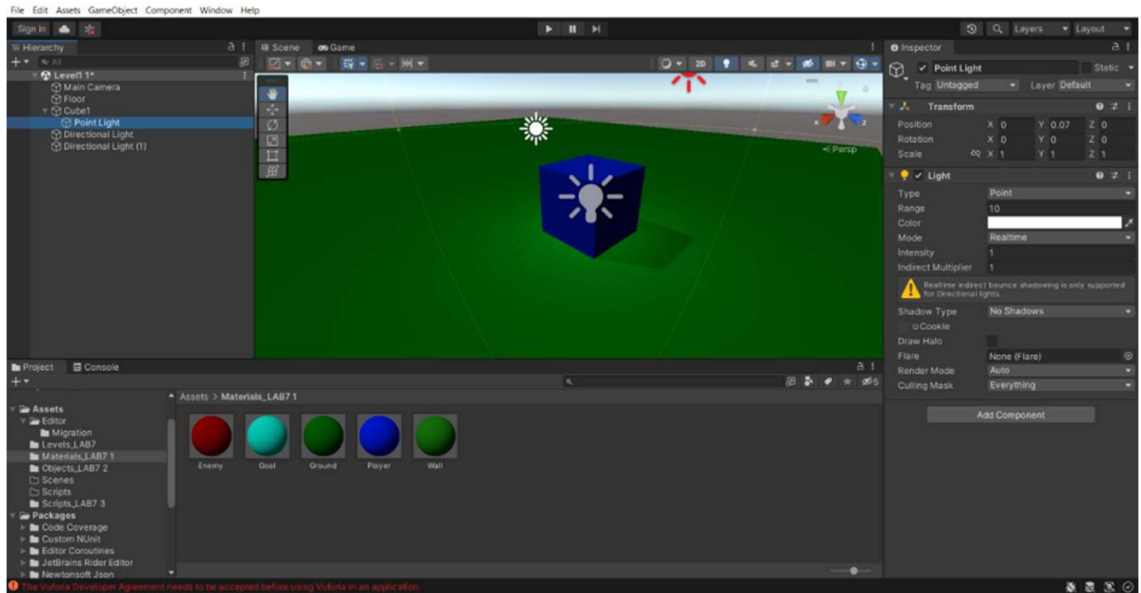
## LAB 8

Sudharshanan Balaji

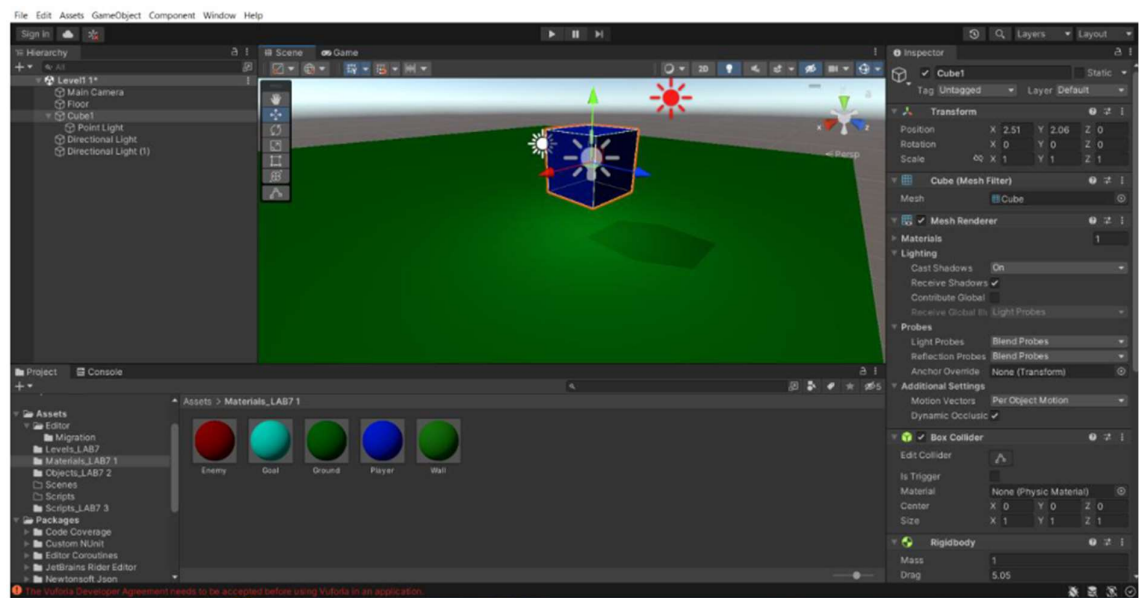
### 1. DIRECTIONAL LIGHT



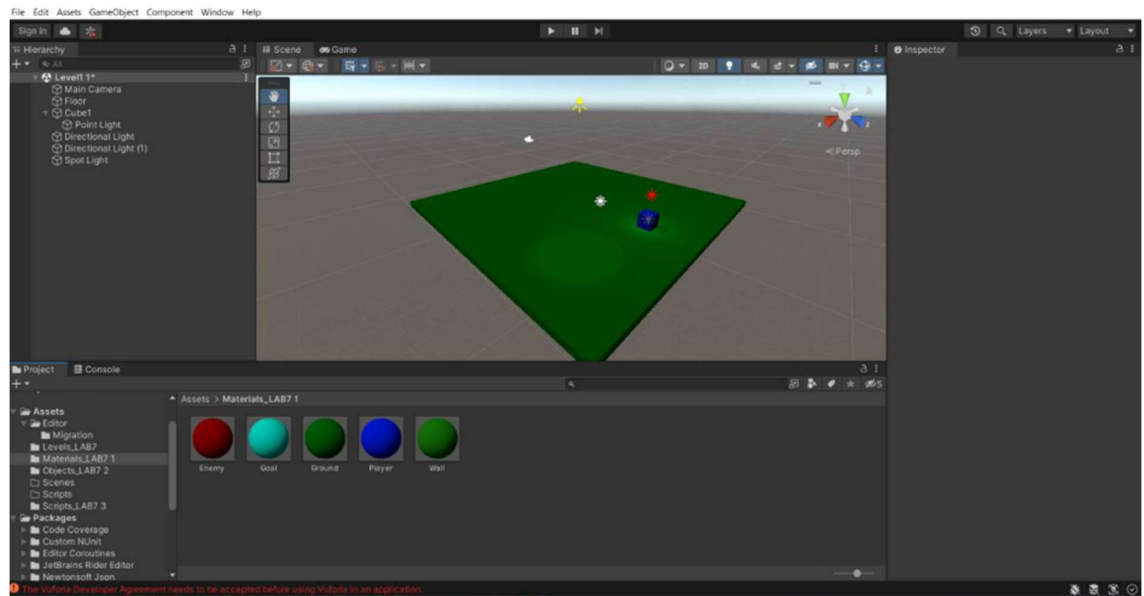
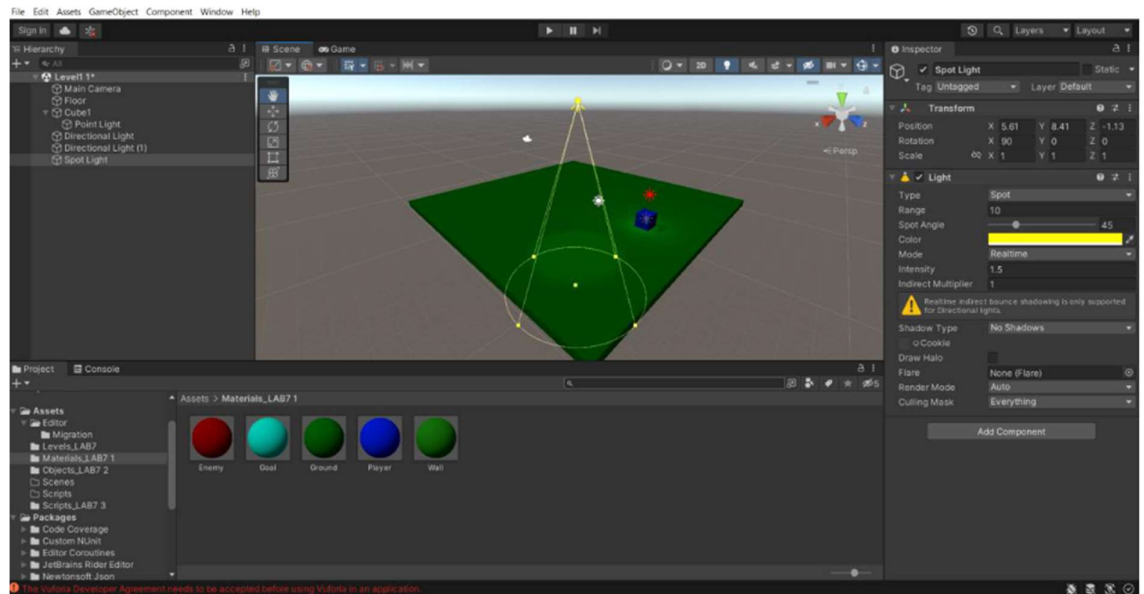
## 2. POINT LIGHT



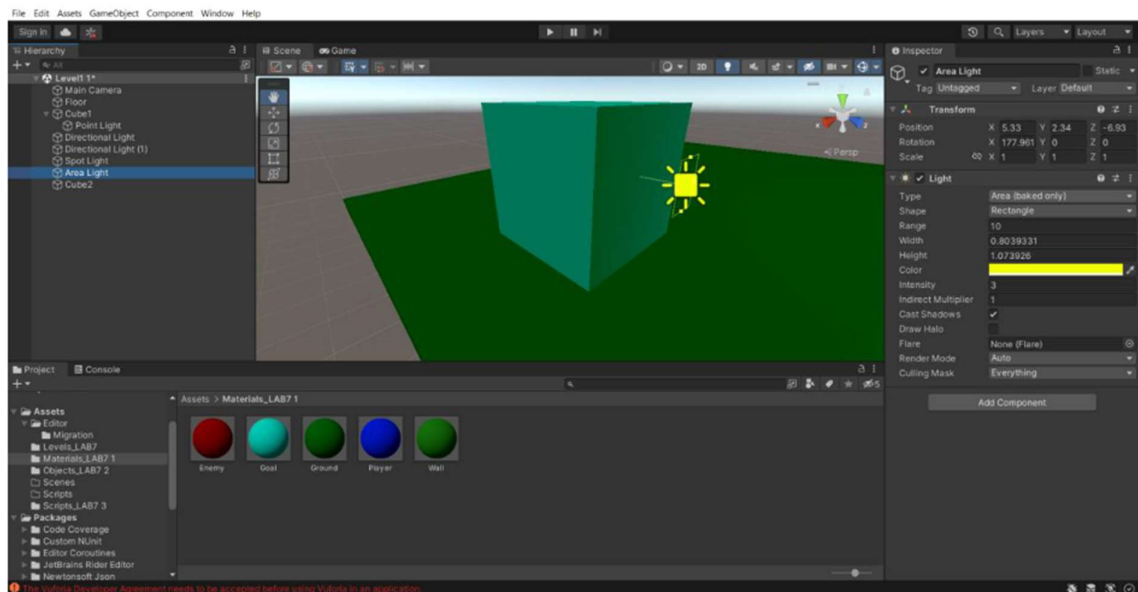
The point light object should be child of 3d object.



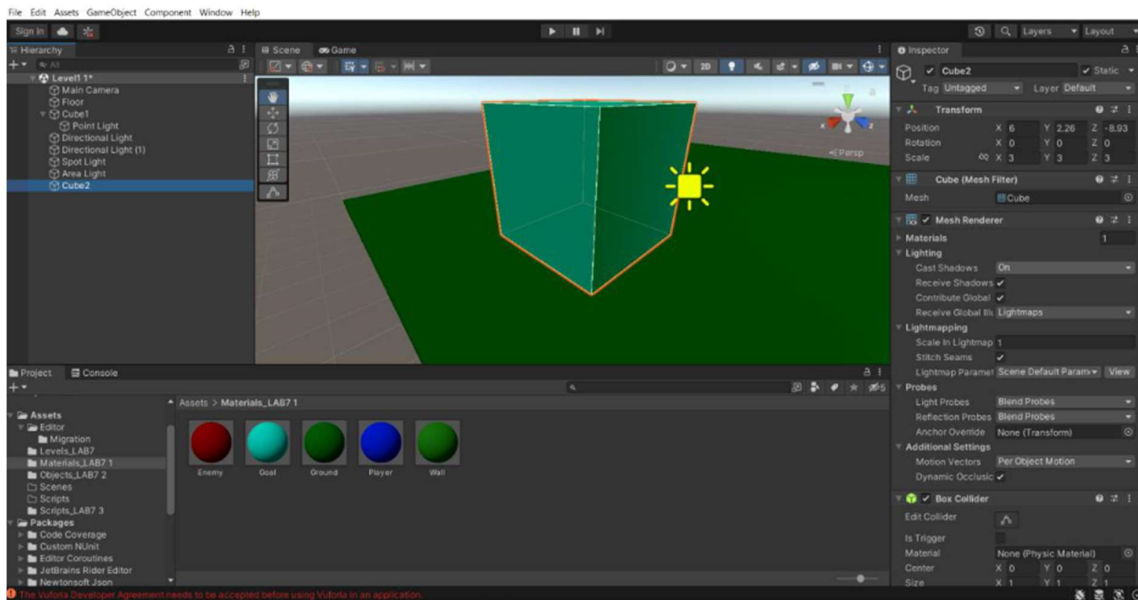
### 3. SPOT LIGHT



## 4. AREA LIGHT



The object on which area light falls should be made static.



## 5. GENERATE LIGHTING SETTINGS

Windows -> Rendering -> Lighting

