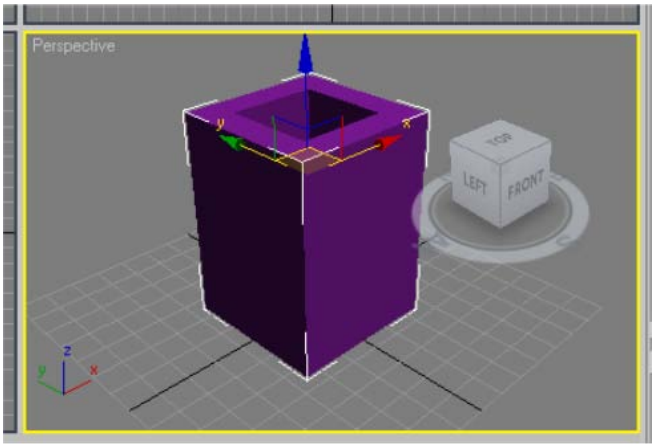
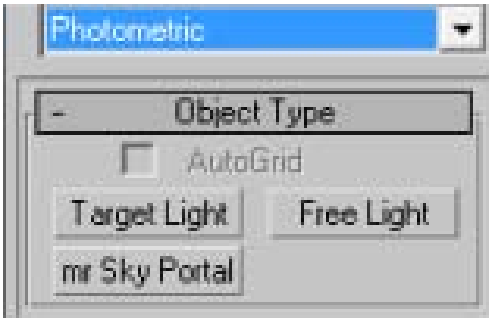
Using Light

Light in Autodesk 3dsmax is used to archive real life exposure of an object or the model work or scene. There are two defaults light in Autodesk 3dsmax that's why you are able to see the objects in the viewport, and when a light is been inserted, the two defaults light is automatically deactivated. We shall continue using the scene of our previous topic (Object Editing) till the end of this Autodesk 3dsmax tutorial, so that we won't continue creating new file. In the below image, the exposure of light you are seeing is the default ;

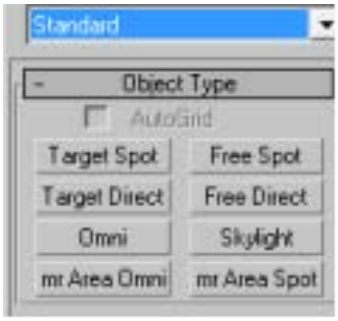


In Autodesk 3dsmax, we have several types of light categorized under Photometric Lights, Standard lights and Day system. Under the Photometric lights we have target light, free light and mr Sky portal, while under Standard lights we have Target Spot, Free Spot, Target Direct, Free Direct, Omni, Skylight, mr Area omni and mr Area spot

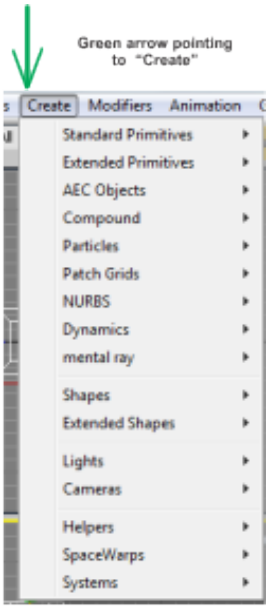
The below image show the types of Photometric Lights



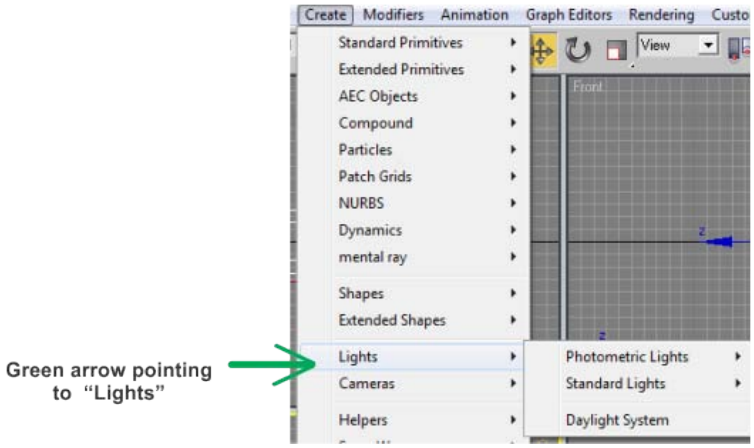
The below image show the types of Standard Lights



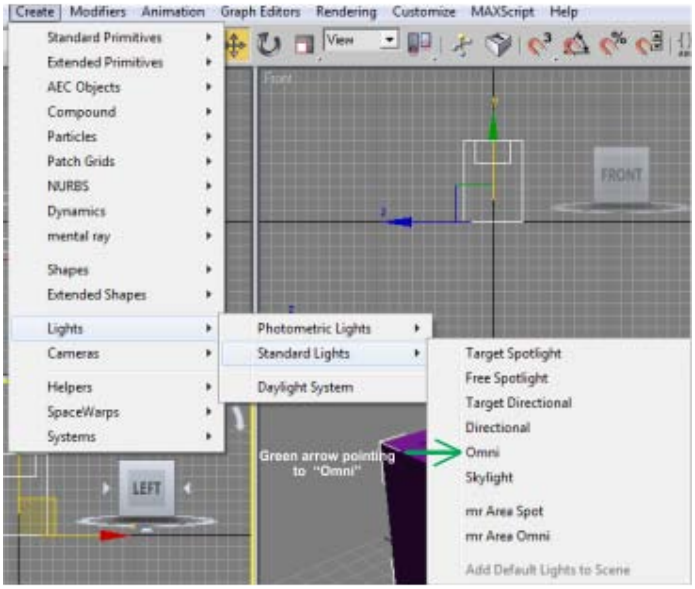
let us work with only one type of light in the cause of this topic, so on your own, you can try other types. We will be working with the Omin light in the Standard lights. To locate your lights, click on Create in the main tool bar, and a drop down of all the tools will display ;



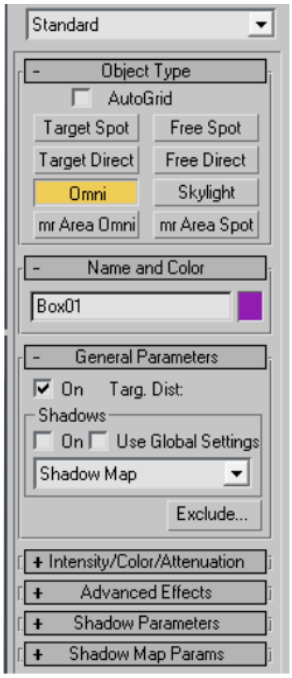
Scroll to Lights and place your Mouse pointer on it



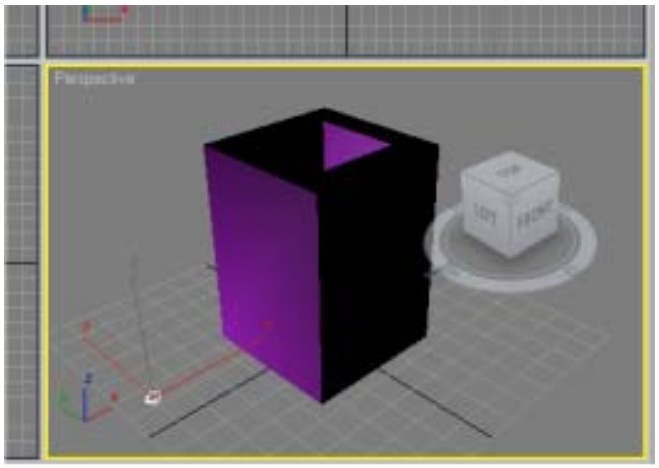
Place your mouse pointer on the Standard Lights. And click on Omni



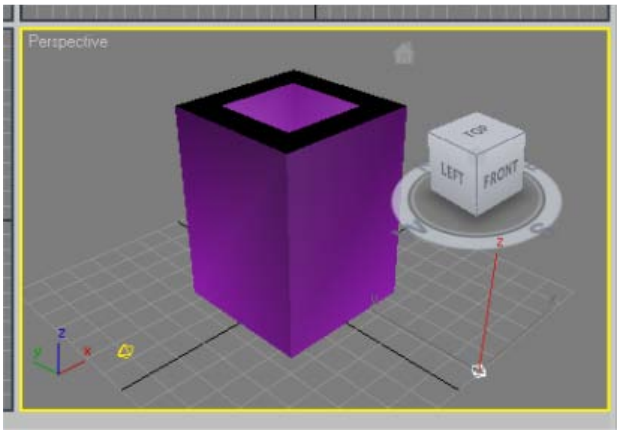
The Modify panel should look like the image below after you select Omni from the Standard Lights.



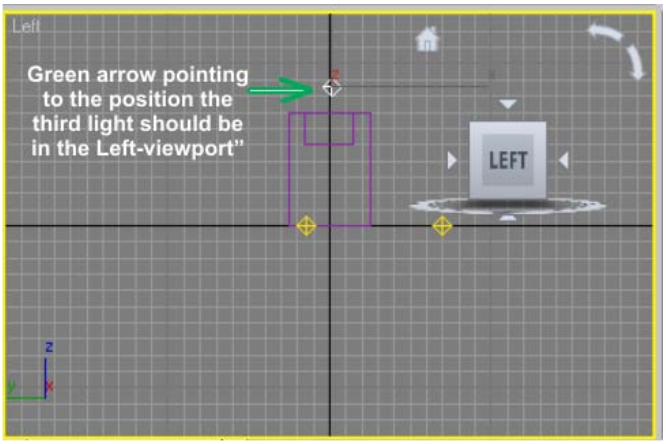
Place your mouse pointer on the left side of the box in the perspective viewport and left-click. Your perspective viewport shold look like the image image



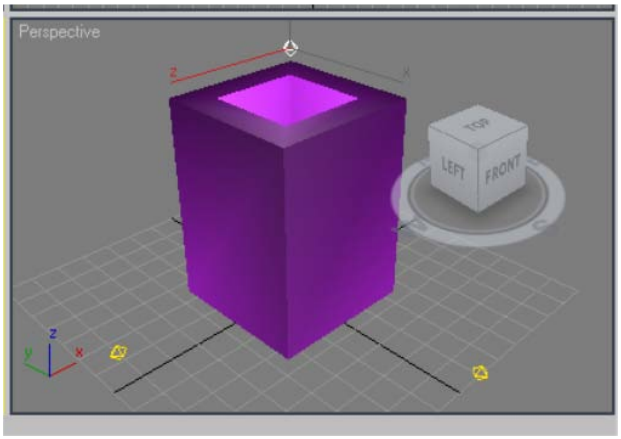
You have just created a light in the scene. Now lets add one more light, but this time, it will be on the front side of the box, use the same process to that. The exposure should look like the image below, if you did that.



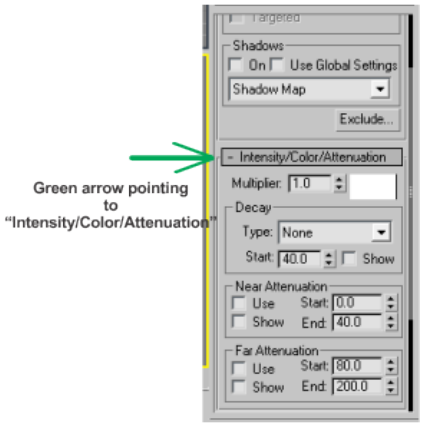
The exposure is looking almost good now, but we still need one more light to balance the exposure. Now we are going to make use of the Left Viewport, use the same process of inserting the light, insert it on the upper side of the box



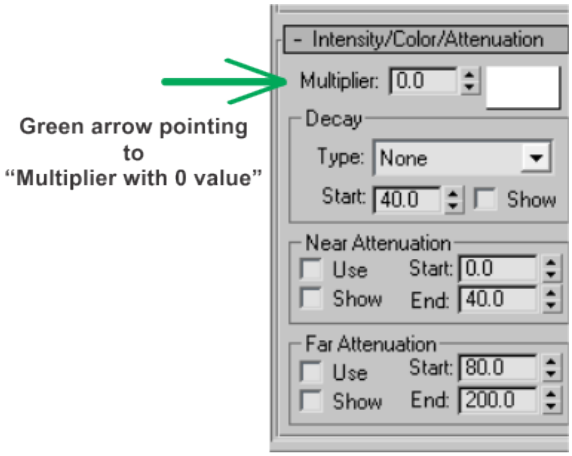
That’s okay now, and the below image shows how the perspective view port will look like.



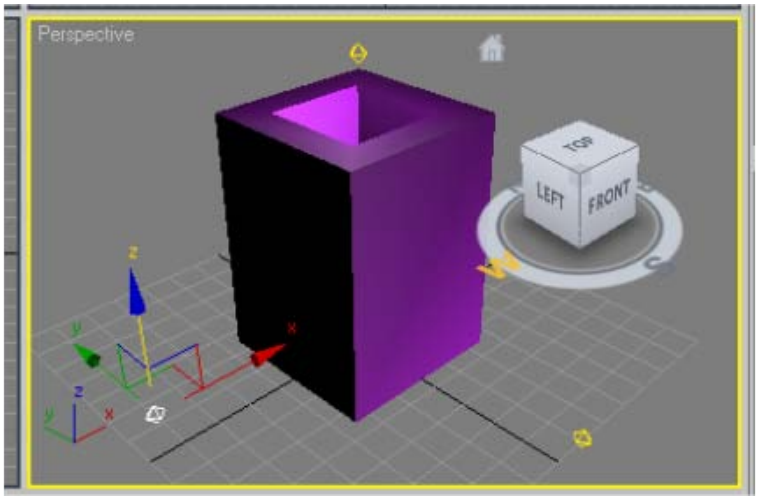
Now lets discuss on how to reduce or increase the intensity of light. Select the first light we inserted with the select tool, click on Intensity/Color/Attenuation



Reduce the Multiplier to 0.



The below image should be the result of that.



You can use this same process to increase the brightness of the light, just increase the Multiplier to the amount of your choice.