**Getting Started - Chapter 7 - Light the Night**

**@@启程-第七章-照亮夜晚@@**

**Lighting the Village**

**@@照亮村庄@@**

Perpetual light in the village can make sleeping very difficult so we will introduce night time by turning the lights down. Of course people do not want to walk in total darkness at night so we will add some street lights. Since perpetual night is no better than perpetual day we will add an interface to change from one to the other. We want to turn the light down at night and bring it up during the day. Let's add a GUI control to do this. Also where there is light there are shadows and Babylon.js can add them as well.

@@村庄里的持久光照会让人很难入睡，所以我们将通过关闭光照来引入夜晚。当然村民并不想在完全的黑暗中行走，所以我们将添加一些路灯。考虑到永恒的夜晚并不比永恒的白天更好，所以我们将添加一个接口来在黑夜和白天之间切换。我们希望在晚上关闭光照，在白天打开光照，让我们添加一个GUI控件来做这件事。还有，有光的地方就会有影子，而Babylon.js也可以添加影子。@@