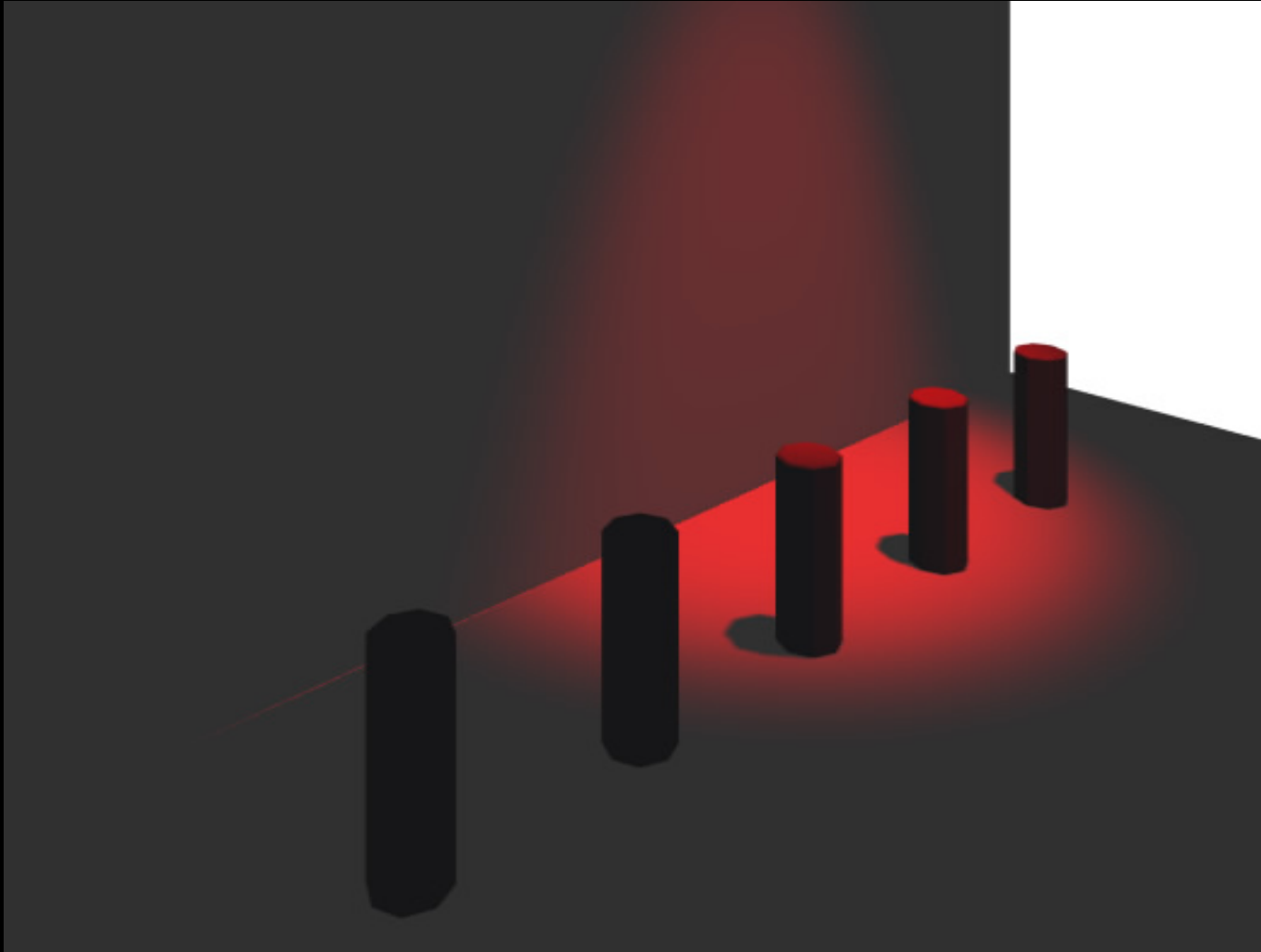


# Lighting & Rendering

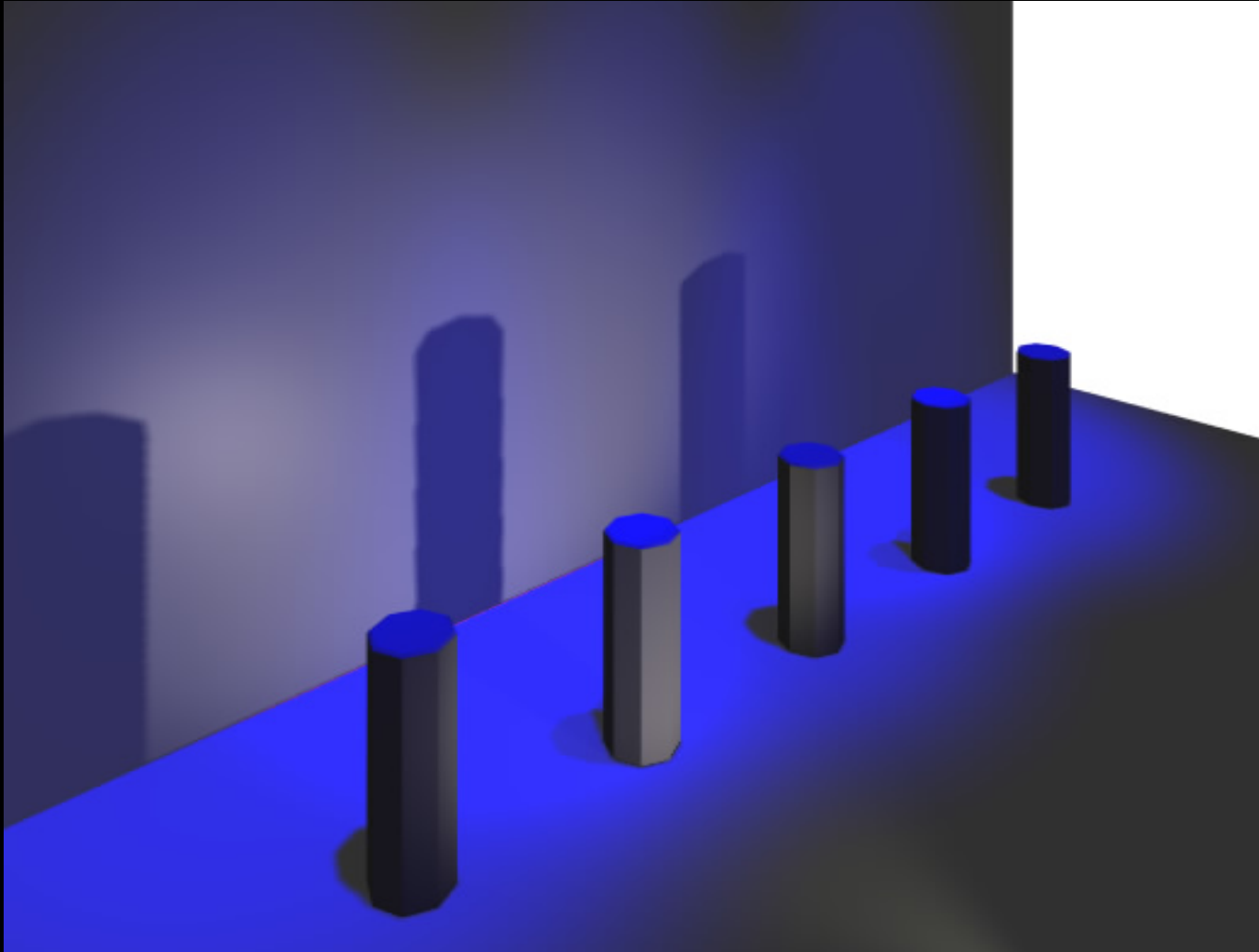
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Nancy Cheng, University of Oregon

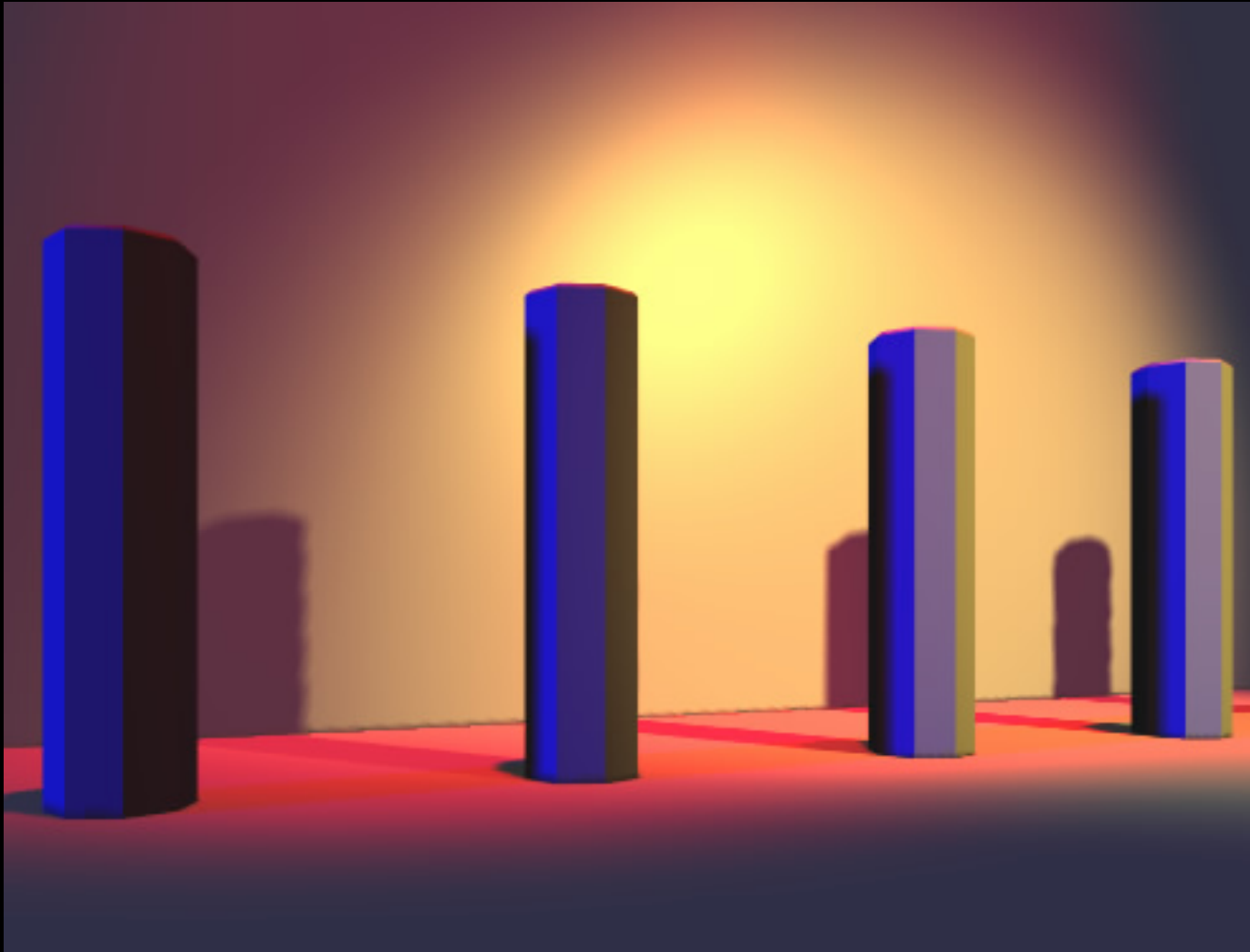
# Playing with colored light



# Playing with colored light



# Playing with colored light

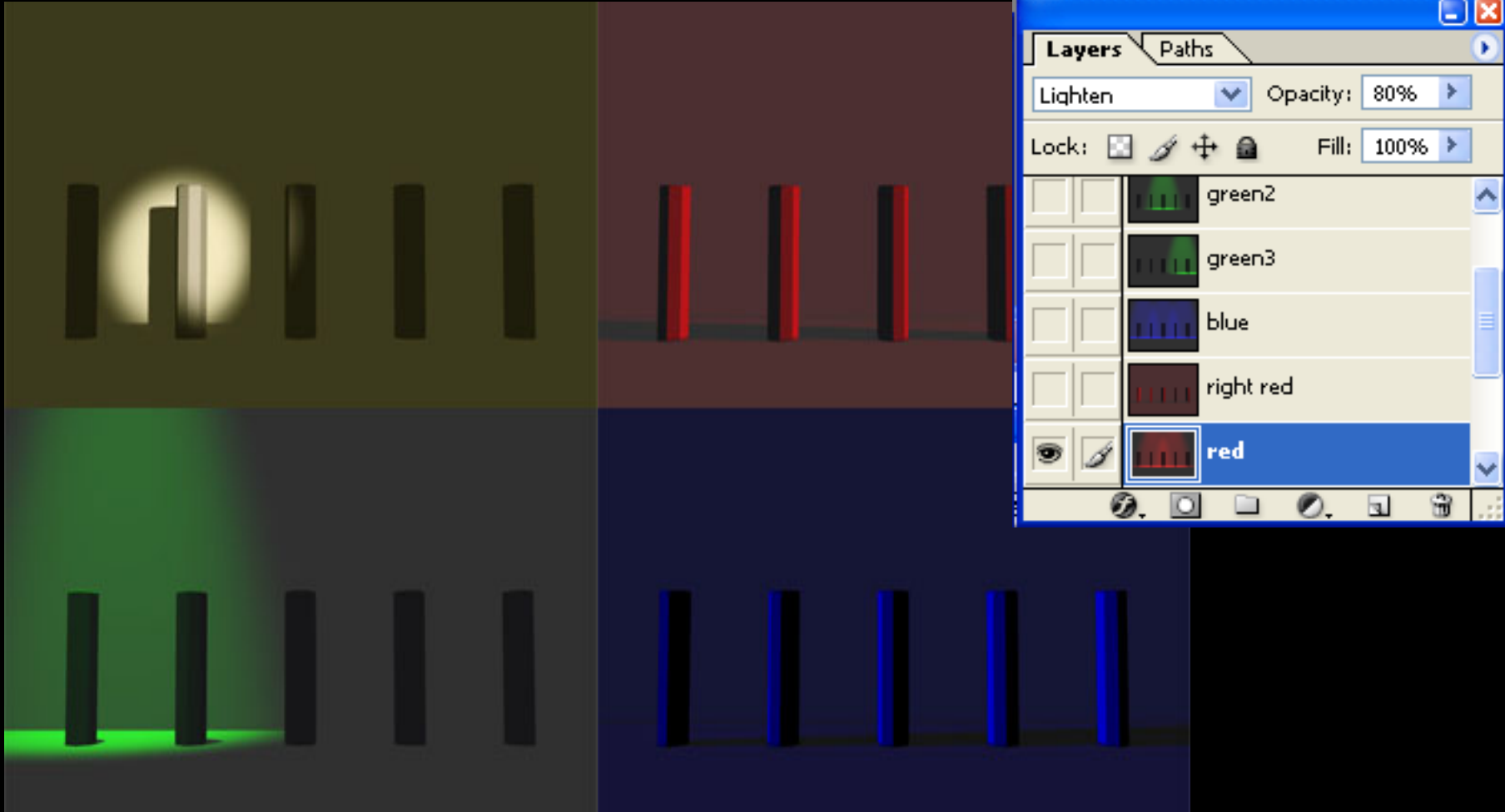


# Playing with colored light



# Playing with colored light

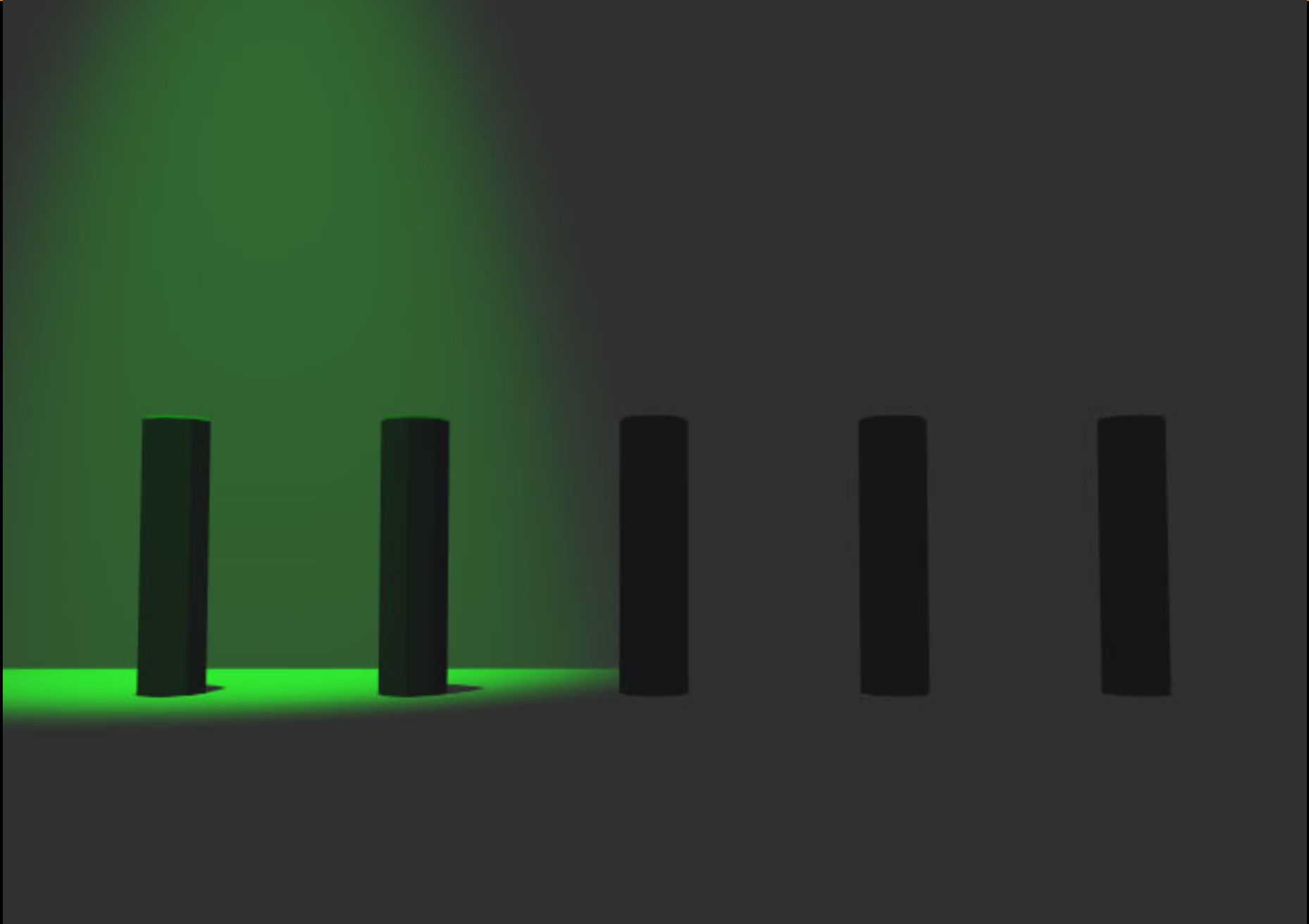
1. Rhino file with stage, objects, light
2. Students find views, turn on lights, place own lights
3. Render same scene with different lights
4. Combine in Photoshop layers: Lighten



## Playing with colored light: Render individual lights

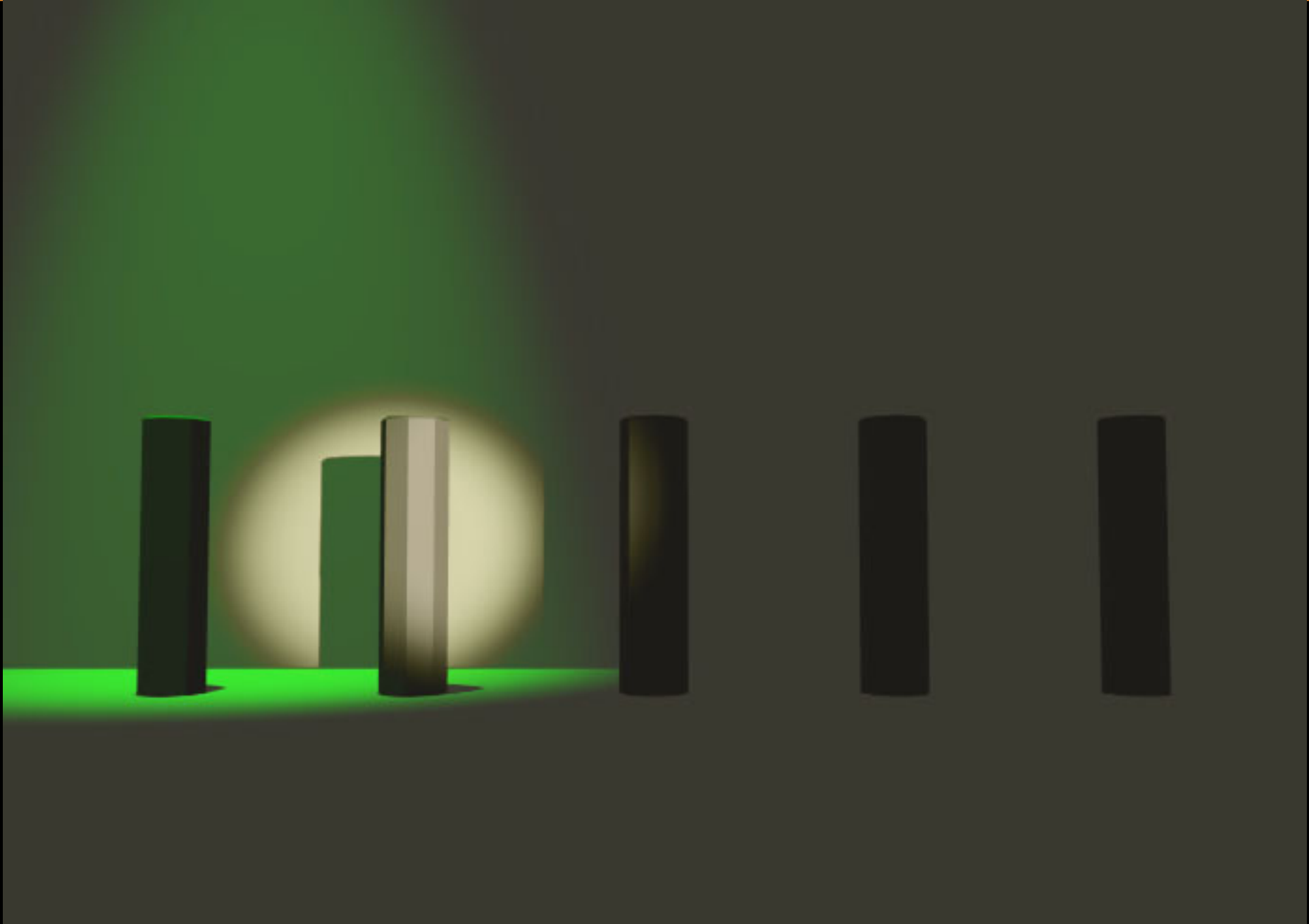


## Playing with colored light: Render individual lights

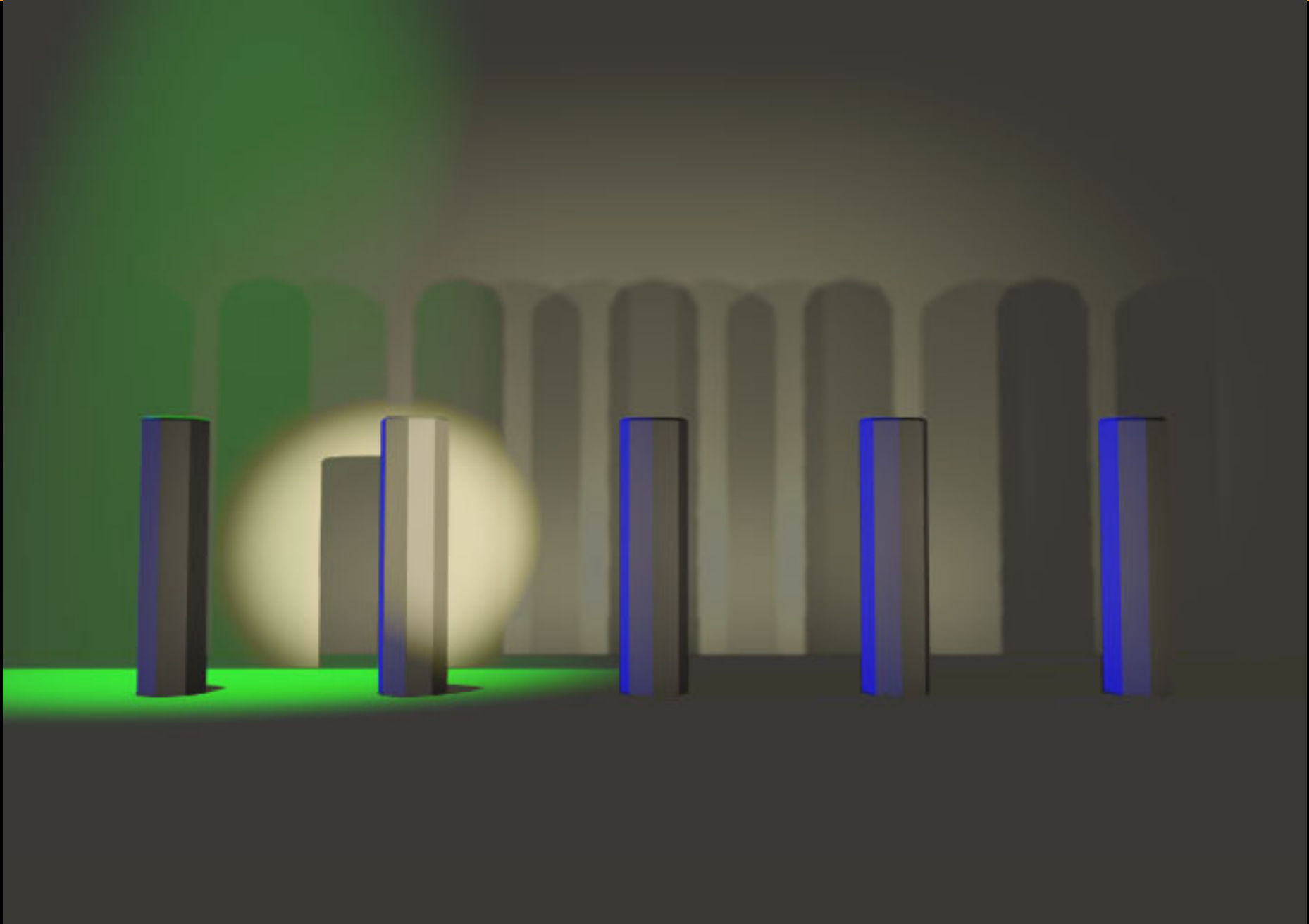




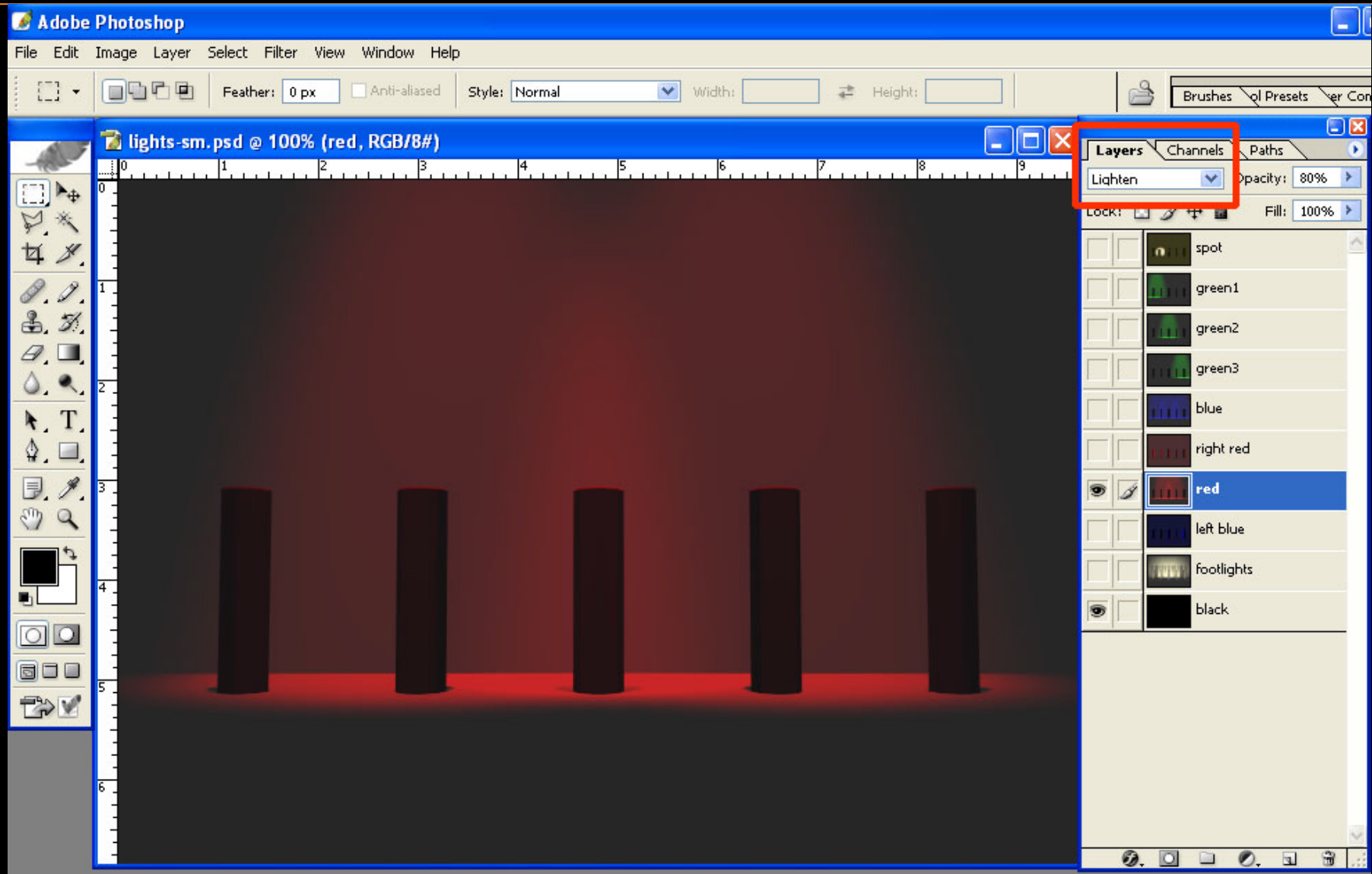
## Playing with colored light: Render individual lights



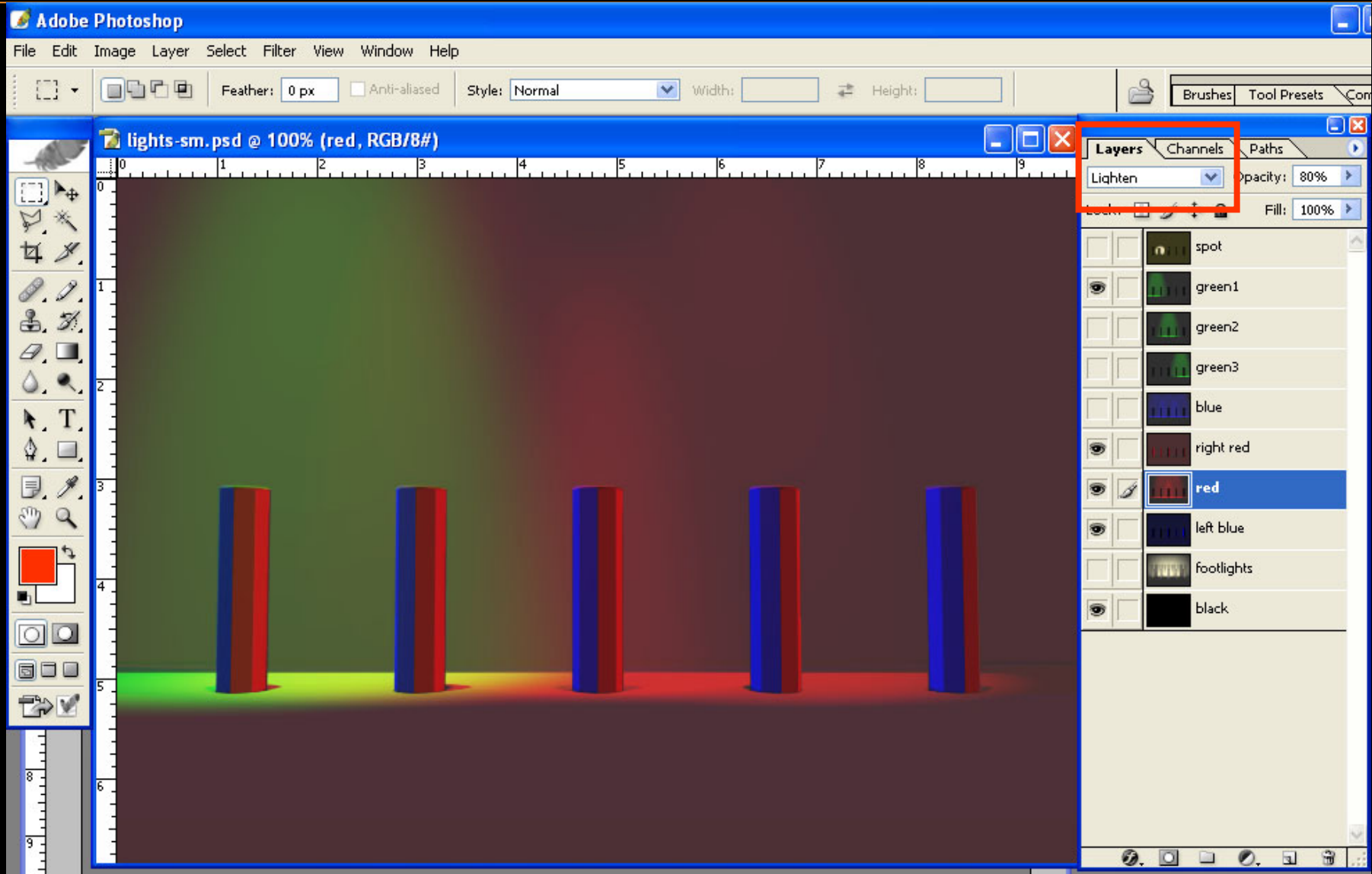
## Playing with colored light: Render individual lights



# Playing with colored light: Combine in Photoshop layers: Lighten



# Playing with colored light: Combine in Photoshop layers: Lighten

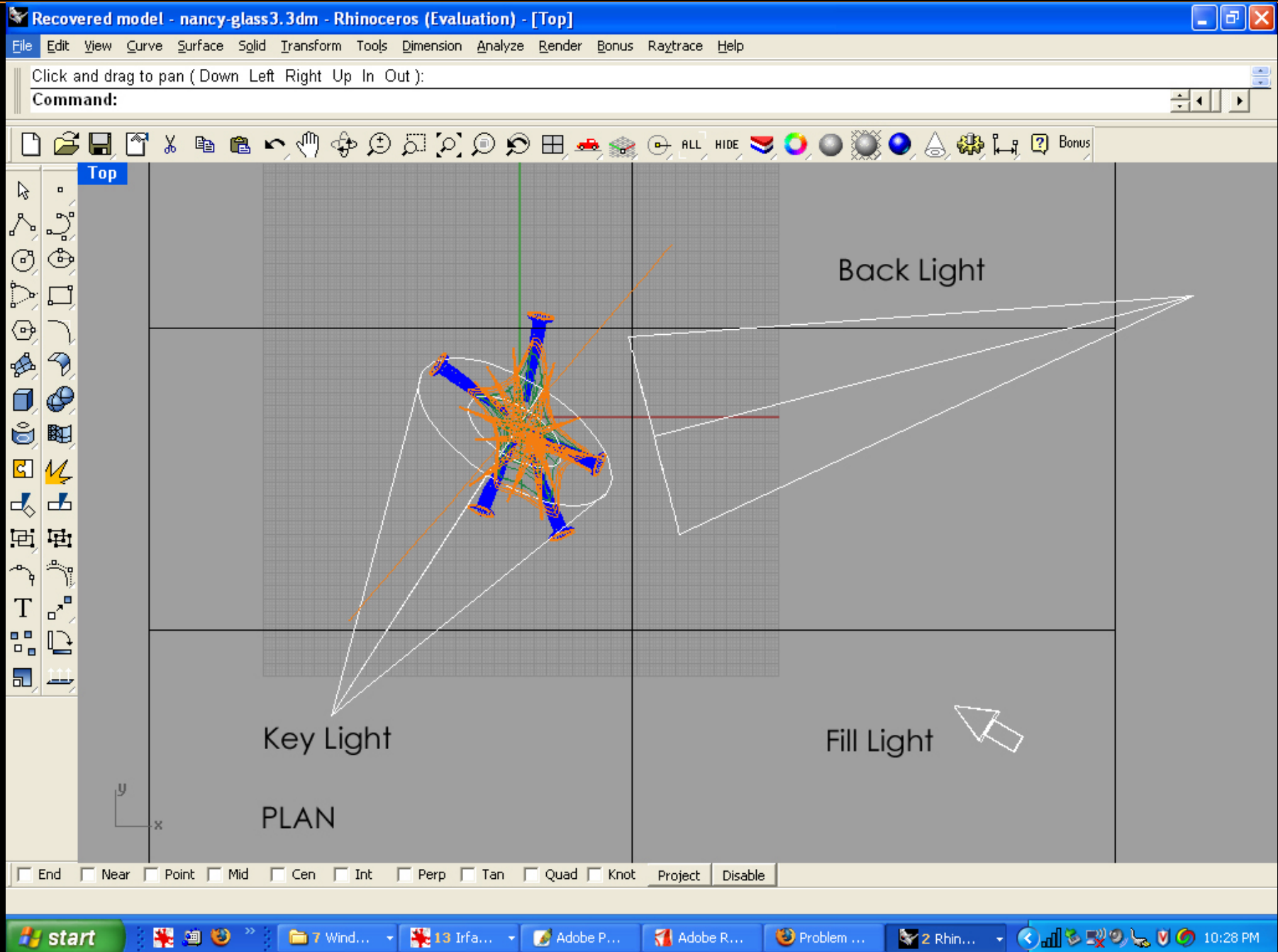


## Rendering example

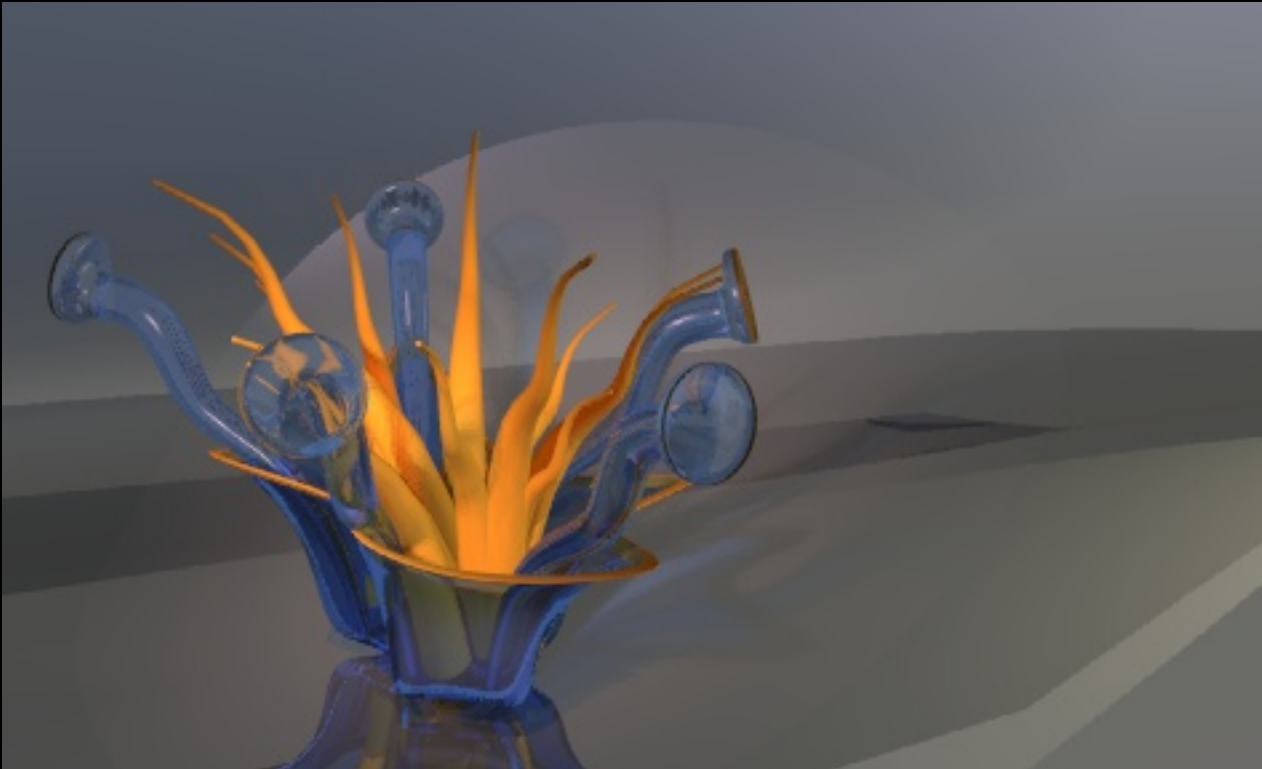
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Inspired by Dale Chihuly & Bob Koll

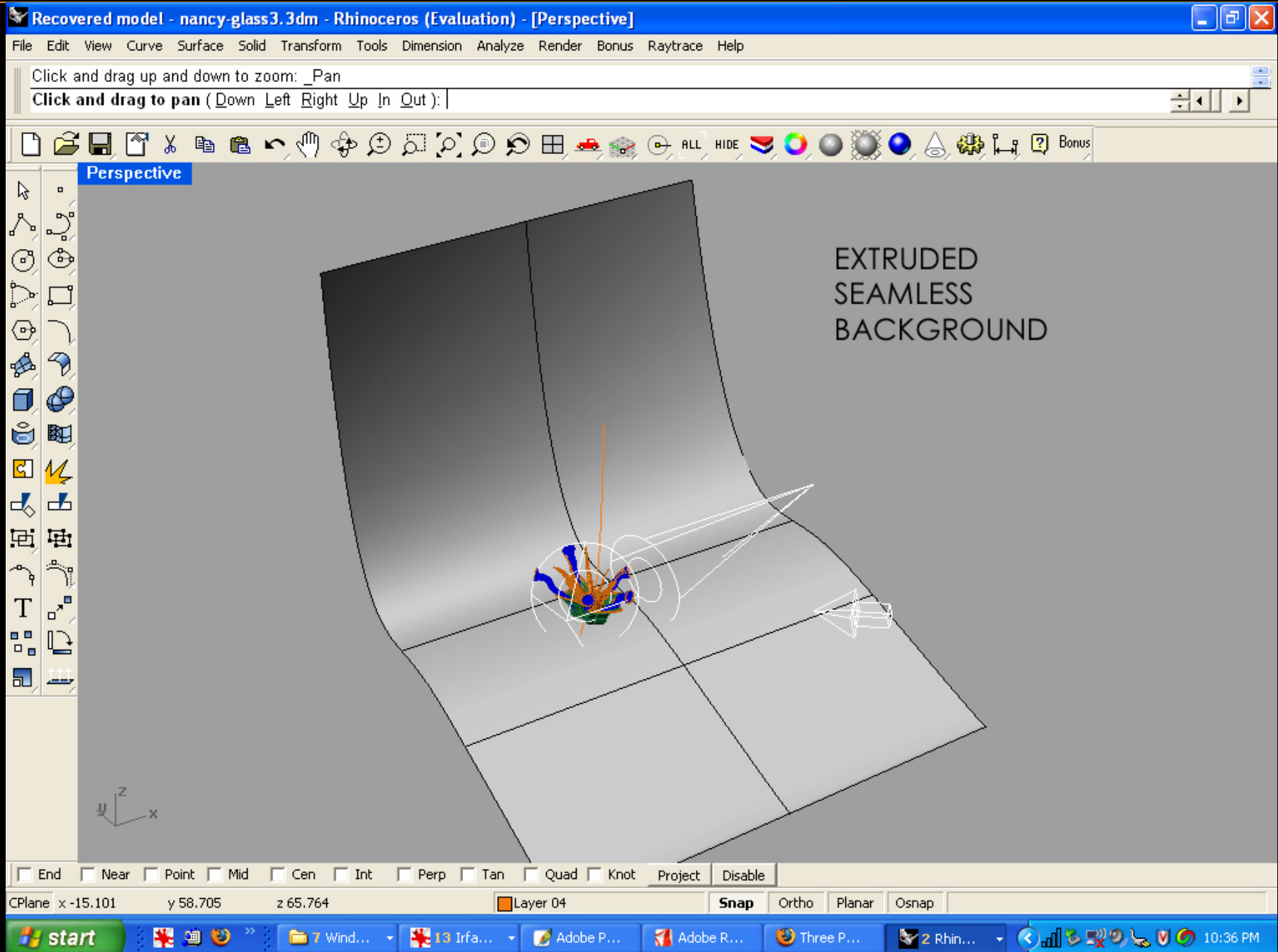
# 3 point lighting



## Test render for light placement, color, intensity, shadows

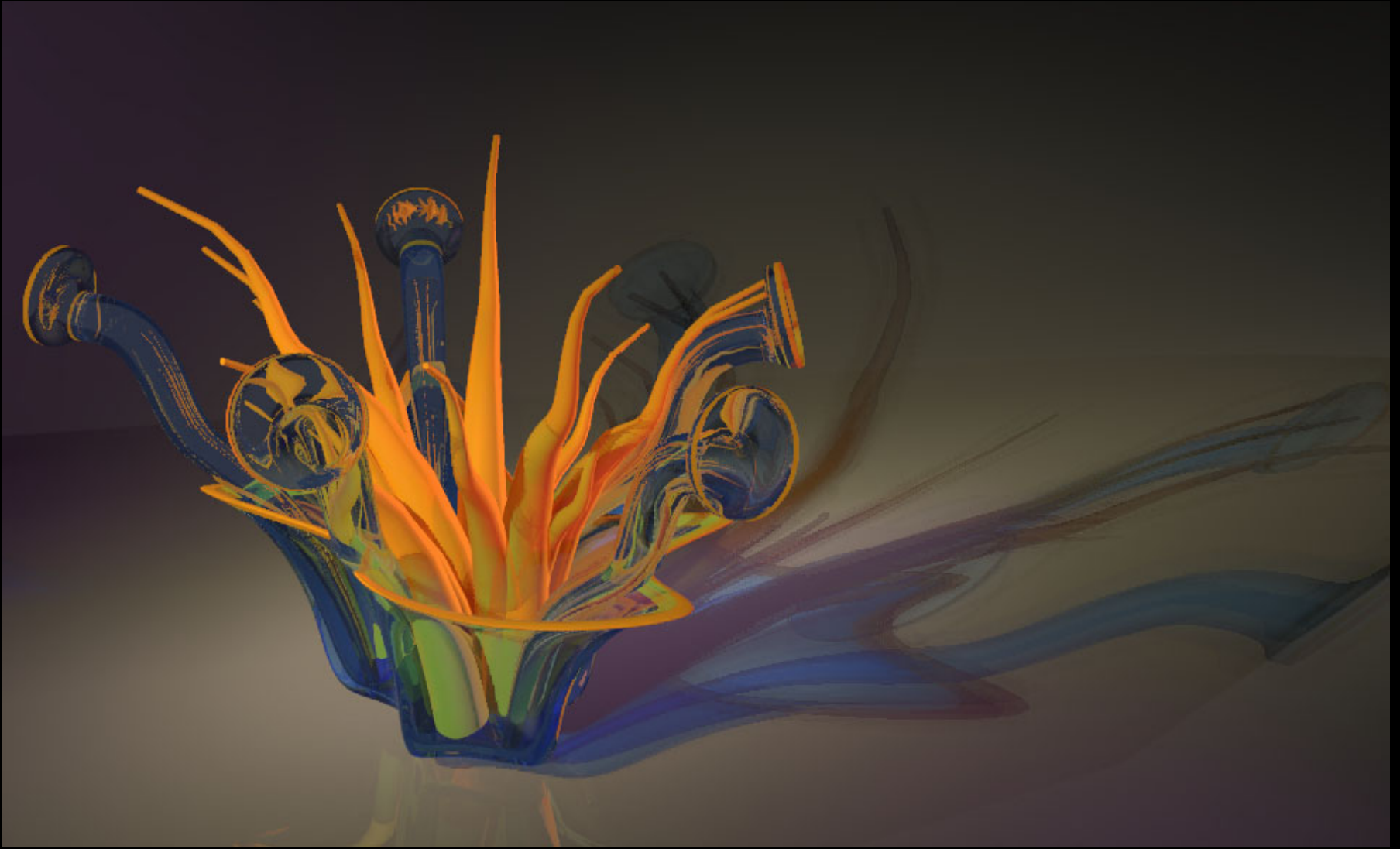


# Seamless background

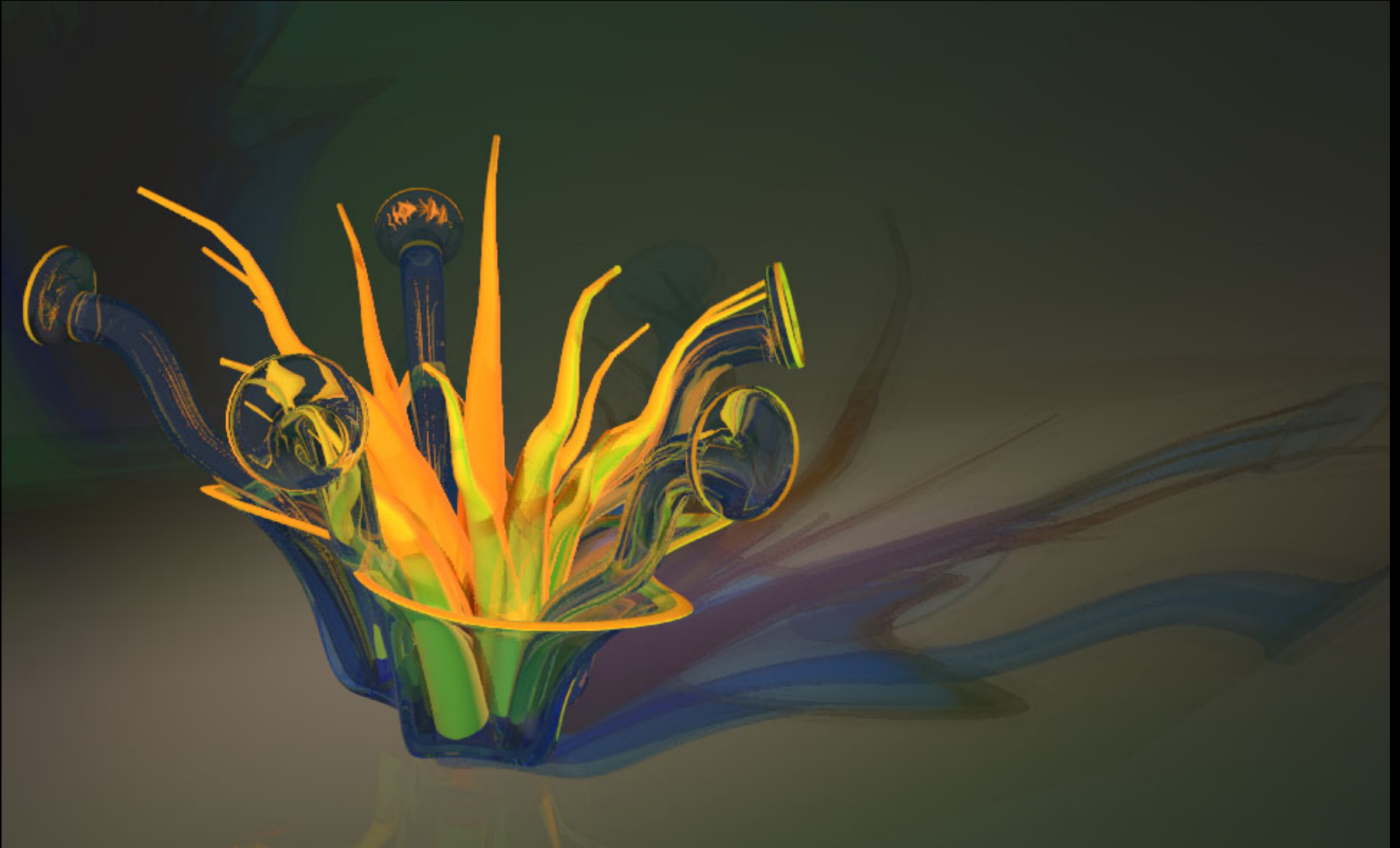




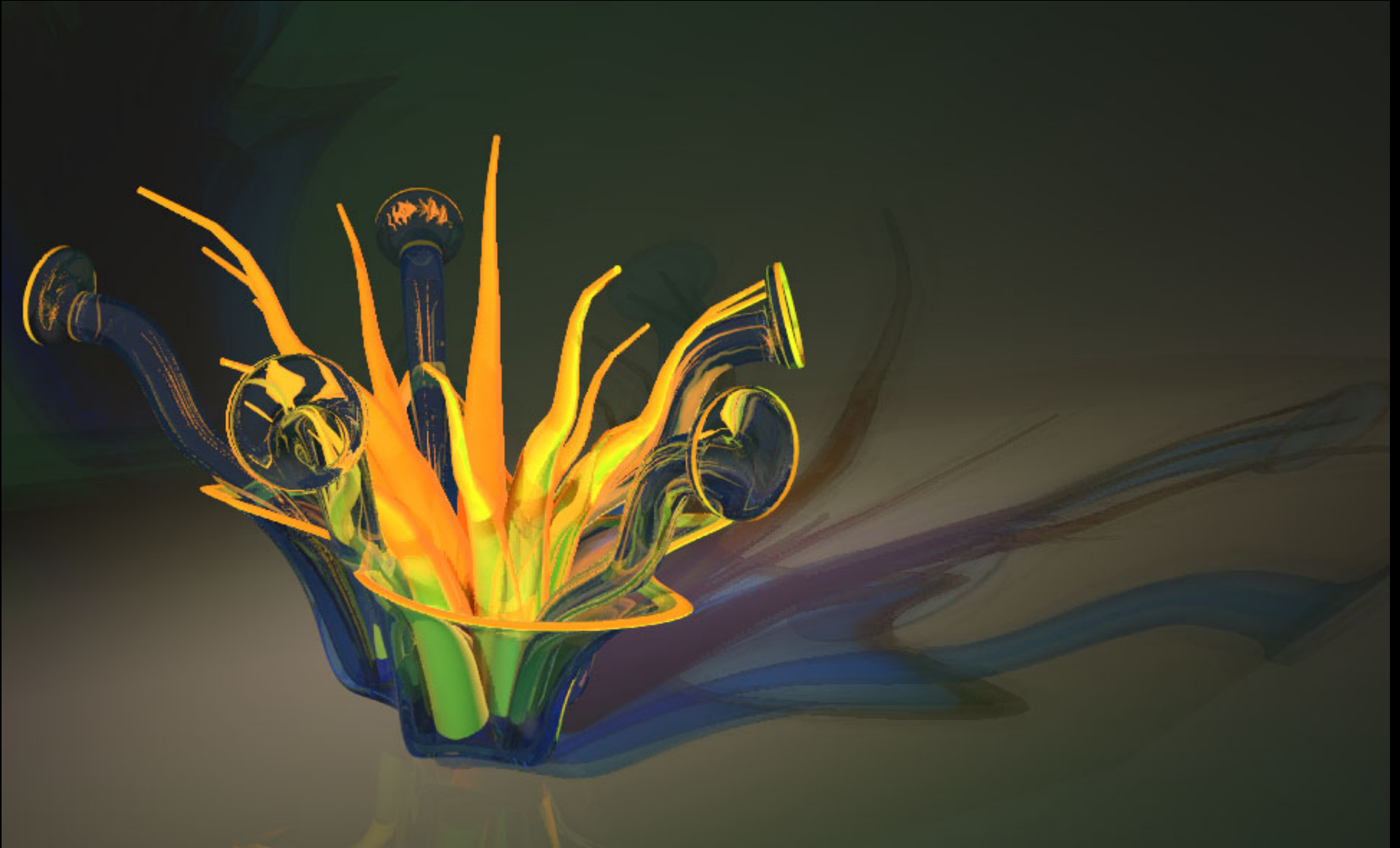
# Flamingo Raytrace Lighting: play with light colors



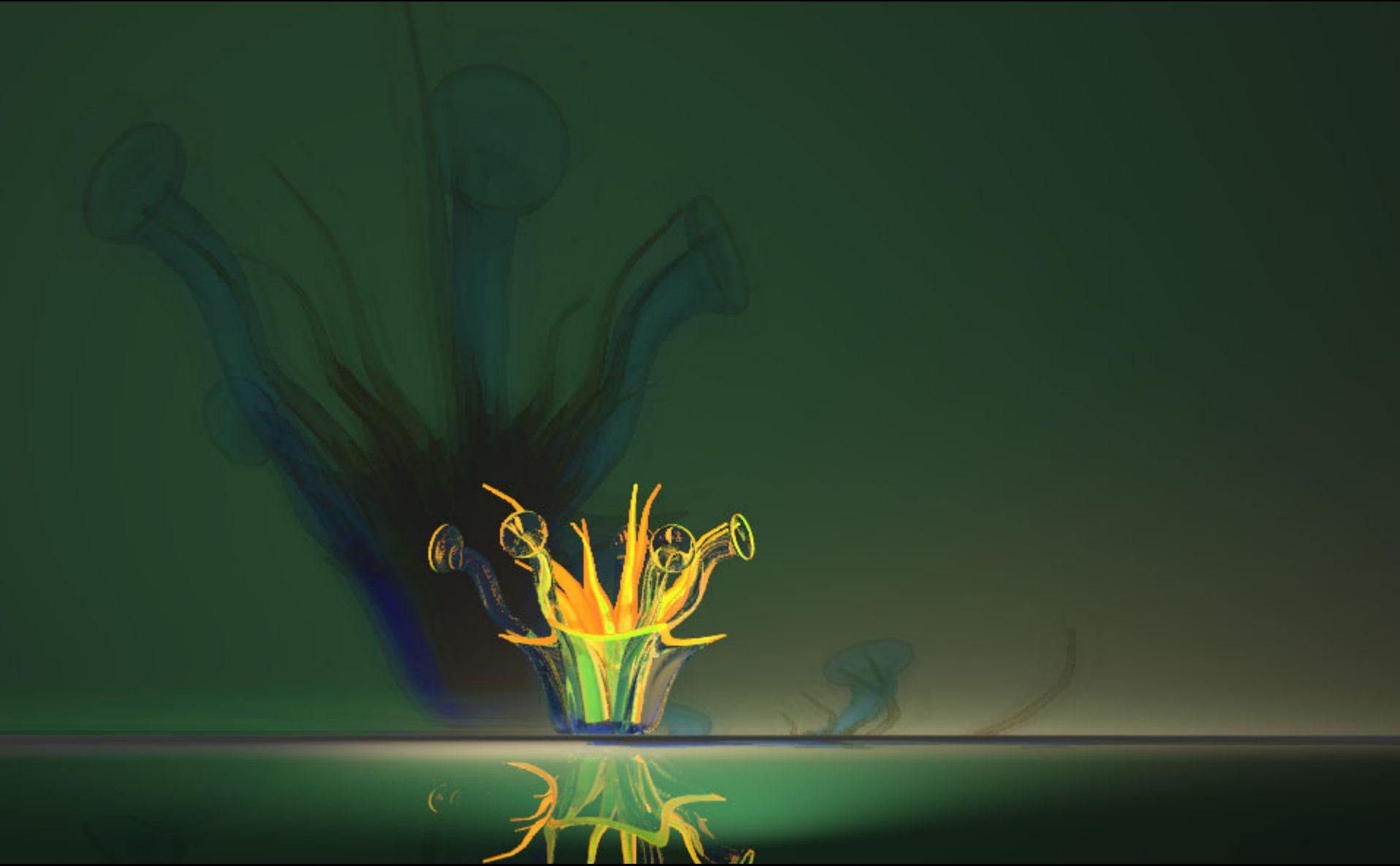
## Flamingo Photometric Lighting: play with brightness & contrast



## Flamingo Photometric Lighting: play with brightness & contrast



## Alternate views - front



## Alternate views - top

