Lab Assignment-10
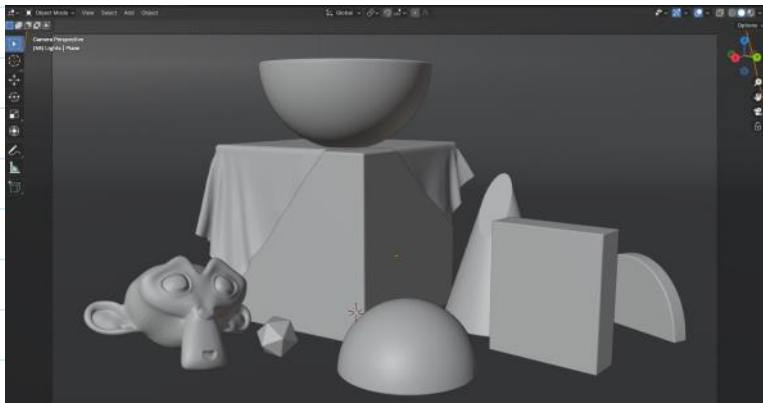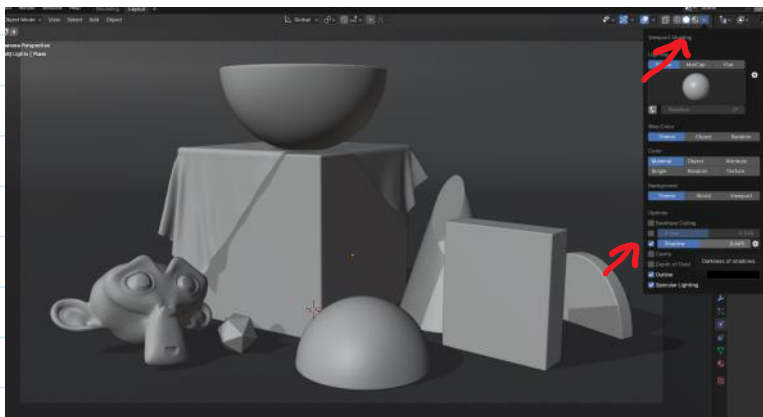
Ray - traced shadows in Blender

Today's lab is about adding shadows to the objects in Blender.

① Download shadow_ray-tracing.blend file.

The file contains object of different material types.

② Enable the Shadow function in the Blender as shown through red arrows below.

③ You can adjust various features of shadow :—

(i) darkness of shadow
(ii) Settings — Light direction
     — Shadow Shift
     — Shadow Focus