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Tool Report

The purpose of this tool is to help streamline the end of the modeling process. It automatically creates a turntable to put your model on with three directional lights around it (key light, fill light, and rim light). It also creates an animated camera with a linear tangent. This tool pops up with a GUI that allows you to adjust the intensity and color of each light, the GUI stays up so you can adjust preferences as needed.

To use put the provided script into the script editor and run it. A scene will be automatically be created with a base and three lights. On the window that pops up the first option is a check box next to the names of your 3 lights. Place your model on the base. Check the light or lights you wish to adjust the preferences on. The next option is to change the intensity. Write the value of the intensity you want, then press the “Apply Intensity” button. Next you can choose the color of the light or light you have checked by selecting a color in the color picker and pressing the “Apply Color” button. Check your results and adjust again as needed. Press the “X” button in the upper right corner or press the close button on the bottom of the window, to close when done. Then press play and render out your animation. Make sure your render camera is set to camera1.

This tool contains a place to select which lights you want to adjust. It also includes an intensity adjuster based on a value. Lastly it includes a color picker with RGB and HSV.

The tool is put into a class where first the class creates the GUI layout. After it creates the lights, turntable and camera with the animation. Lastly It apply the functionality of the buttons so they work with the appropriate command when you press them.