**Notes:**

**Key lights**: Represents the actual physical light. Key lights cast shadows and emit specular light.

**Fill lights:** Represents bounced light. DO NOT CAST SHADOWS!!!!! They DO NOT emit specular light!!!! Less intense than the key.

**Man-made lights:** Must have a decay rate.

**Unnamed lights earn zero credit**

**Light linking:** Allows you to choose meshes that will receive light or not. Gives you amazing control over the scene lighting.

1K map

Model your own exterior lamp. Layout the UVs. Texture it.

Light your scene.

Properly setup your key lights and fill lights.

Render in mental Ray