**6 Layout: Cameras and Lights**

**Target：**

1. Spacebar-b, add Match Size, set Justify Y = Min, add Null node,rename GEOMETRY\_OUT；
2. Solaris, add Scene Import, set Force Objects = soccerball\_geo；
3. Add Grid[,sceneimport], rename backdrop.Set grid node size = 80,80, Center = {0,0,-20}.

Add Bend node,set Bend = 75, Capture origin = {0,0,-30}, Capture Direction = {0,0,-1},Capture Length = 5.Add Subdivide,set Depth = 2；

1. Add Camera, active Construction plane, adjust Camera；
2. Set No camera = camera1,click on Tie view,Adjust view；
3. Add Environment Light,set Intensity = 0.5.Set Karma Render,turn on Optix Denosier；
4. Add Point Light, Set camera = camera1,Shift-F turn on Shadow；
5. Add Light node,press Shift-S turn on Specular mode；
6. Add Light Mixer node；

**UI：**

渲染的工作桌面：Solaris。

将移动信息同步到相机：Tie view to camera.

使用Karma渲染场景：Persp > Karma。

打开阴影的快捷键:Shift + F。

**Nodes：**

**Match Size**

Resizes and recenters the geometry according to reference geometry.

**Null**

Does nothing.

**Scene Import**

Solaris模式下，导入场景和物体。

Imports models, materials, and lights from the Object level into the LOP network.

**SOP Create**

Lets you create geometry in a SOP subnetwork inside this node, so you can create geometry in-place in the LOP network instead of needing a separate SOP network.

**Grid**

Creates planar geometry.

**Bend**

Applies deformations to captured geometry such as bend, twist, taper, and squash/stretch.

**Camera**

Adds a USD camera to the scene.

**Dome Light**

环境光

**Point Light**

点光源

**Light**

灯光

**Light mixer**

光源管理

Lets you interactively edit USD properties for multiple lights.