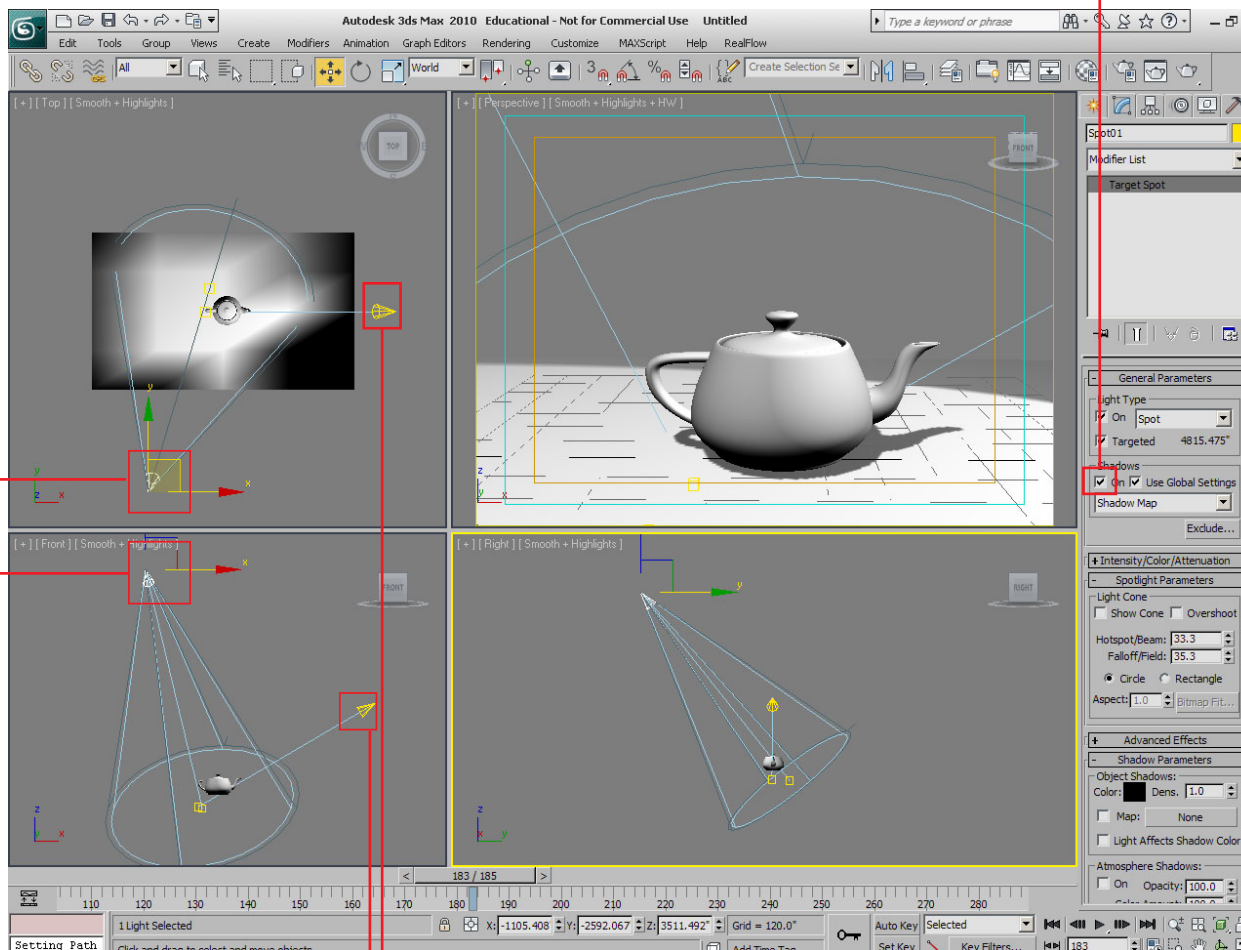


Lighting: Presentation

When you present your animation for review/grades you'll need to use more than one light. To get the best effect a "High Key" light and a "Low Fill" light should be used. The Key light is the main light for the scene. The Fill light lightens the dark side of your models.

To practice, set up a simple scene with a plane and a teapot and the two lights.

The "High Key" light is placed above and in front of the primary object in the scene. Make sure that its "Shadow" button is turned on.



The "Low Fill" light is to the side of the primary object. Turn its "Shadow" on only if it makes the scene look better.