SoCal ROC
Career Technical Education

3D Modeling & Animation

Setting Up Light & Camera

TOP VIEW OF SCENE

TERMINATOR
X

page 3

Animate

Camera Target

Plane with negative text

TERMINATOR

Animate — Light Target
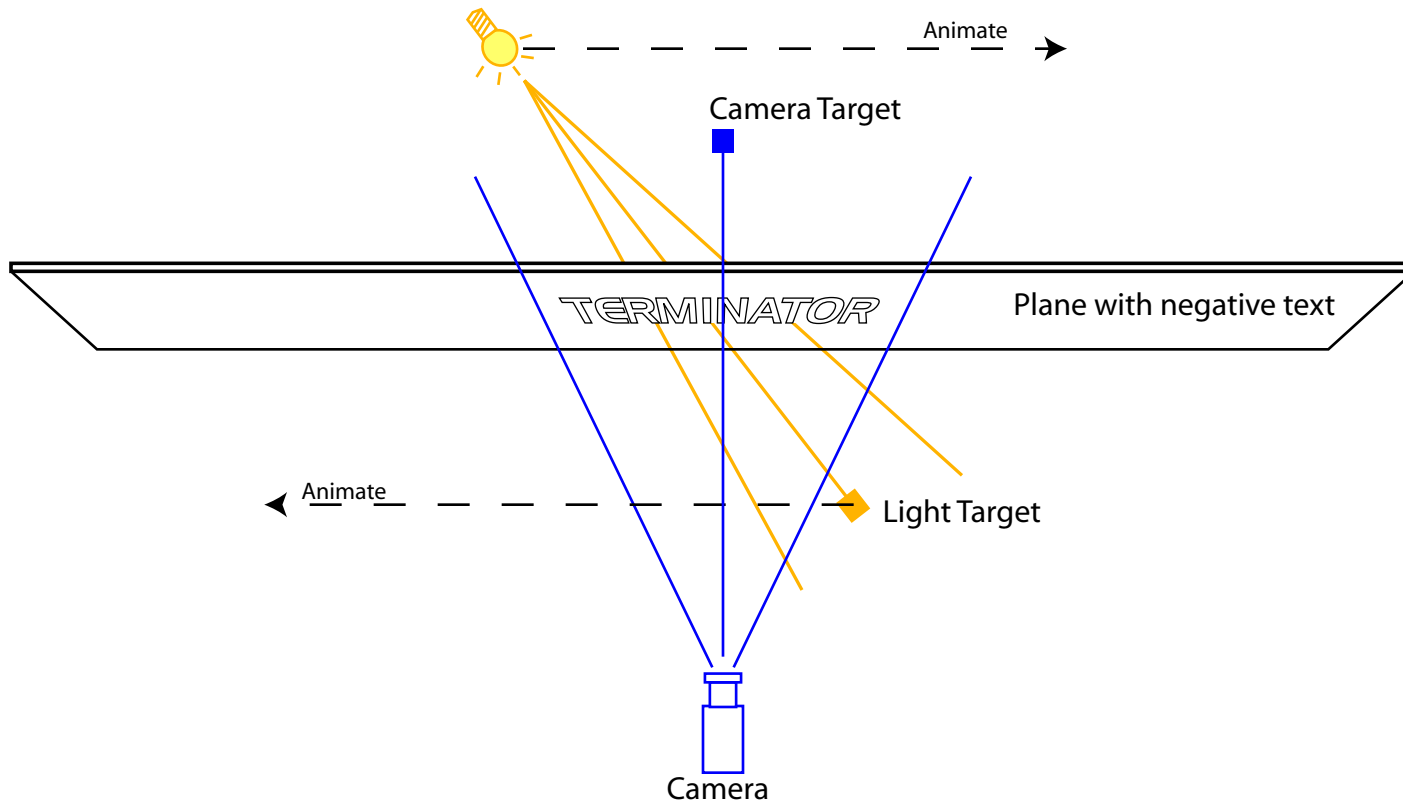
Camera

1. Set the camera in front of the plane. Set t's target behind the plane

2. Set the "Volume Light" behind the plane and to one side, with its' target directed to the other side.

3. Make sure "Shadows" are set on the Light parameters. Set shadow type to "Shadow Map".

4 Animate the light left to right and the lights' target right to left