4.500 Introduction to Design Computing
Fall 2008

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Recitation #4
WORKING WITH VIRTUAL LIGHTS
Professor Larry Sass

1.0 Setup of Cameras (4)
   Adjust 3 existing cameras around the site
   Target and Camera point are best parallel to the ground plan
   Change the camera names to Camera-01, Camera-02, etc
   Create a new camera and call it camera 04

2.0 Assign Materials
   In the materials library create a neutral shade of grey
   Select all materials then assign them that neutral color including
   the ground plane

3.0 Assigning Lights
   Create a 2 spot lights
   Create a 1 Omni Light
   Make sure that shadow casting is on

Screenshot of 3ds max removed due to copyright restrictions.
4.0 Rendering Tests

Rendering the user view set by orbiting the model to an axonometric view

Change the background environment - grey scale so that you don’t render a black background

Note: You have to go to customize>>preference>>
Render and adjust lights until the illumination defines shadows

Rendered Examples

A.1 First Attempt/2 Spots & 1 Omni
A.2 One spot one omni
A.3 First Attempt/2 Spots & 1 Omni
A.4 One spot one omni
5.0 Final Renderings

Camera 1 Entry View

Camera 2 Interior View

Camera 3 Front View

Camera 4 Rear View