Chapter 19 Lights

Copyright © 2004 - Kristen Kurland

Point Light

Point Light

Point Light 19.1

1.	Choose	View, Render, Light.
		or
2.	Туре	LIGHT at the command prompt.
		Command: light
3.	Choose	Point as the light type.
4.	Click	the New button.
5.	Туре	POINT 1 as the new light name.
6.	Choose	Modify to place the light.
7.	Туре	'ZOOM to zoom if necessary
8.	Pick	a location (Hint: use .xy filters)
9.	Exit	the light menu.
10.	Туре	ZOOM PREVIOUS to zoom to the original view.
11.	Туре	RENDER at the command prompt to render the viewport with the new lights.











Spot Light

Spot Light

Spot Light 19.2

1.	Choose	View, Render, Light.		
		or		
2.	Туре	LIGHT at the command prompt.		
		Command: light		
3.	Click	the dropdown box for point light and change it to spot light.		
4.	Click	the New button.		
5.	Туре	SPOT1 as the new light name.		
6.	Click	Modify.		
7.	Pick	The Target and Light Locations (Use Endpoint and Midpoint Object Snaps).		
8.	Exit	the light menus.		
9.	Туре	RENDER at the command prompt to render the viewport with the new lights.		







Copyright © 2004 - Kristen Kurland

Copyright © 2004 - Kristen Kurland

Shadows and Changing Shadow Options

Shadows and Changing Shadow Options

Setting the Shadow Options in the Light Command 19.3

1.	Choose	View, Render, Light.		
		or		
2.	Туре	LIGHT at the command prompt.		
		Command: light		
3.	Click	S1 and the Modifybutton.		
4.	Click	the box for Shadows On.		
5.	Choose	Shadow Options and set the shadow Map Size to 512.		
6.	Exit	the light menus.		



Shadows and Changing Shadow Options

Changing Shadow Options in Render Command 19.5

- 1. **Type** RENDER at the command prompt.
- 2. Choose More Options under the Rendering Options dialog.
- 3. **Change** the Minimum Bias to .1
- 4. **Change** the Maximum Bias to .2
- 5. **Choose** Medium as the Anti-Aliasing type.
- 6. Click Discard back faces to speed up the rendering processes by having AutoCAD eliminate the calculations for faces it doesn't need to render.

Shadows and Changing Shadow Options

Render		×
Rendering Type:	Photo Real	
Scene to Render *current view*	Rendering Proc Query for So Crop Windo Ship Rende Light Icon Scale: Smoothing Angle:	edure elections w/ r Dialog 1 45
Rendering Options	Destination Render Window Width : 1024 Height : 768 Colors : 8-bits More Options	Sub Sampling
F	Render Cancel	Leg/Depth Cue

Photo Real Render	Options 🔀		
Anti-Aliasing	Face Controls Discard back faces Ø		
 Medium 	Depth Map Shadow Controls		
O High	Minimum Bias: .1 Magimum Bias: .2		
	Texture Map Sampling C Point Sample C Linear Sample C Mip Map Sample		
OK	Cancel <u>H</u> elp		

Preferences 19.5

1.	Choose	Tools, Options		
		or		
2.	Туре	OPTIONS at the command prompt.		
		Command: options		
3.	Choose	the Display tab.		
4.	Set	the Rendered object smoothness to 5.		
5.	Render	the scene.		

🕼 Options						? 🌔
Current profile:	< <unnamed p<="" td=""><td>rofile>></td><td>🞲 Current</td><td>drawing:</td><td>Drawing1.dwg</td><td></td></unnamed>	rofile>>	🞲 Current	drawing:	Drawing1.dwg	
Files Display	Open and Save	Plotting System	User Preferences	Drafting	Selection Profiles	
✓ Window Elem ✓ Display sc ☐ Display sc	ents roll bars in drawing reen menu Colors	window Fonts	Display r 10 8 8 0 10 10 10 10 10 10 10 10 10 10 10 10 1	esolution 100 5	Arc and circle smoothness Segments in a polyline curve Rendered object smoothnes Contour lines per surface	9 \$
 Layout elemer Display La Display me Display me Display me Display pa Display pa Crosshair size Crosshair size 	nts argins apper background yp apper shadow je Setup dialog for r wwport in new layou	ss new layouts ts	Display (V V V C C C C C C C C C C C C C C C C	Pan and Highlight True colo Apply sol Show tex Show sill	Ce zoom with raster image raster image frame only or raster images and rendering id fill th boundary frame only nouettes in wireframe ding intensity	
			OK	Ca	ancel Apply	Help

Light Command

Distant Light 19.7

1.	Choose	View, Render, Light.
		or
2.	Туре	LIGHT at the command prompt.
		Command: light
3.	Click	the dropdown box for point light and change it to distant light.
4.	Click	the New button.
5.	Туре	PROVO as the new light name.
6.	Choose	the Sun Angle Calculatorbutton.
7.	Choose	the Geographic Locationbutton.
8.	Choose	Provo, UTAH as the nearest big city.
9.	Exit	the light menus.
10.	Туре	RENDER at the command prompt to render the viewport with the new lights.







Copyright © 2004 - Kristen Kurland

it to