Point Light 19.1

1. **Choose** View, Render, Light.
   or
2. **Type** LIGHT at the command prompt.
   Command: *light*
3. **Choose** Point as the light type.
4. **Click** the New... button.
5. **Type** POINT 1 as the new light name.
6. **Choose** Modify to place the light.
7. **Type** ‘ZOOM to zoom if necessary
8. **Pick** a location (Hint: use .xy filters)
9. **Exit** the light menu.
10. **Type** ZOOM PREVIOUS to zoom to the original view.
11. **Type** RENDER at the command prompt to render the viewport with the new lights.
Spot Light 19.2

1. **Choose** View, Render, Light.
   
or
2. **Type** 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. **Type** 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. **Type** RENDER at the command prompt to render the viewport with the new lights.
Shadows and Changing Shadow Options

Setting the Shadow Options in the Light Command 19.3

1. **Choose** View, Render, Light.
   
   or

2. **Type** LIGHT at the command prompt.

   Command: **light**

3. **Click** S1 and the Modify...button.

4. **Click** the box for Shadows On.

5. **Choose** Shadow Options and set the shadow Map Size to 512.

6. **Exit** the light menus.
Changing Shadow Options in Render Command

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.
Preferences 19.5

1. Choose Tools, Options...
   or
2. Type OPTIONS at the command prompt.
   Command: options
3. Choose the Display tab.
4. Set the Rendered object smoothness to 5.
5. Render the scene.
Distant Light 19.7

1. **Choose** View, Render, Light.
   or
2. **Type** 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. **Type** PROVO as the new light name.
6. **Choose** the Sun Angle Calculator...button.
7. **Choose** the Geographic Location...button.
8. **Choose** Provo, UTAH as the nearest big city.
9. **Exit** the light menus.
10. **Type** RENDER at the command prompt to render the viewport with the new lights.