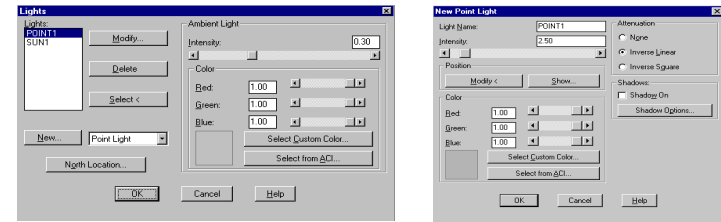




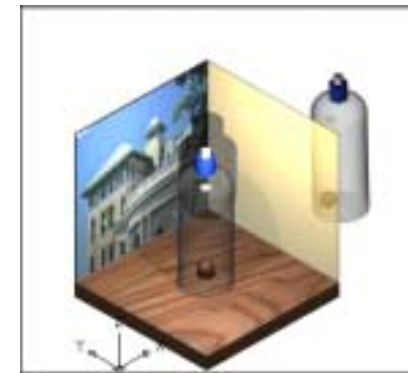
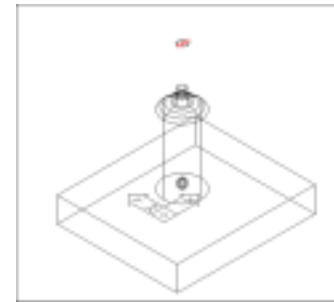
Chapter 19
Lights

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.

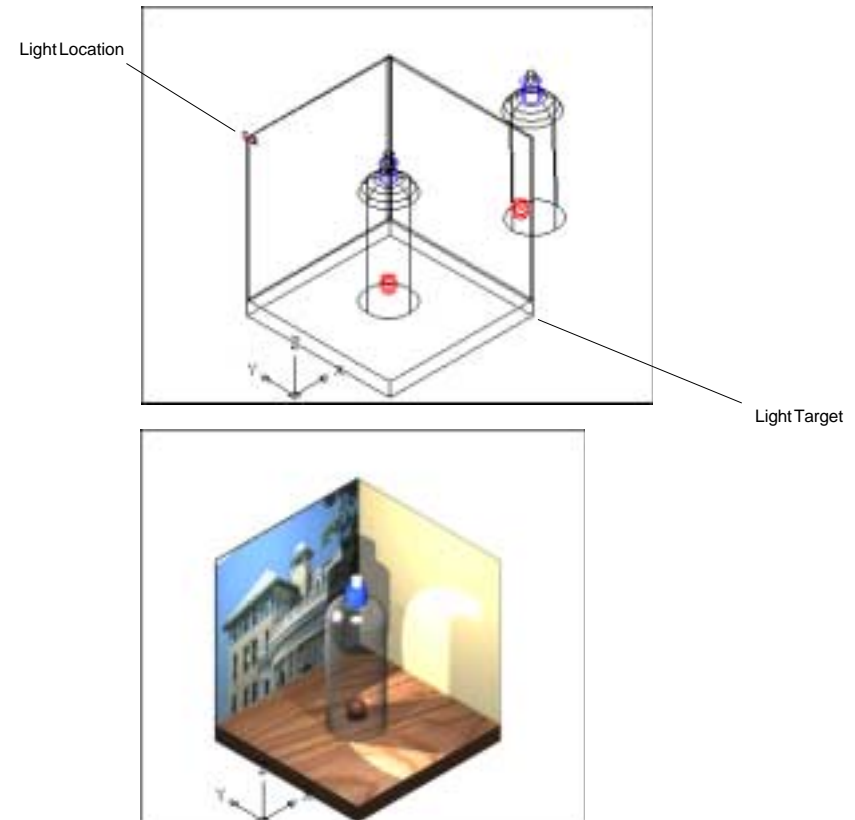
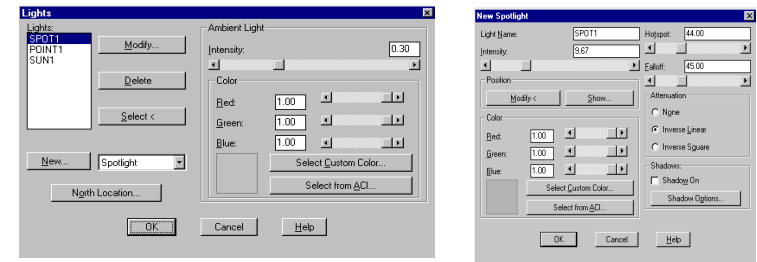


Light Location



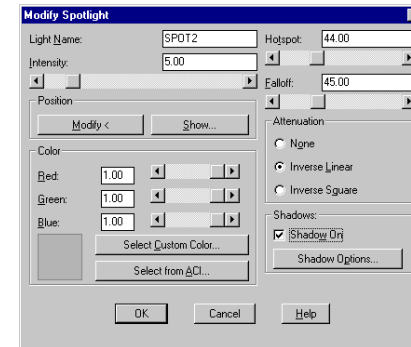
Spot Light 19.2

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.



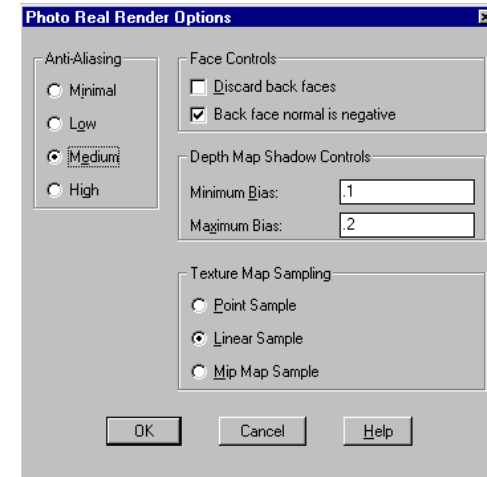
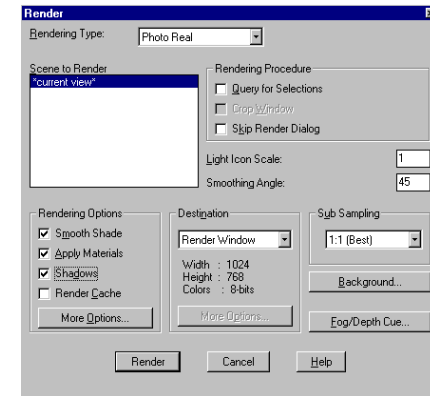
Setting the Shadow Options in the Light Command 19.3

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.



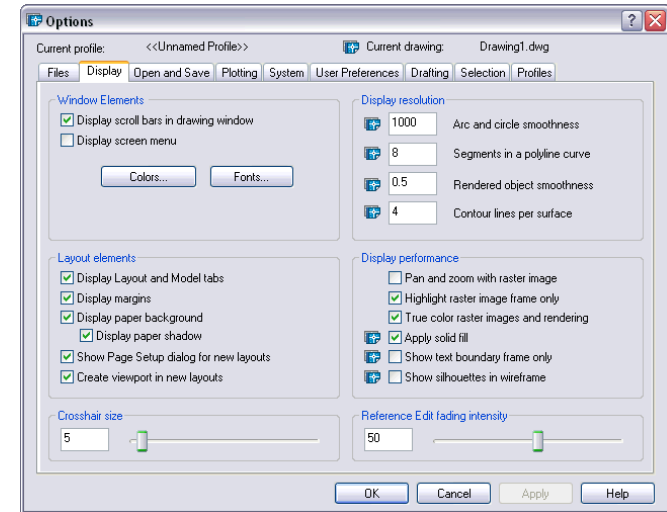
Changing Shadow Options in Render Command 19.5

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.



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.

