

## Detail editor...

more subtle lights and higher values produce very intense lights. With Intensity values greater than 255, the shading on objects becomes progressively sharper i.e. the transition zone between light and dark areas on the object becomes narrower. It is the shading on objects that gives the illusion of depth in a two-dimensional picture. Consequently, if the shading between areas of the object that are light and dark is reduced, the illusion of depth in a picture will diminish.

5~36

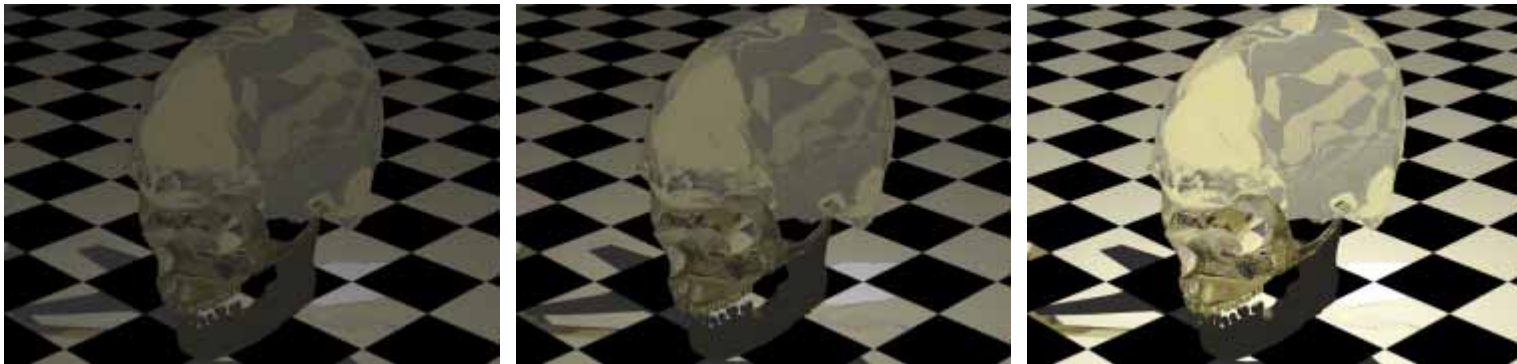


Figure 5-48: Varying the lighting Intensity controls the strength with which it shines: 64 (left), 127 (centre) and 510 (right). Compare these results with the centre render in Figure 5-46, set at the default Intensity of 255.

## Directionality tab

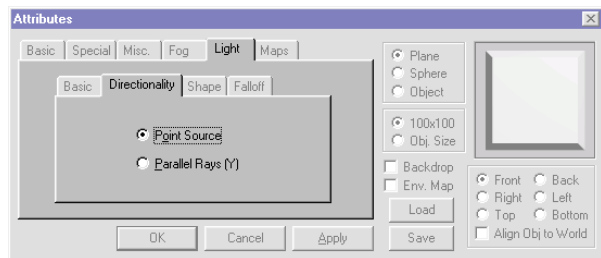


Figure 5-49: The Directionality tab in the Light tab showing the default settings.

■ **Point Source** option button ~ Selecting this option causes the light to be a single point source — or omni light as it is sometimes known — because the rays of the light travel in all directions from the source. This is the default type of light source. Note: if the Soft Shadows option is selected in the *Basic Light* tab, it can only work with a point source.

This type of light source is analogous to an un-shaded lamp, or the Sun, on a cosmic scale of things. The Sun's light arriving here on Earth exhibits more of a Parallel directionality. Because the Sun is large in relation to the