



Setting Up Target Spot Lights

You'll need to light your scene. This handout shows you how. Follow the numbers.

The screenshot shows the Autodesk Maya interface. At the top, the 'Create' panel is open, and the 'Lights' button is highlighted. In the 'Front' viewport, a 'Light' object is positioned high above the scene, and a 'Target' is positioned on the ground. A light cone is visible, extending from the light to the target. In the 'Perspective' viewport, the scene is rendered, showing a brown rectangular block on a dark green grid floor, with a bright white spot of light and a shadow cast on the floor. The right-side property panel is open, showing the 'Target Spot' light settings. The 'Hotspot/Beam' is set to 18.6, and the 'Falloff/Field' is set to 26.1. The 'Render' button is highlighted at the bottom right.

1. Open the Create panel and click on "Lights"
2. Select "Target Spot"
3. In the "Front Viewport" click high above your scene and drag downwards to make the light and its' target.
4. Adjust the spotlight parameters to make the "Hotspot" and the "Falloff" cones look like those in the diagram.
5. Click the "Render" button to see the result.