Lighting: Basics

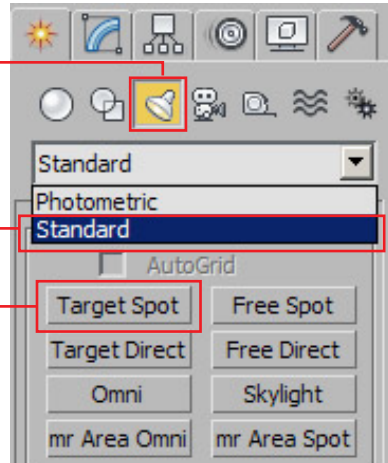**Lighting scenes for films or video games is an enormous job requiring specially trained artists. These are some simple tips to learn basic lighting.**

To practice, set up a simple scene with a plane and a teapot

Use a "Standard" style light. It's easy to set up and adjust.

Then, select a "Target Spot".

In the "Front Viewport", click and drag the light from above the teapot, to below the teapot. As in the diagram below.

Next, turn on the settings in the "Perspective Viewport" to match those in the diagram below.

Set the parameters to match those below.