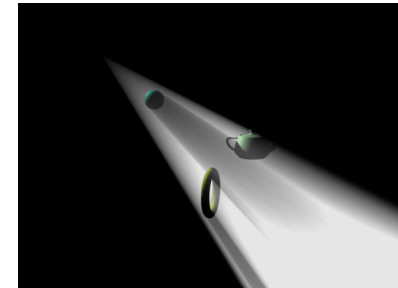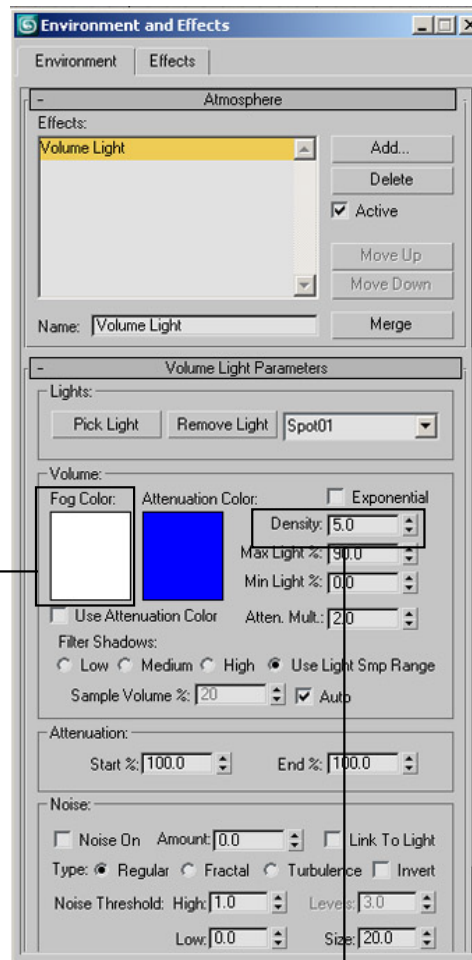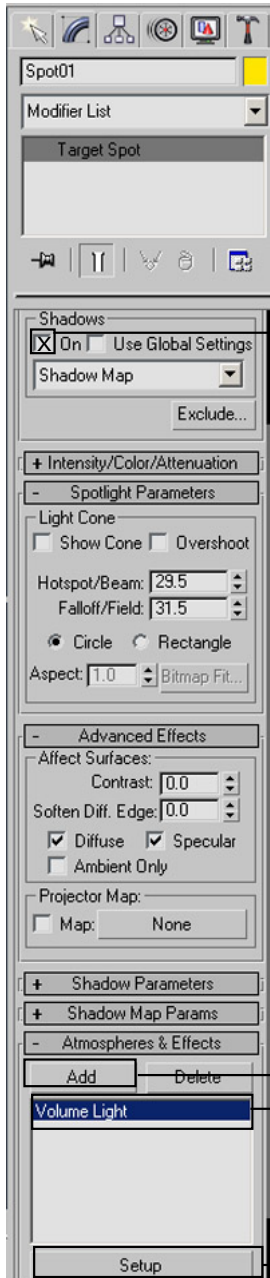**SoCal ROC** — Career Technical Education

3D Modeling & Animation

Volume lighting refers to the effect of "seeing the light as it passes through space", as in a movie theater when you can see the beams of lights as they come through the projectionists booth. Volume lights add a degree of realism to your scenes and are easy to set up.

1. Create a "Target Spot light"

2. Make sure "Shadows" are turned on.

3. In the modify panel, click "Add" in the Atmosphere & Effects sub-panel

4. Select "Volume Light" from the menu that pops up.

5. You can changed the color of the light, the density of the volume and other paameters by selecting the Volume Light and clicking "Set Up"

Modifier panel

Spot01

Modifier List

Target Spot

Shadows
[X] On [ ] Use Global Settings
Shadow Map
Exclude...

+ Intensity/Color/Attenuation

− Spotlight Parameters
Light Cone
[ ] Show Cone [ ] Overshoot
Hotspot/Beam: 29.5
Falloff/Field: 31.5
(•) Circle ( ) Rectangle
Aspect: 1.0 Bitmap Fit...

− Advanced Effects
Affect Surfaces:
Contrast: 0.0
Soften Diff. Edge: 0.0
[✓] Diffuse [✓] Specular
[ ] Ambient Only
Projector Map:
[ ] Map: None

+ Shadow Parameters
+ Shadow Map Params
− Atmospheres & Effects
Add   Delete
Volume Light
Setup

Environment and Effects

Environment | Effects

Atmosphere
Effects:
Volume Light
Add...
Delete
[✓] Active
Move Up
Move Down

Name: Volume Light   Merge

Volume Light Parameters
Lights:
Pick Light   Remove Light Spot01

Volume:
Fog Color: Attenuation Color: [ ] Exponential
Density: 5.0
Max Light %: 90.0
Min Light %: 0.0
[ ] Use Attenuation Color   Atten. Mult.: 2.0
Filter Shadows:
( ) Low ( ) Medium ( ) High (•) Use Light Smp Range
Sample Volume %: 20 [✓] Auto

Attenuation:
Start %: 100.0   End %: 100.0

Noise:
[ ] Noise On Amount: 0.0 [ ] Link To Light
Type: (•) Regular ( ) Fractal ( ) Turbulence [ ] Invert
Noise Threshold: High: 1.0   Levels: 3.0
Low: 0.0   Size: 20.0