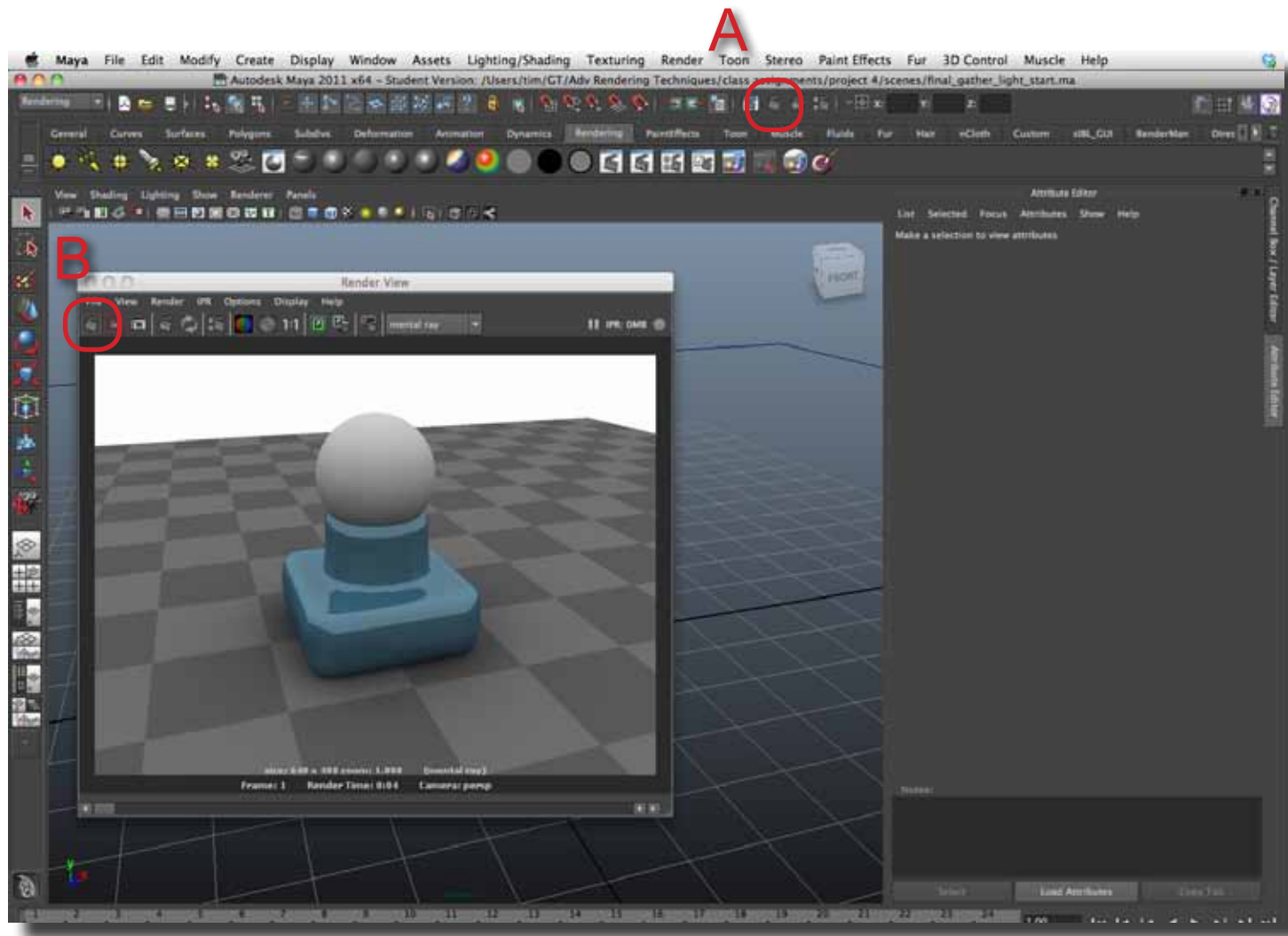


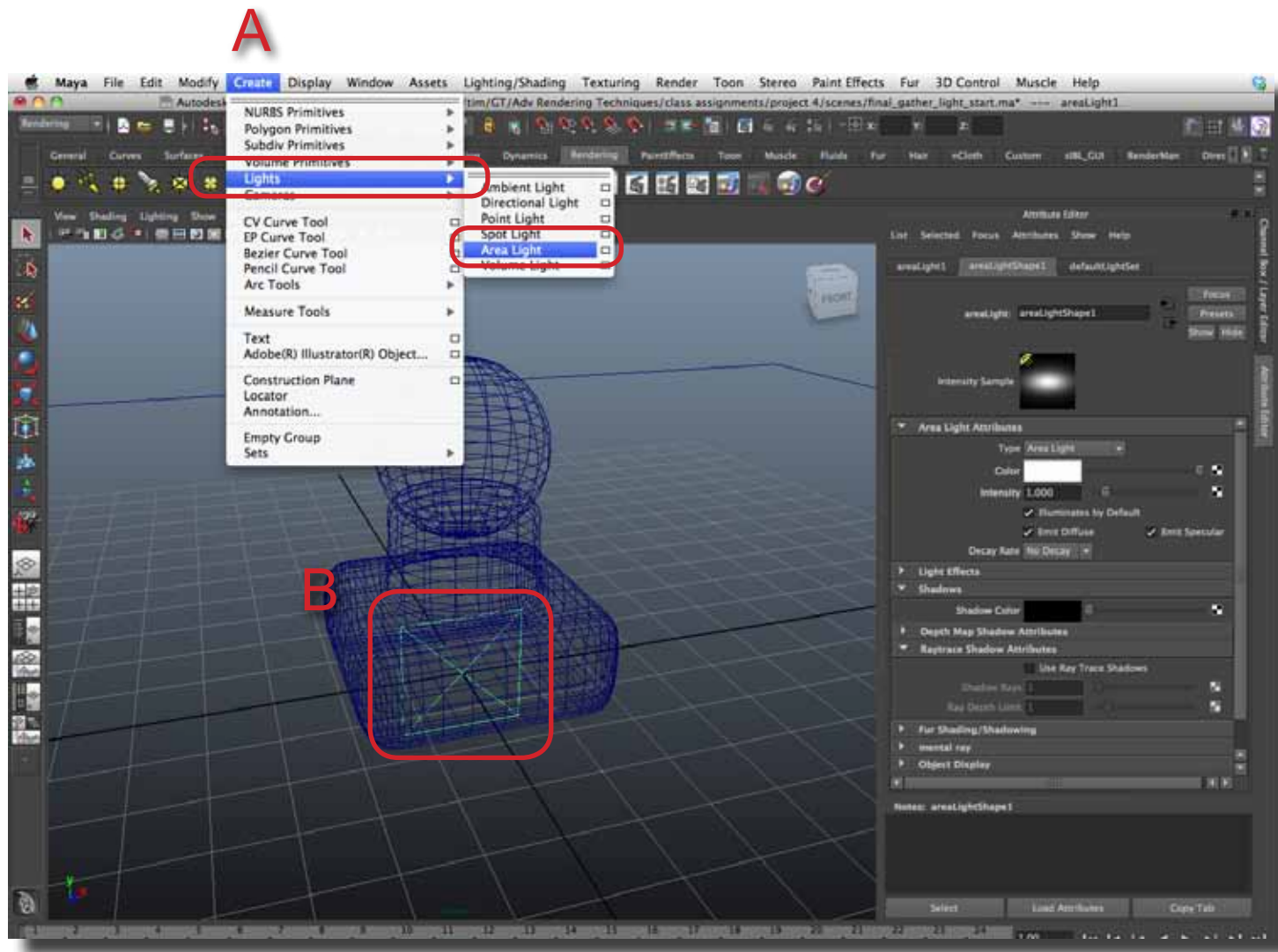
Maya - Working with a Lights & Final Gather

Step 1 The use of direct lights in a scene rendered with Final Gather can help add emphasis and appropriate shadows. This tutorial will cover how to add an area light, position it in the scene and adjust parameters such as intensity, Decay Rate and Shadows. Open the “final_gather_light_start.ma” file and render the scene (A).



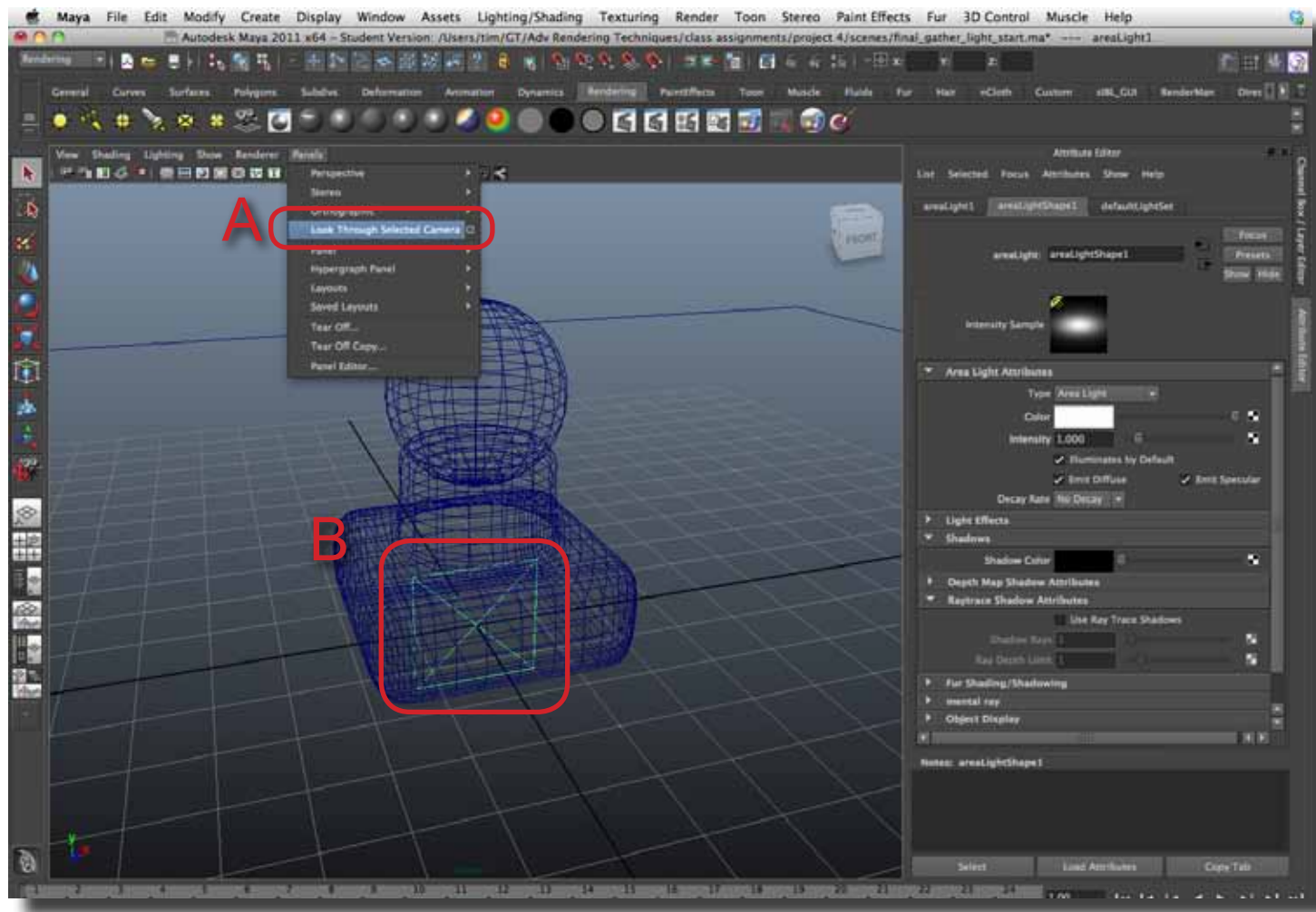
Maya - Working with a Lights & Final Gather

Step 2 This scene is only using Final Gather to provide lighting to the scene. Add an Area Light by going to Create > Lights > Area Light (A). An area is added at the origin (B).



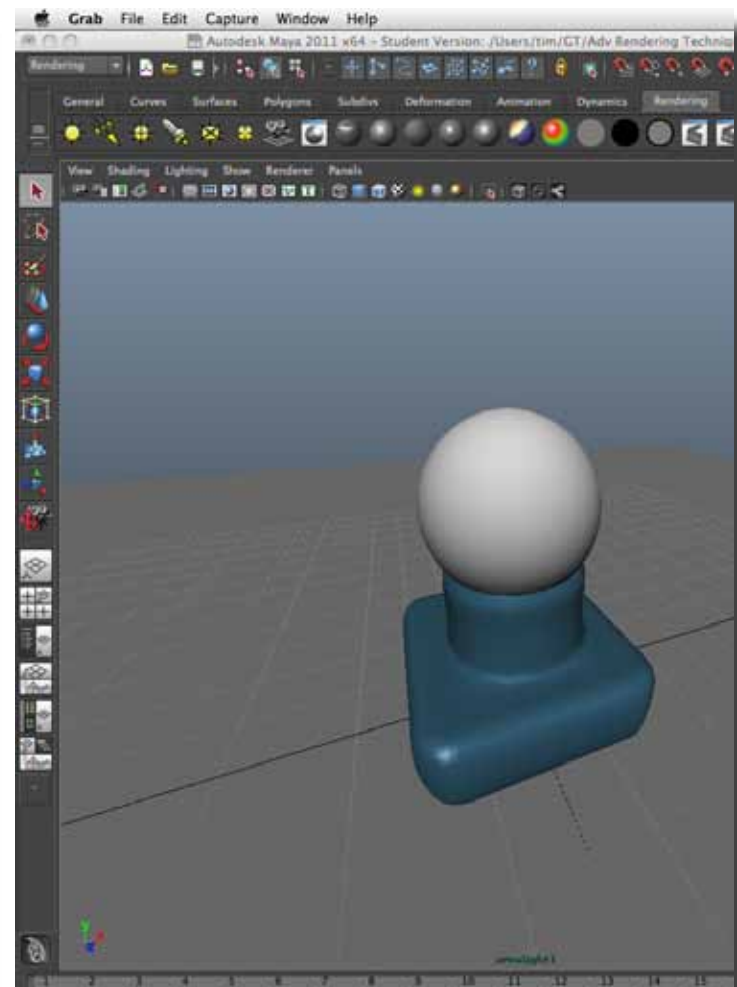
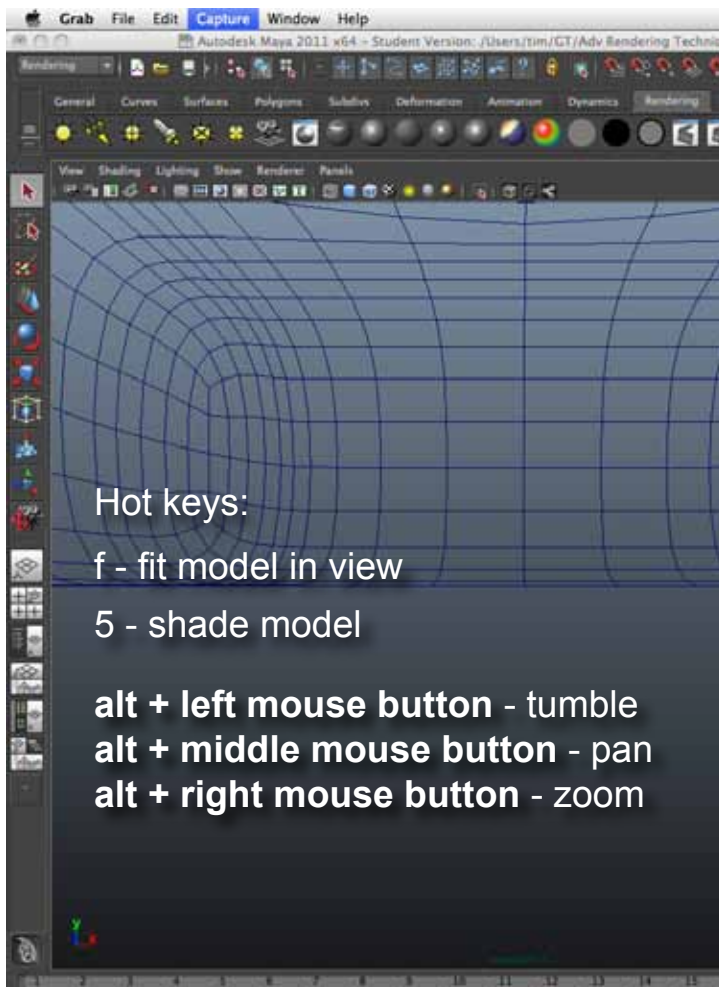
Maya - Working with a Lights & Final Gather

Step 3 The next step is to position the light in the scene. Maya provides an easy and efficient way to do this. In the modeling window, go to Panel > Look Through Selected Camera (A).



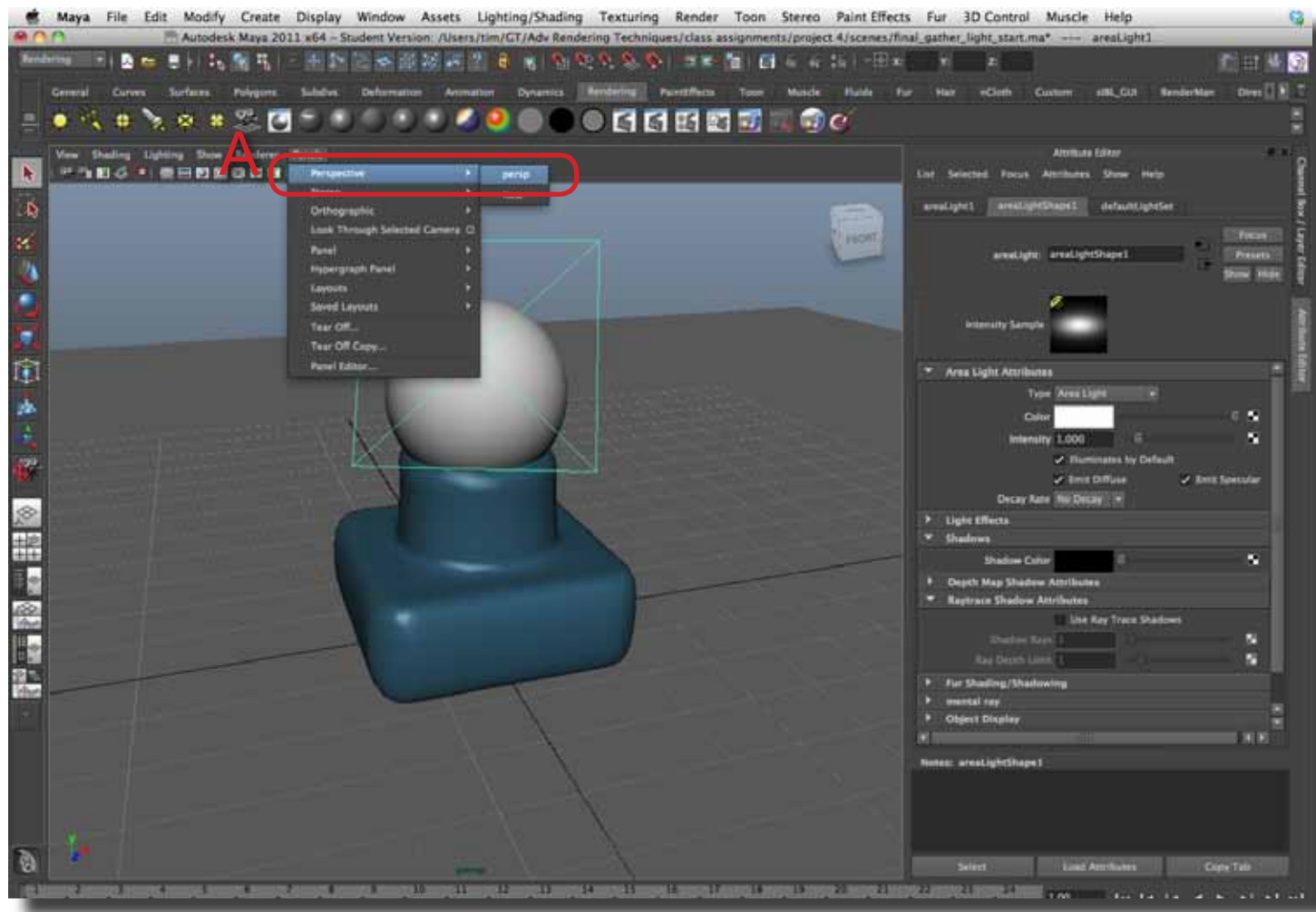
Maya - Working with a Lights & Final Gather

Step 4 Using normal camera manipulation key and mouse combinations (see below), the light can be reposition in the scene.



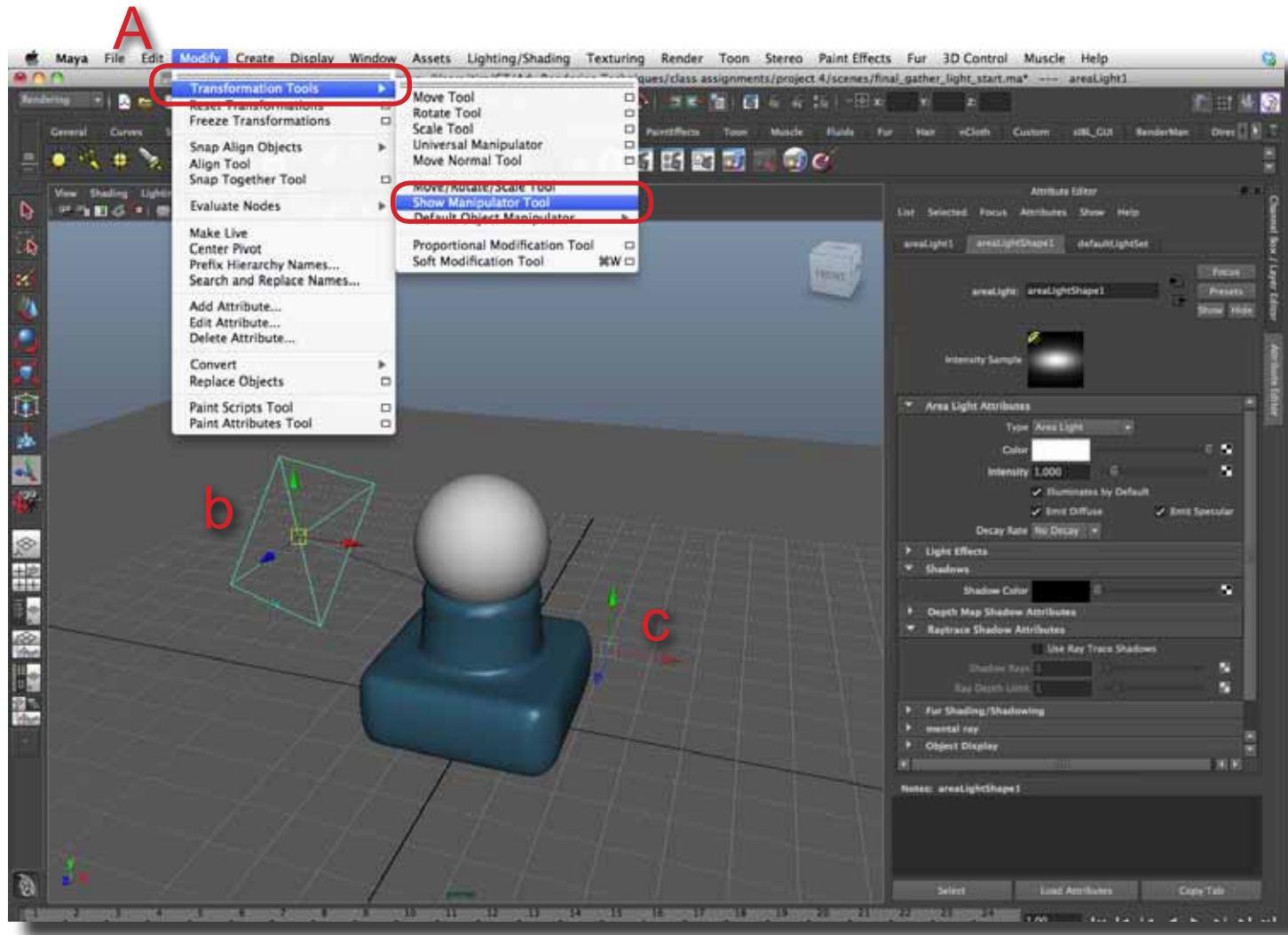
Maya - Working with a Lights & Final Gather

Step 5 To return to the perspective view, select Panel > Perspective > persp in the modeling window (A).



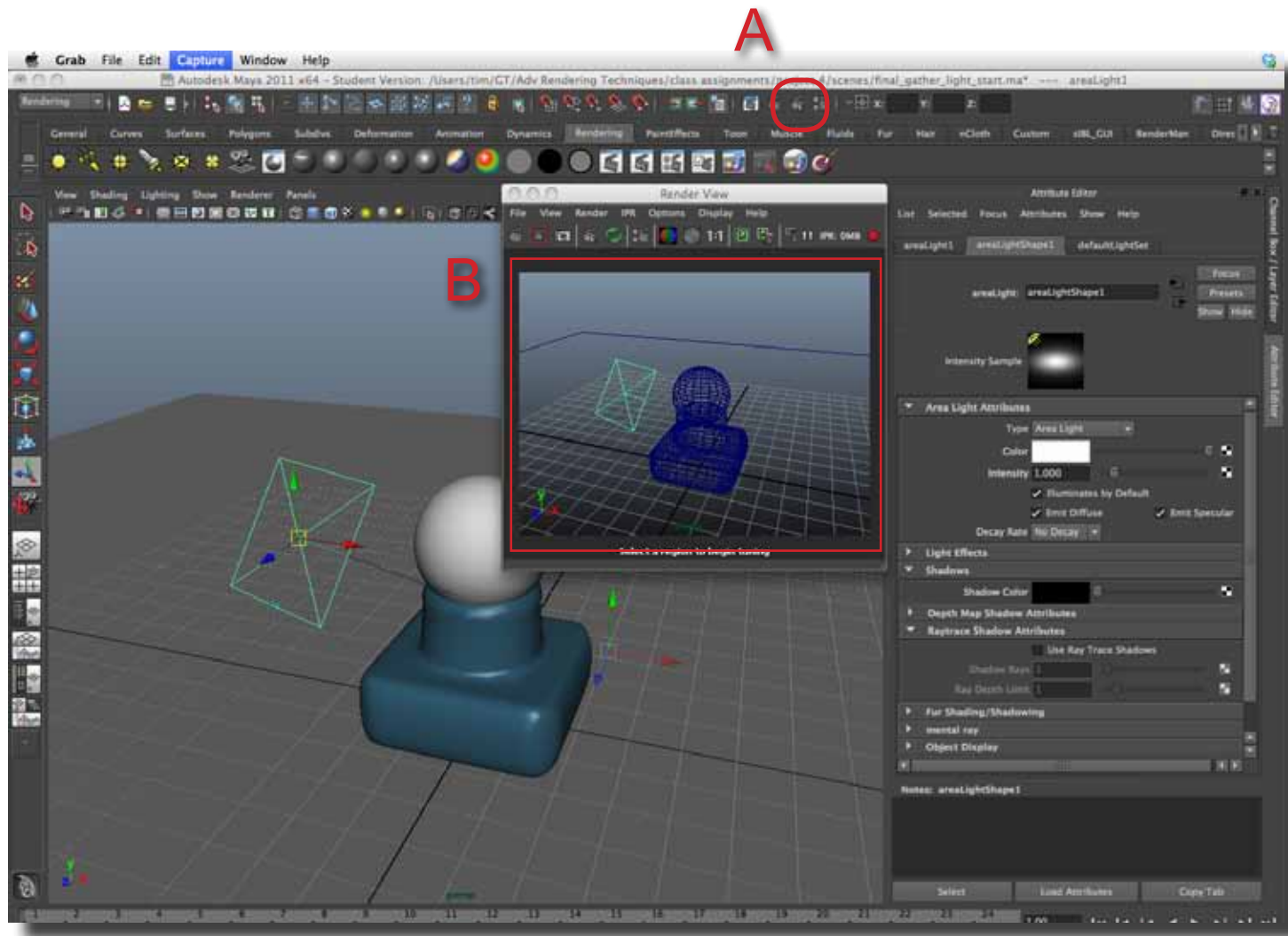
Maya - Working with a Lights & Final Gather

Step 6 Another useful tool to position a light is the Manipulator Tool. This tool has two handles in which to move the location (b) and aim (c) of the light. Make sure the light is active, then go to Modify > Transformation Tools > Show Manipulation Tool (A).



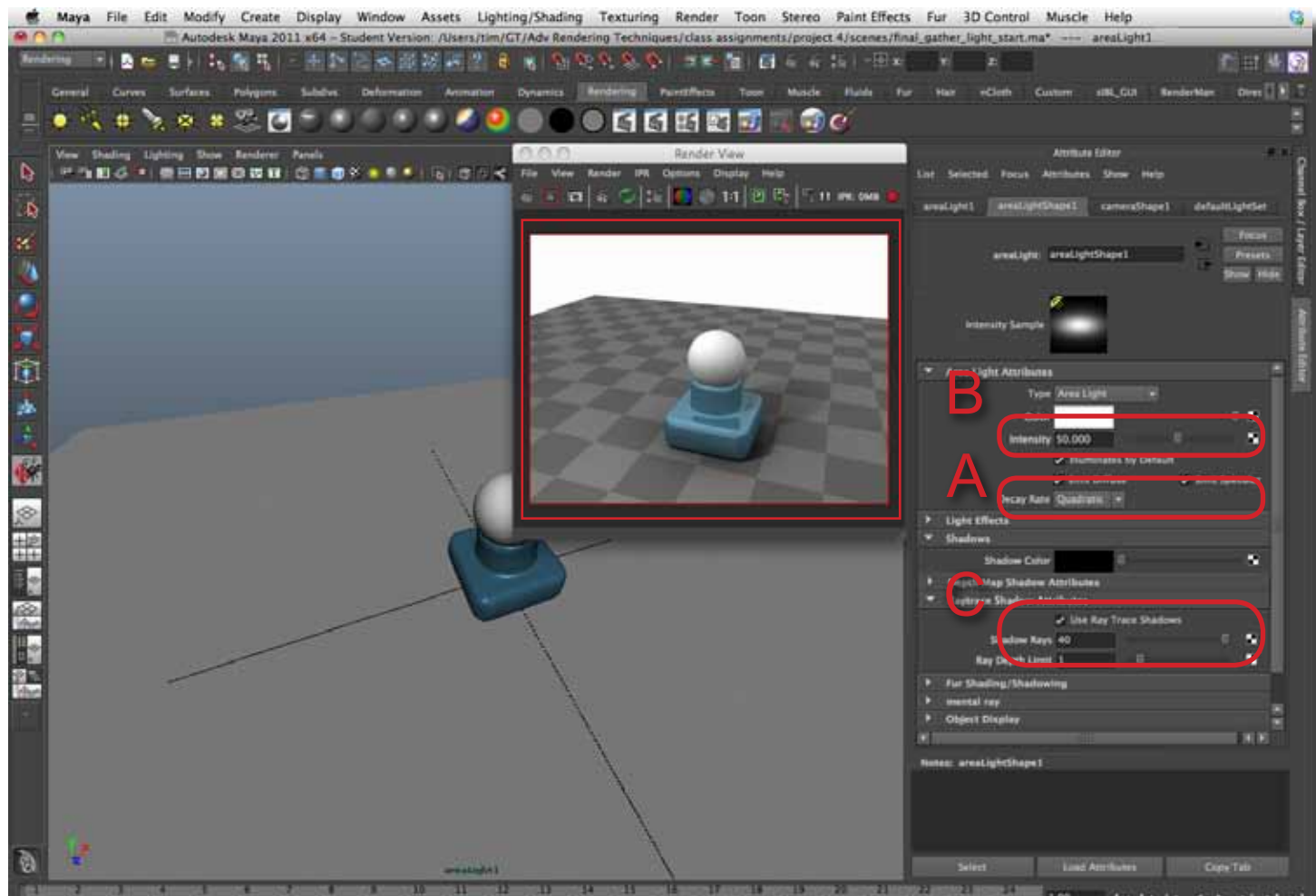
Maya - Working with a Lights & Final Gather

Step 7 To see changes in light settings such as Intensity, Decay and Shadows, rendering using the IPR (Interactive Photorealistic Rendering) option is very useful. It allows for quick updates when changes with materials and lights are made. Make sure to switch back to the perspective window, then select the IPR icon along the top icon bar (A). Select a region in the Render View window to render (B).



Maya - Working with a Lights & Final Gather

Step 8 To help soften the light, change the Decay Rate from None to either Linear or Quadratic (A). The Intensity value (A) will need to be increased, possibly by sizeable magnitudes (10s or 100s) depending on decay rate and lights distant from objects. Under the Shadows section, select the Use Raytrace Shadow option (C). Shadow Rays controls the smoothness of the shadows. Increase the values (40, 60 80, etc) to make a smoother edge to the shadow. This will increase render times.



Maya - Working with a Lights & Final Gather

Step 9 Shadows can be darkened by setting a negative value for the Color parameter. Make sure to use HSV color value to easily change the value (A).

