
Maya Tutorial: Lighting and Render Settings – short version (30.03.2010)

Sample Scene for different Lights:

- * Download from Website: "Scene zur Beleuchtung (lighting.zip)"
- * open scene: lighting.mb
- * key 6 enables hardware rendering
- * Perspective-View Window-Menu: Lighting -> Use all Lights

In Render View:

* Go to options: Render Settings ->Quality -> "Production Quality"

* Do test rendering of the scene

* Explain the function of IPR-rendering option

Create Lights -> Directional Light

* Try to model it as a sunlight which shines through the window (translation and rotation)

* Attributes:

- Color (white yellow)
- Depth Map Shadow Attributes: "Use Depth Map Shadows"
- Adjust Fi
- * Render Stats floor-object: Switch off "casts shadow rays"
- * Adjust "Filter Size" (e.g. 10) for smooth shadows

Create Lights -> Point Light

- * Move to "candle light"
- * Attributes:
- Color ?
- Enable: Light Fog and Light Glow
- "Use Depth Map Shadows"

Create Lights -> Spot Light

* Move to table-light (be careful of the position: NOT above the lamp)

- use key "t" to target the light position correctly
- * Attributes:
 - Cone Angle: ca. 110
 - Penumbra Angle (Halbschatten): 7.5
 - "Use Depth Map Shadows"

Theory: Three-Point Lighting

key light / fill light / back

Character for Simple Light Demonstration:

* Download from Website: Batman (Final Rig) batmanAnimation.mb

* Create Floor (Create -> Polygon Primitives -> Plane -> "y")

- Scale very large, put on the ground

- Material -> Assign New Material -> Use Background

- "View" -> Camera Attribute Editor -> Environment: Adjust

Background Color (white?!)

* Create Key Light: Directional Light

- Use Depth Map Shadows

- Do test-rendering: bad shadow resolution

--> Render Stats floor-object: Switch off "casts shadow rays"

- use Hypergraph for light selection: adjust Filter-Size of the

Key Light: "10"

- Adjust resolution of Depth Map Shadow: "1024"

* Create Fill Light and Back Light and adjust some settings on your own!

* Render Scene

Render Settings for Final Project:

* Use the project which is already open (Batman on the floor)

* Open Render Settings (e.g. Window -> Rendering Editors -> Render Settings)

- Render using: Maya Software

- Frame/Animation Ext: "name.#.ext"
- Image Format": "PNG"
- Adjust Start/End frame etc.
- Frame padding: "4"
- Renderable Cameras: "persp" ?! Choose the right one!
- Image Size: e.g. "PAL 768"
- Anti Aliasing Quality: "Production quality"

 \rightarrow Use batch renderer for rendering!

 \rightarrow Use compositing program (e.g. Adobe premiere) for video production (load single images to a sequence)