

3D Lights Assignment

Please note that when you do this assignment all objects need to be converted to 3D layers

- go to the menu and select **Layer > 3D Layer**
- or in the timeline, make sure the box in the 3D column is checked off

Also note that the terms for camera movements (pan, tilt, dolly, etc.) can also be applied to lights. Please review the terms as necessary.

Step One - Creating your enclosed 3d space

- set up your enclosed 3D space which will include the following:
 - a floor, a left wall, a right wall, and a back wall, no ceiling
 - to create these, use solids (go to the menu and select **Layer > New > Solid**)
 - use different colours for the walls (use strong primary colours, like green, blue, red, cyan)
 - in the composition leave space all around these walls so the room doesn't fill the whole scene
- add the following text: Left, Mid, Right
 - use the font, Impact, large size, use the colour magenta to contrast with the background)
 - make turn all text to a 3d layer

- accept the programs defaults for each of the parameters to start the exercise, except for the following:

- for all the lights
 - cast shadows - on
- for all the text layers
 - accept lights - on
 - accept shadows - on
 - cast shadows - on
- for all the solids
 - accept lights - on
 - accept shadows - on
 - cast shadows - off

- rename your original composition, **original**

Step Two - Duplicate the original composition four times

- rename the duplicate compositions as follows, parallel light, spot light, point light, ambient light

Step Three - Working with the spot light

- open up the **spot light** composition
- go to the menu and select **Layer > New > Light**
- add 2 more lights
- shorten the length of each light to 5 seconds
- stagger the lights so they follow after each other
- rename the 3 lights, **spot light_pan**, **spot light_truck**, **spot light_arc**, respectively
- position each light slightly above the text pointing down so the shadows are cast on the floor and the walls
- do the following camera movements: pan, truck and arc

Step Four - Working with the parallel light

- open up the **parallel light** composition
- go to the menu and select **Layer > New > Light**
- add 2 more lights
- shorten the length of each light to 5 seconds
- stagger the lights so they follow after each other
- rename the 3 lights, **parallel light_pan**, **parallel light_truck**, **parallel light_arc**, respectively
- position each light slightly above the text pointing down so the shadows are cast on the floor and the walls
- do the following camera movements: pan, truck and arc

Step Four - Working with the point light

- open up the **point light** composition
- go to the menu and select **Layer > New > Light**
- shorten the length of the light to 10 seconds
- rename the light, **point light**
- position each light slightly above the text pointing down so the shadows are cast on the floor and the walls
- do the following camera movements: an arc going around the text 360 degrees

Step Four - Working with the ambient light

- open up the **ambient light** composition
- go to the menu and select **Layer > New > Light**
- shorten the length of the light to 20 seconds
- rename the light, **ambient light**
- the ambient light doesn't move - it's just there
- change the colour from yellow to orange to red to blue

Do all the following for the evaluation

setting up the 3d environment spot light - pan spot light - truck spot light - arc	parallel light - pan parallel light - truck parallel light - arc point light - arc 360 degrees ambient light - four colour changes
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