

POWER OF AR AND VR

LIGHT



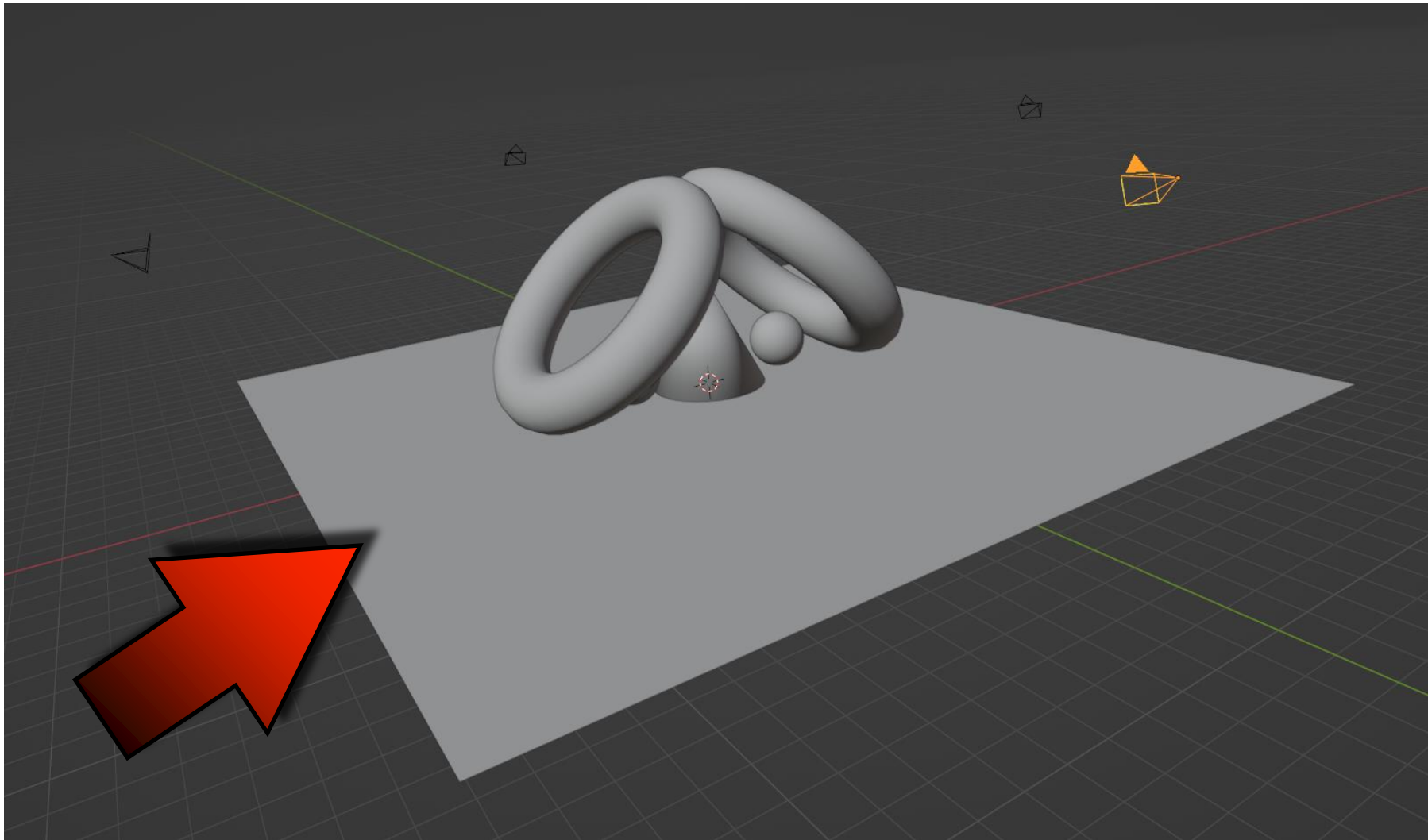
**Co-funded by
the European Union**



JACEK KAWAŁEK

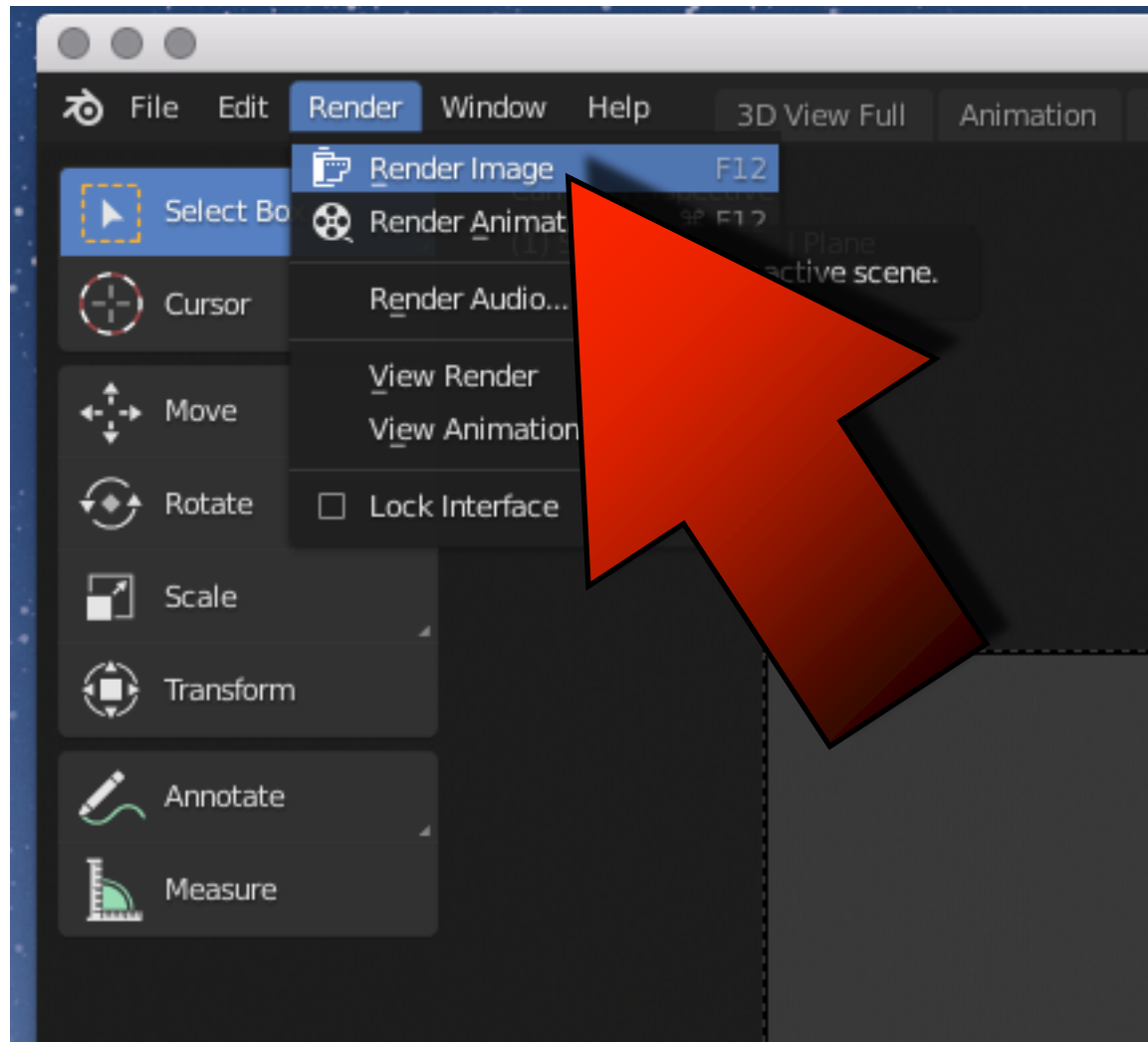
POWER OF AR AND VR

CREATE A FILE LIKE THIS WITHOUT LIGHTS BUT PLACE SOME CAMERAS



LIGHT

CHOOSE **RENDER IMAGE**



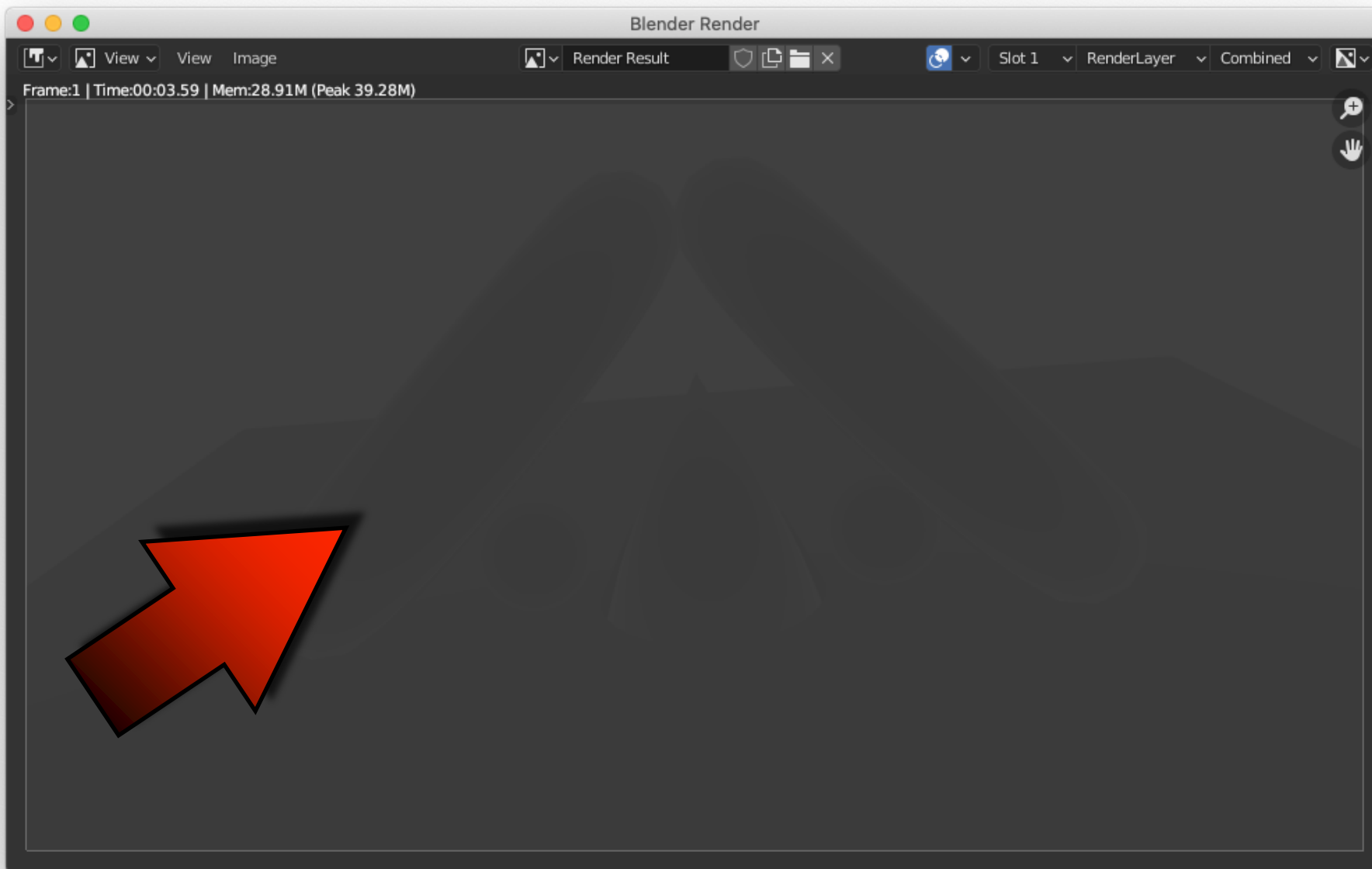
LIGHT



POWER OF AR AND VR

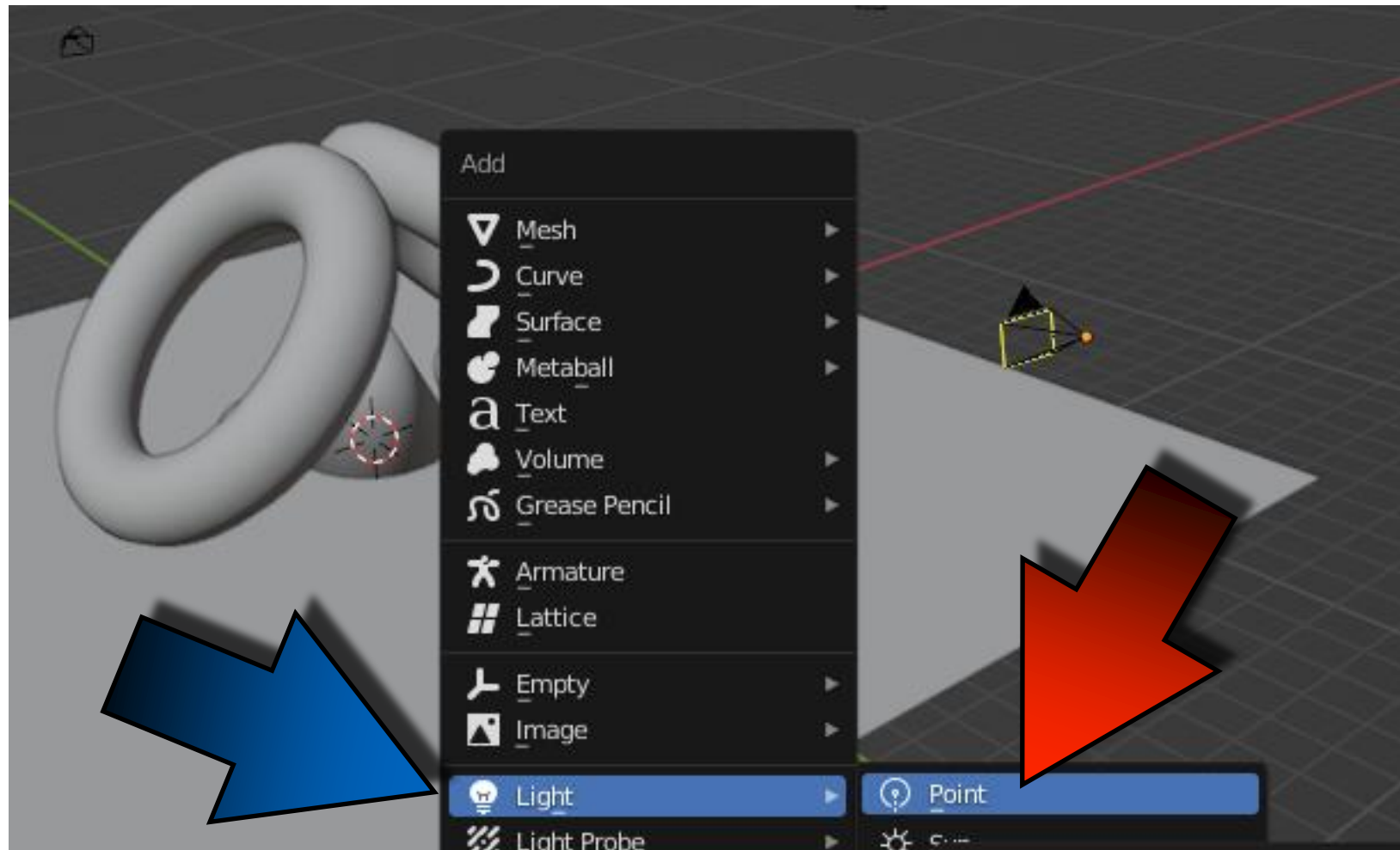


WE HAVE NO LIGHTING



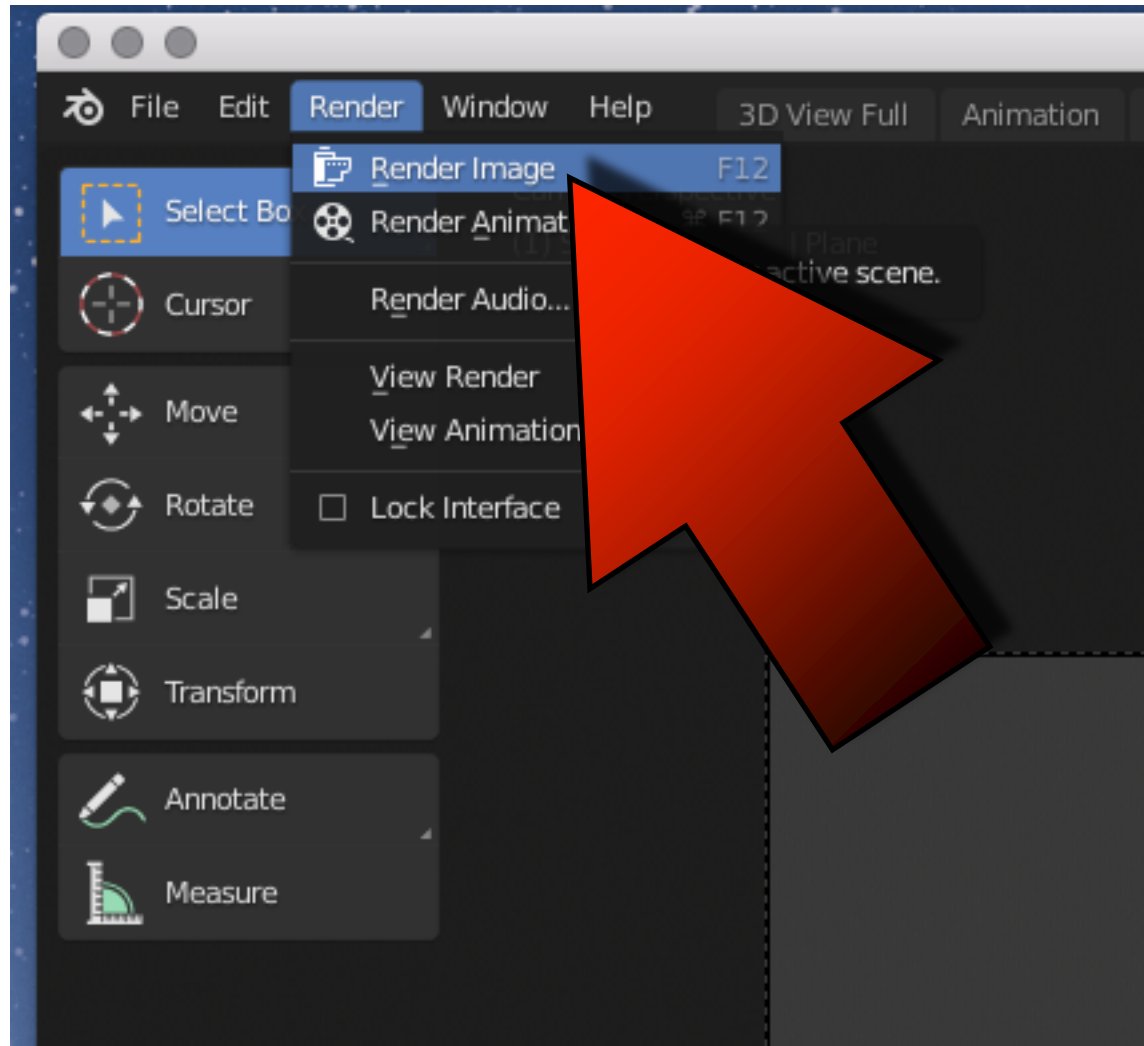
LIGHT

INSERT LIGHT/POINT



LIGHT

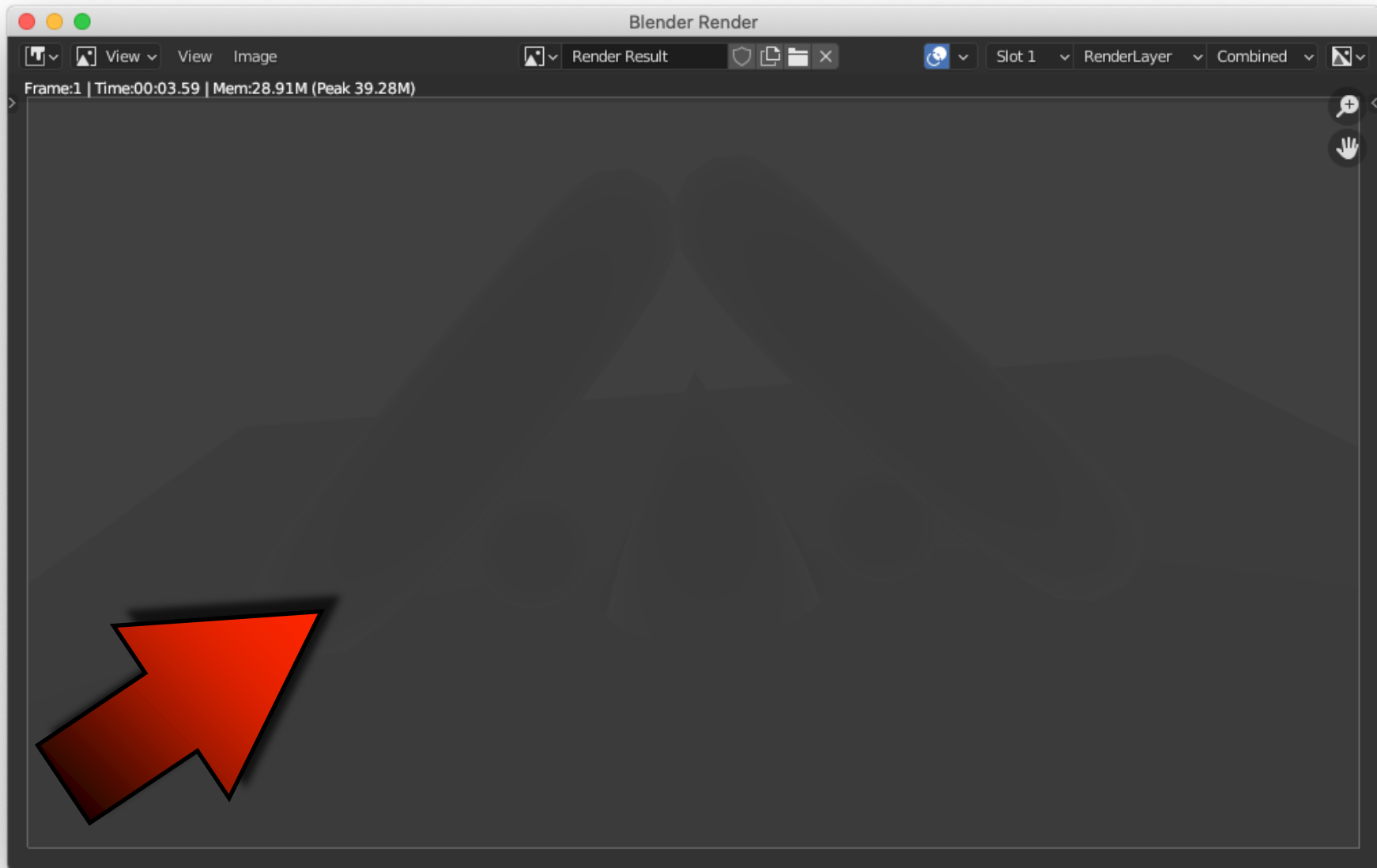
CHOOSE **RENDER IMAGE**



LIGHT

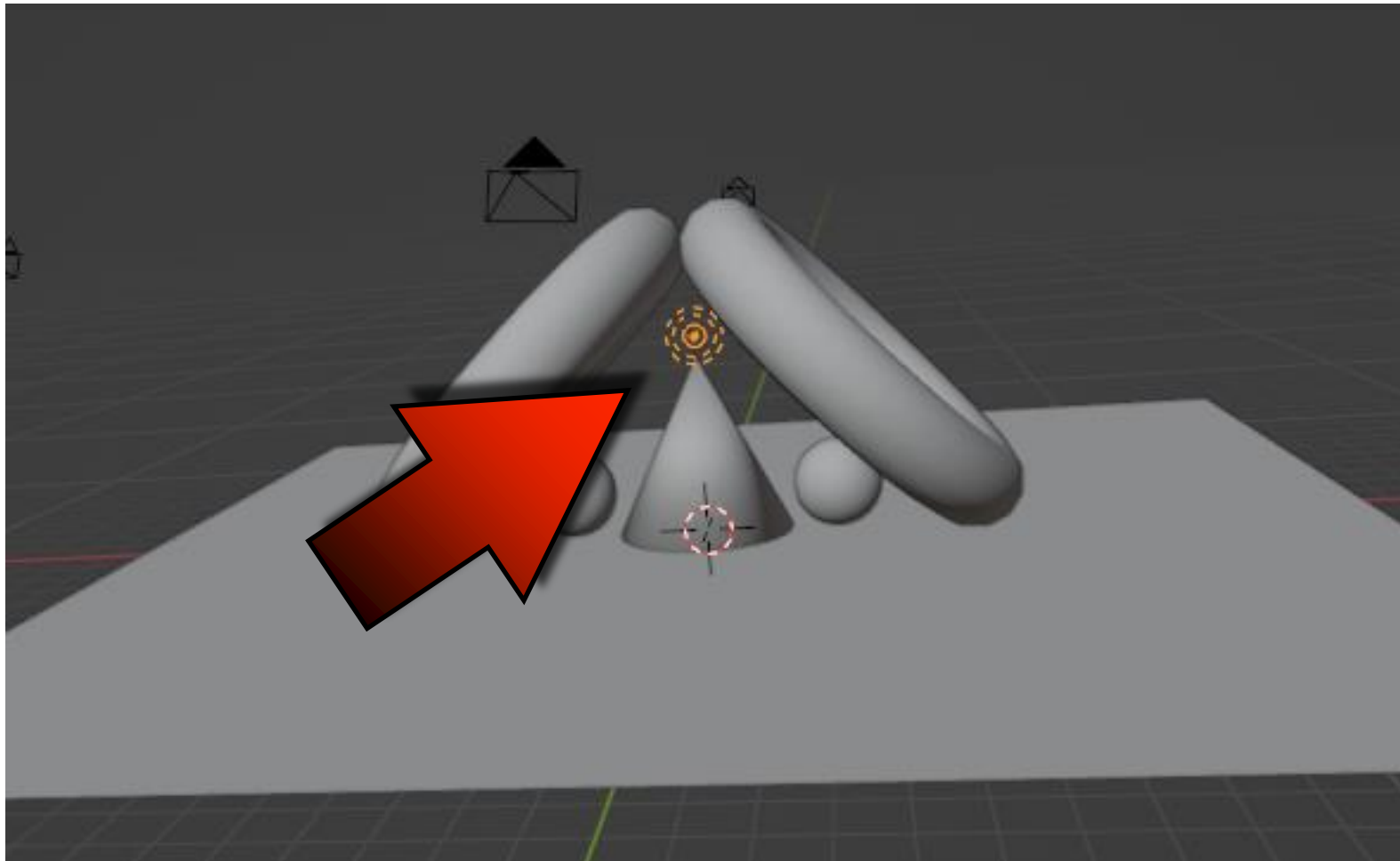
POWER OF AR AND VR

WE DO NOT SEE LIGHTING



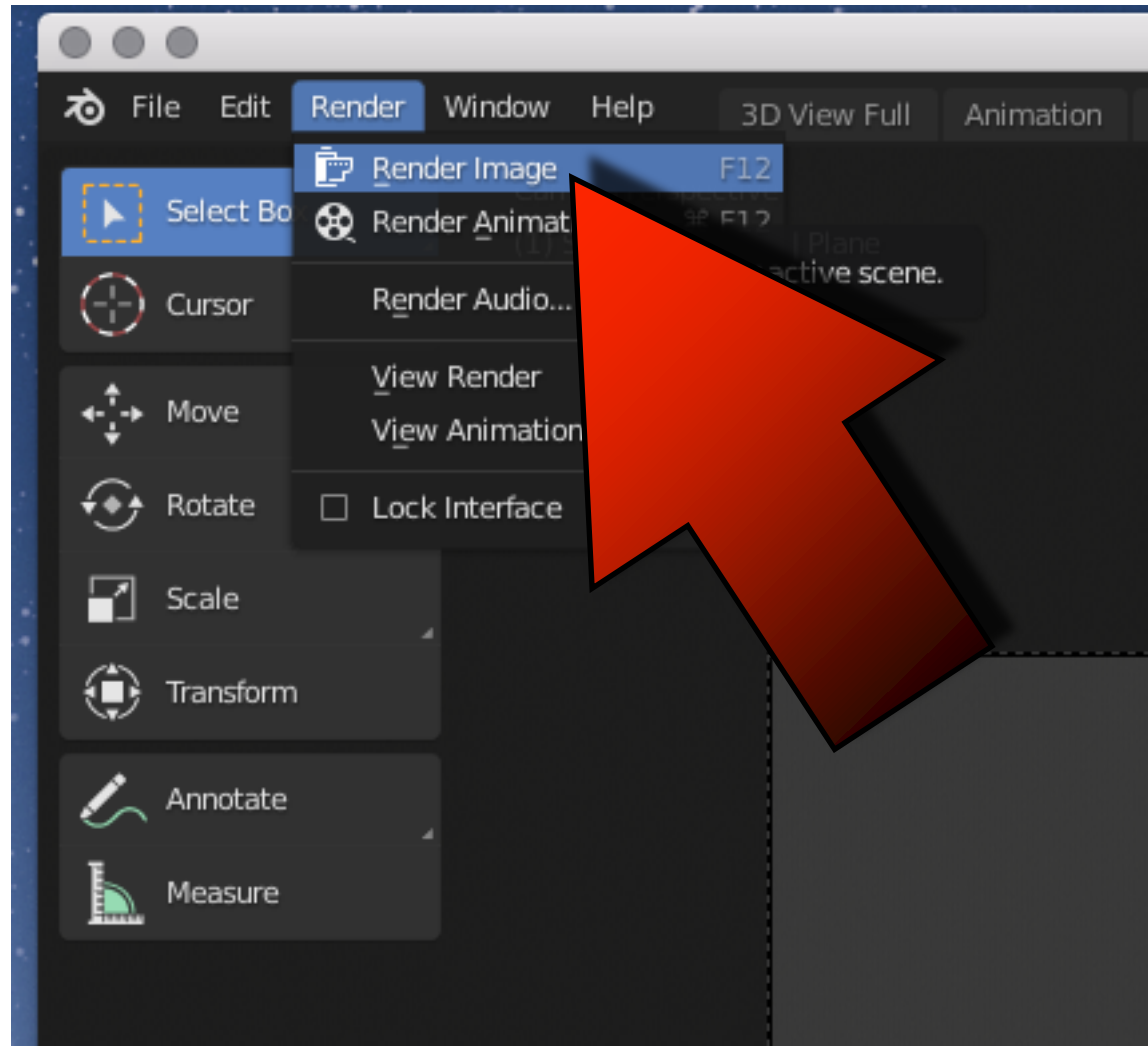
LIGHT

MOVE THE LAMP ON THE Z-AXIS AND SET AS ON A SCREEN



LIGHT

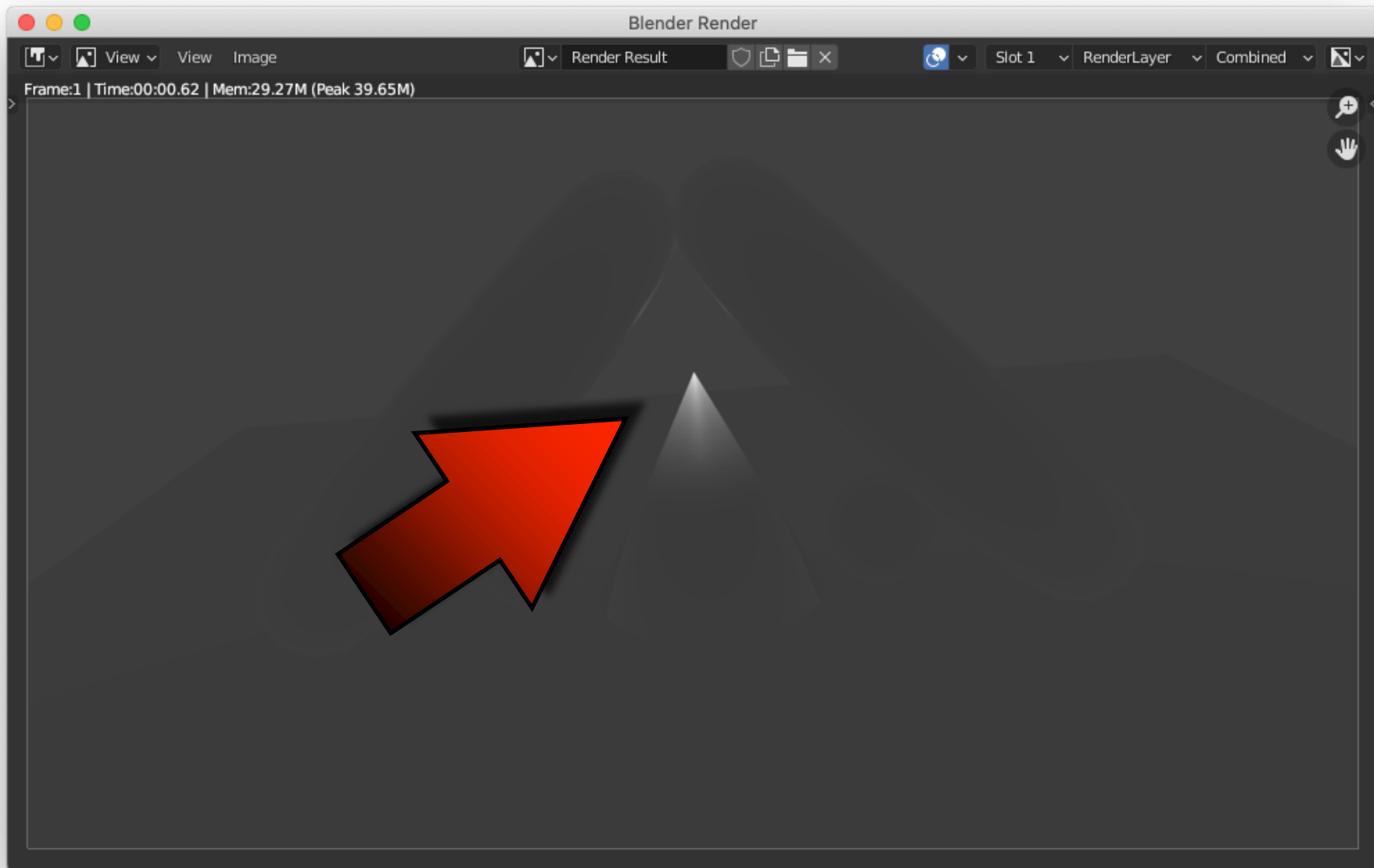
CHOOSE **RENDER IMAGE**



LIGHT

POWER OF AR AND VR

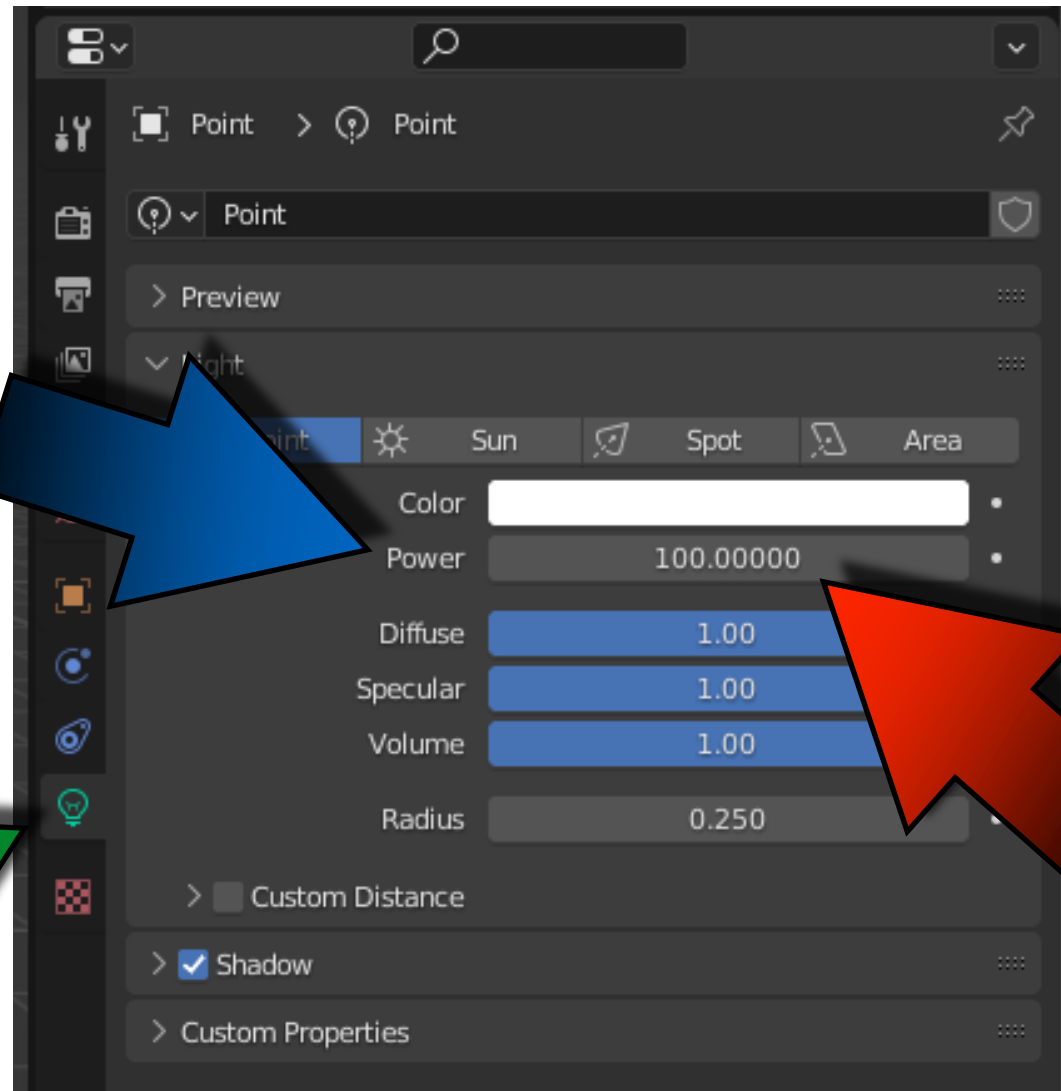
THERE IS WEAK LIGHTING



LIGHT

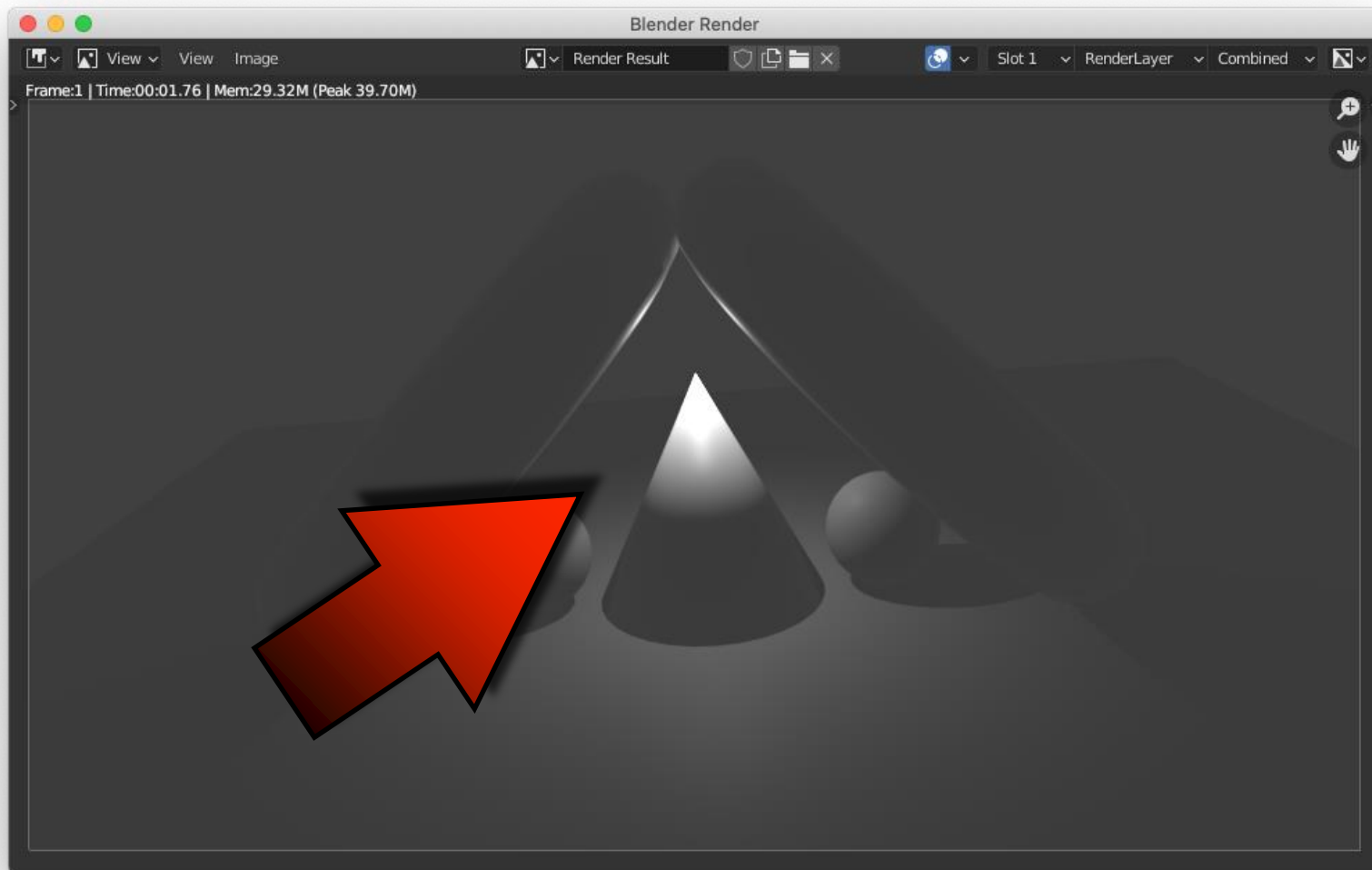
POWER OF AR AND VR

CHANGE POWER TO 100



LIGHT

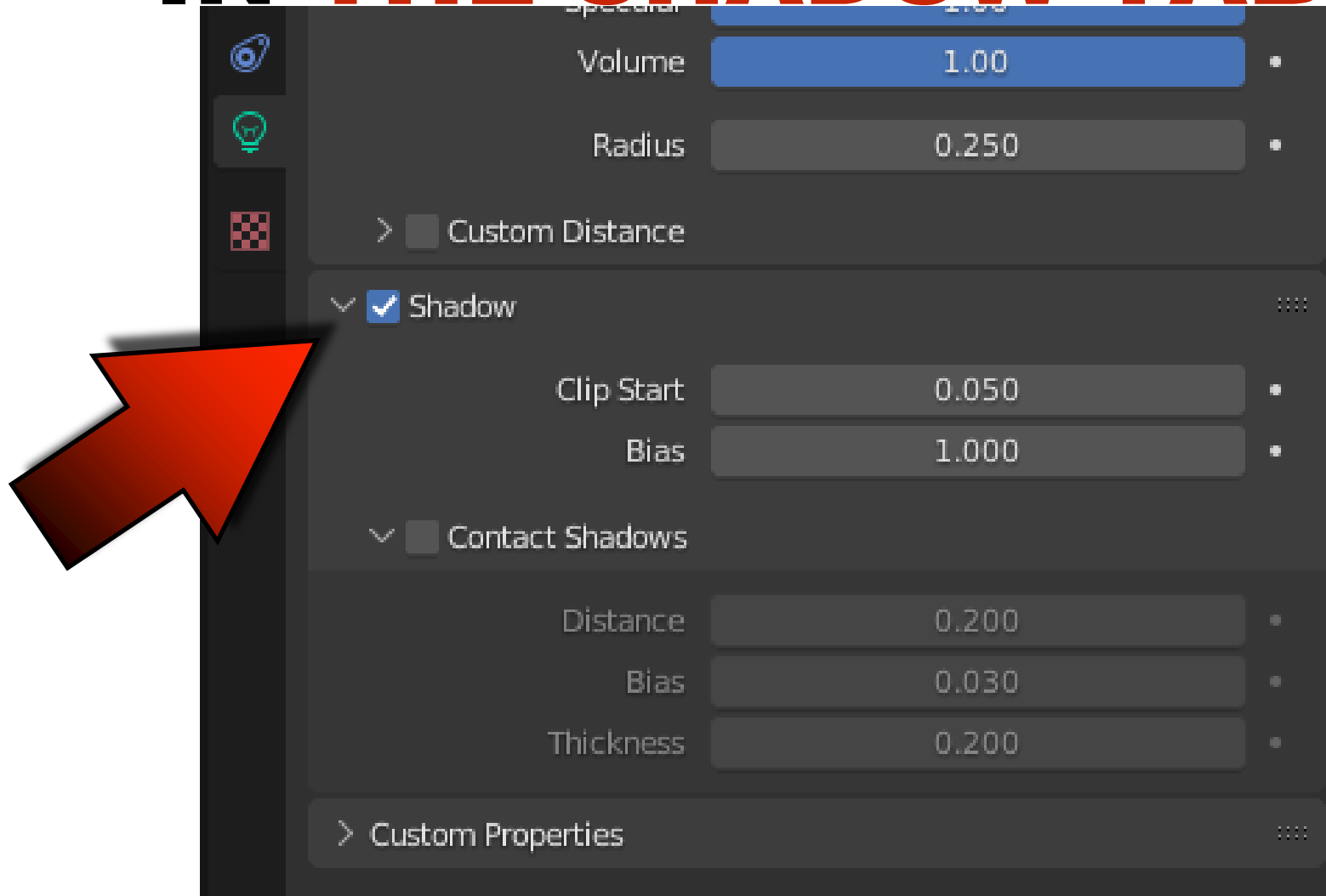
THE LIGHT IS **STRONGER**



LIGHT

POWER OF AR AND VR

SHADOW CAN BE SET IN THE SHADOW TAB



Volume 1.00

Radius 0.250

> Custom Distance

✓ Shadow

Clip Start 0.050

Bias 1.000

✓ Contact Shadows

Distance 0.200

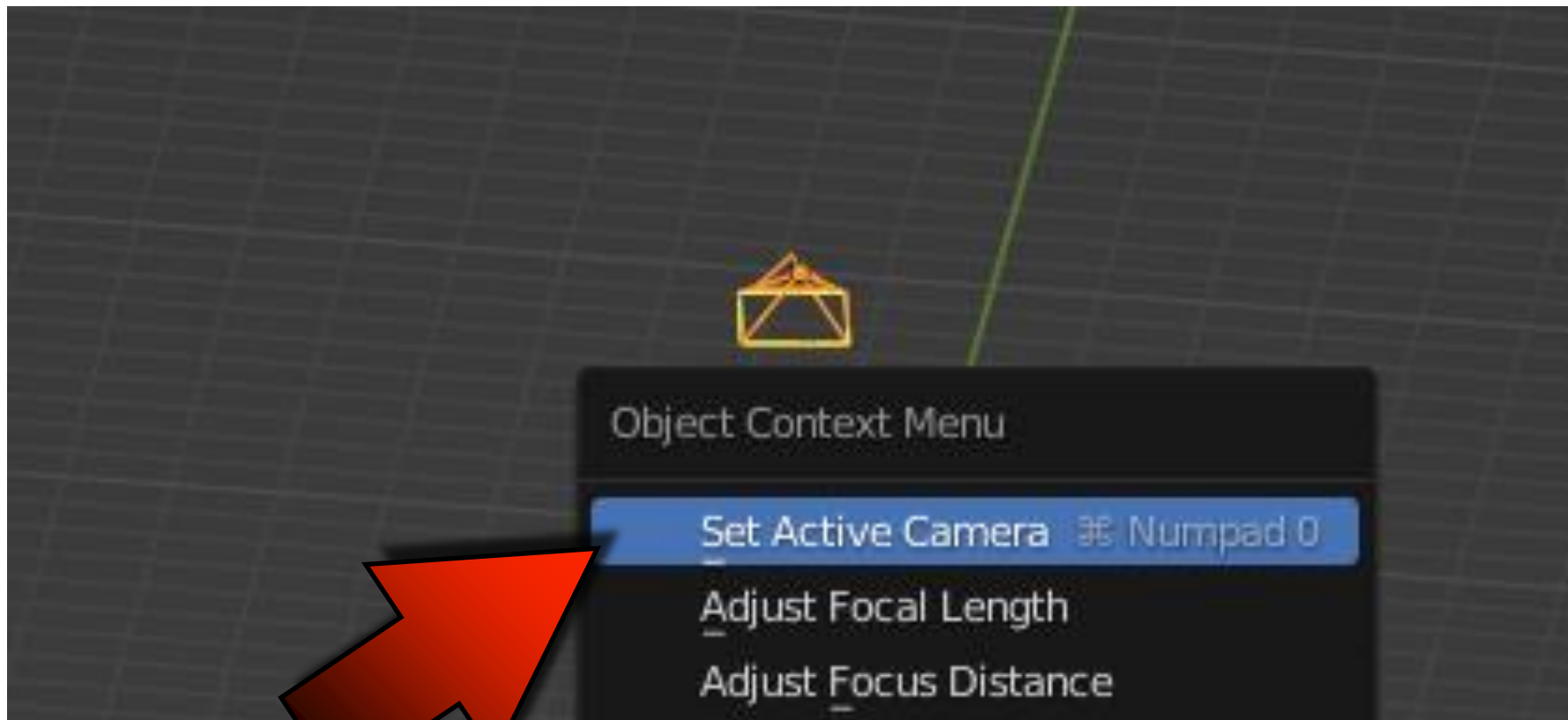
Bias 0.030

Thickness 0.200

> Custom Properties

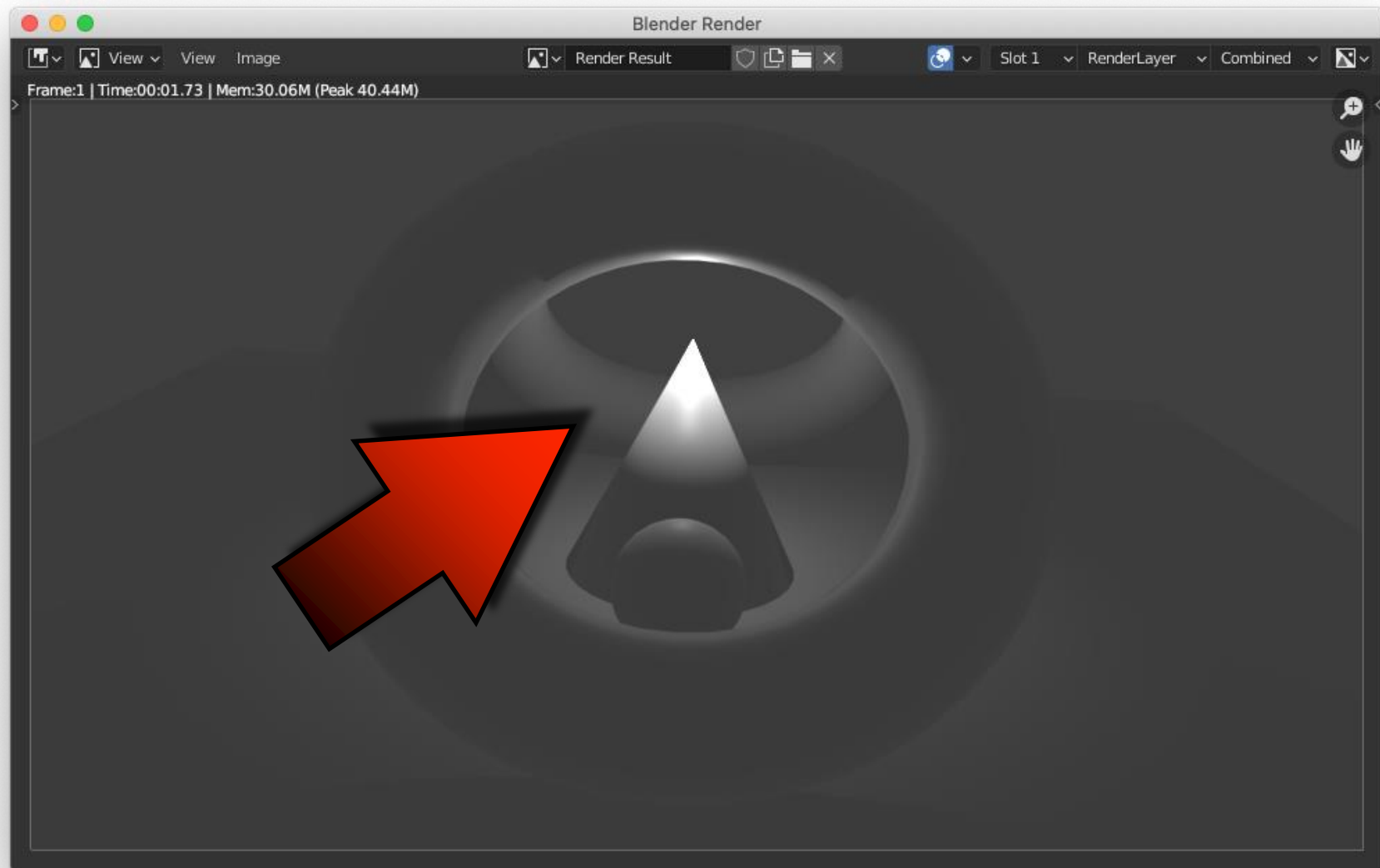
LIGHT

YOU CAN CHANGE **THE ACTIVE CAMERAS
TO SEE THE EFFECT FROM A DIFFERENT SIDE**



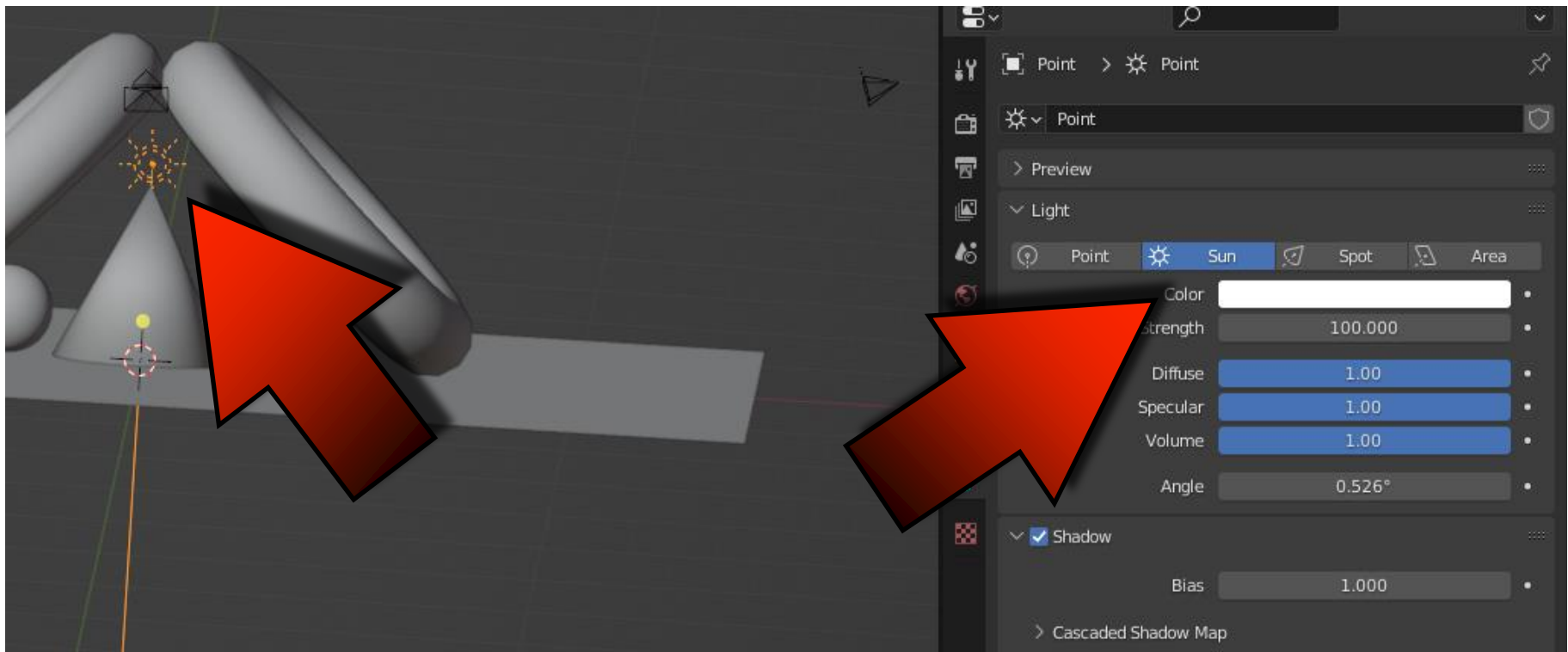
LIGHT

A POINT IS A LIGHT THAT COMES FROM ONE PLACE AND DISTRIBUTING IN ALL DIRECTIONS



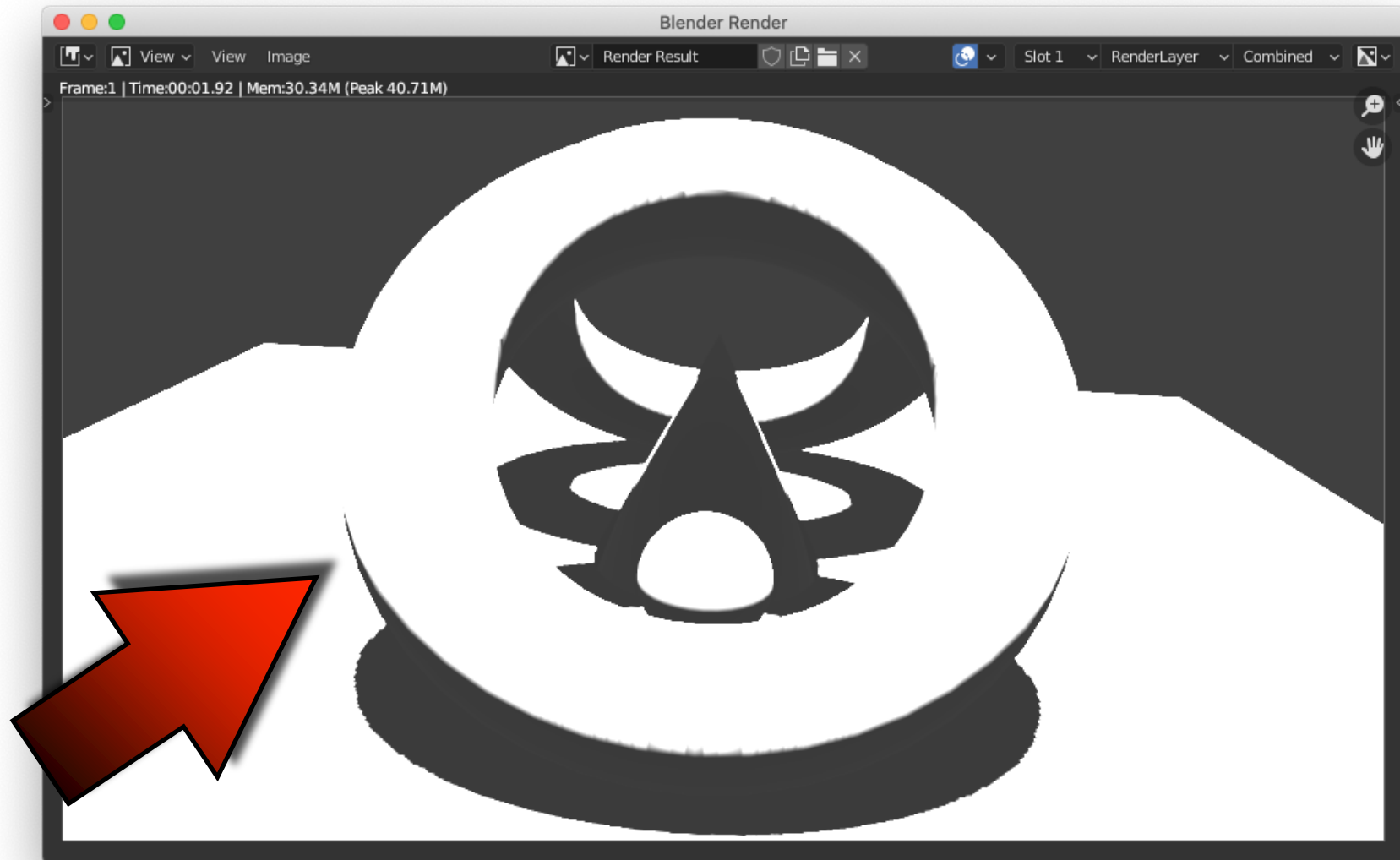
LIGHT

CHANGE TO **THE SUN**



LIGHT

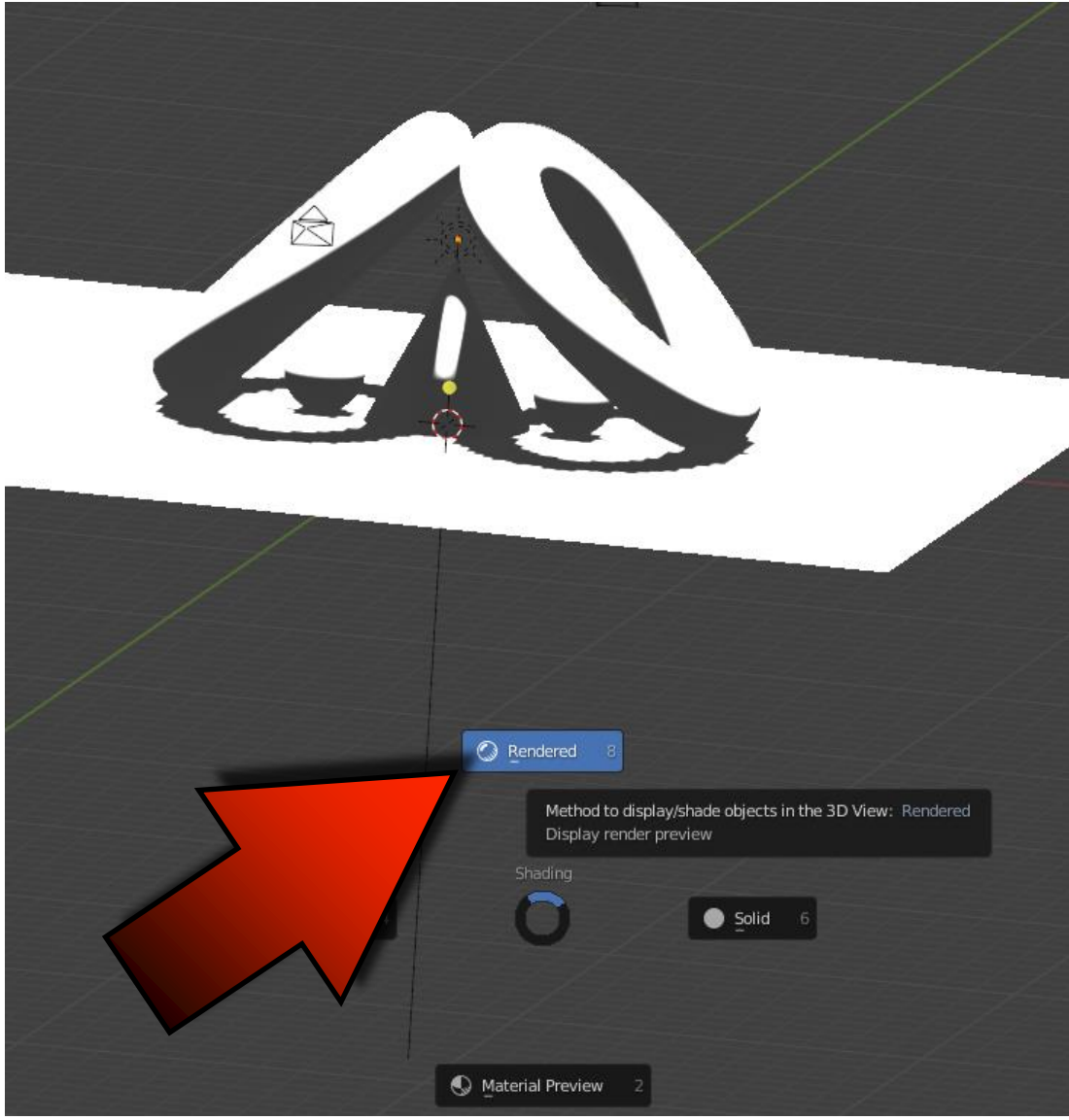
WHEREVER YOU PUT THEM ON THE STAGE IT WILL BE THE SAME INTENDIVITY



LIGHT

POWER OF AR AND VR

SWITCH TO **RENDERED** VIEW



LIGHT

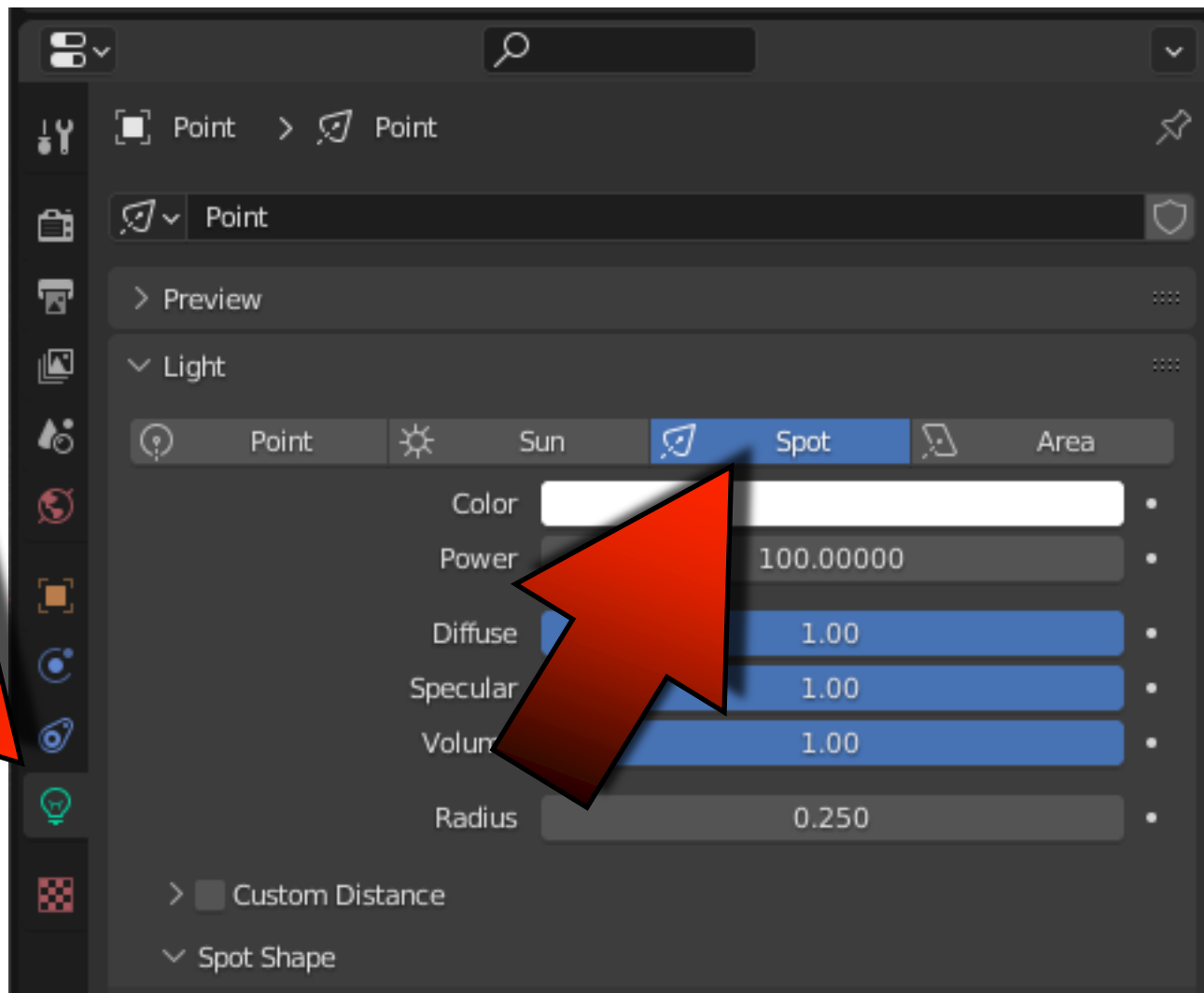
START ANIMATION

MOVE A DOT FROM THE SUN



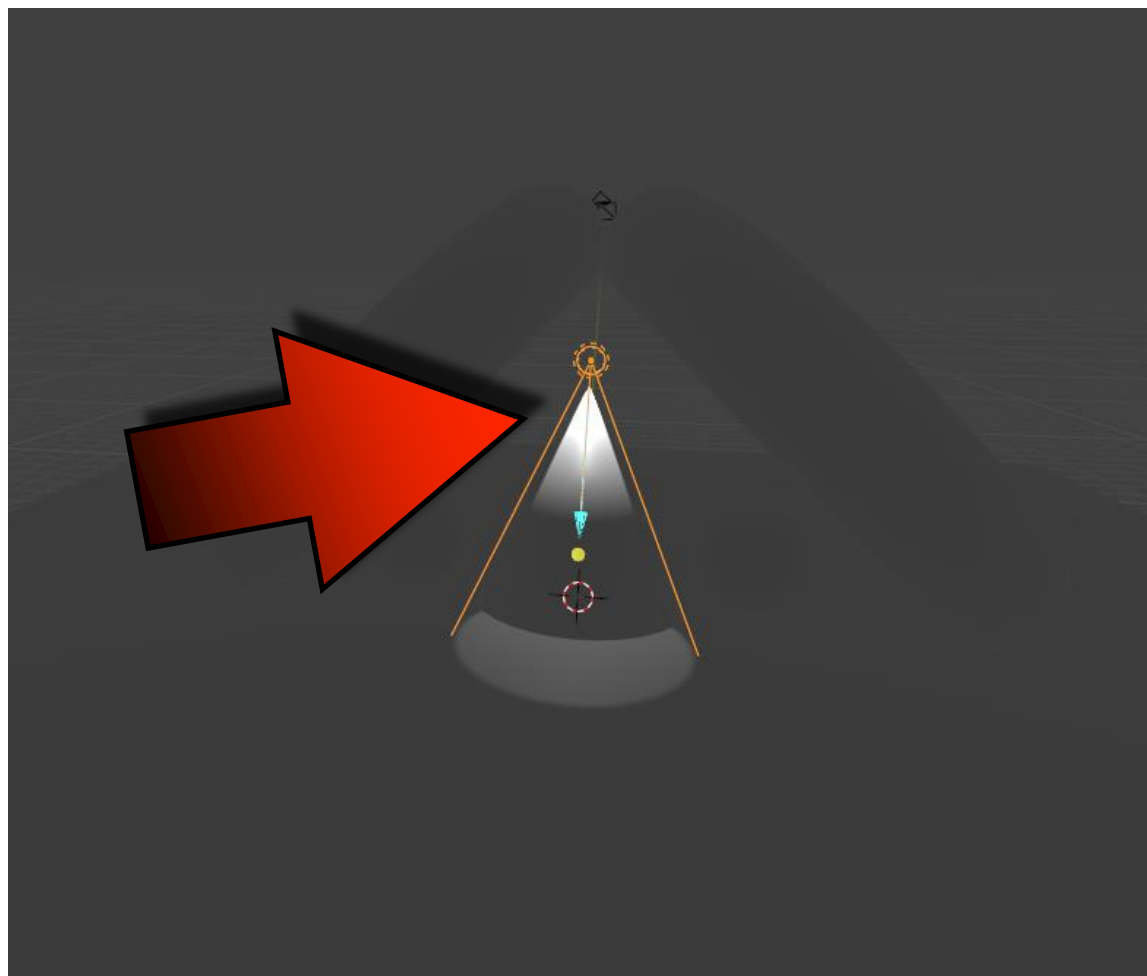
https://youtu.be/mA_zTQf6LT0

CHANGE TO THE SPOT



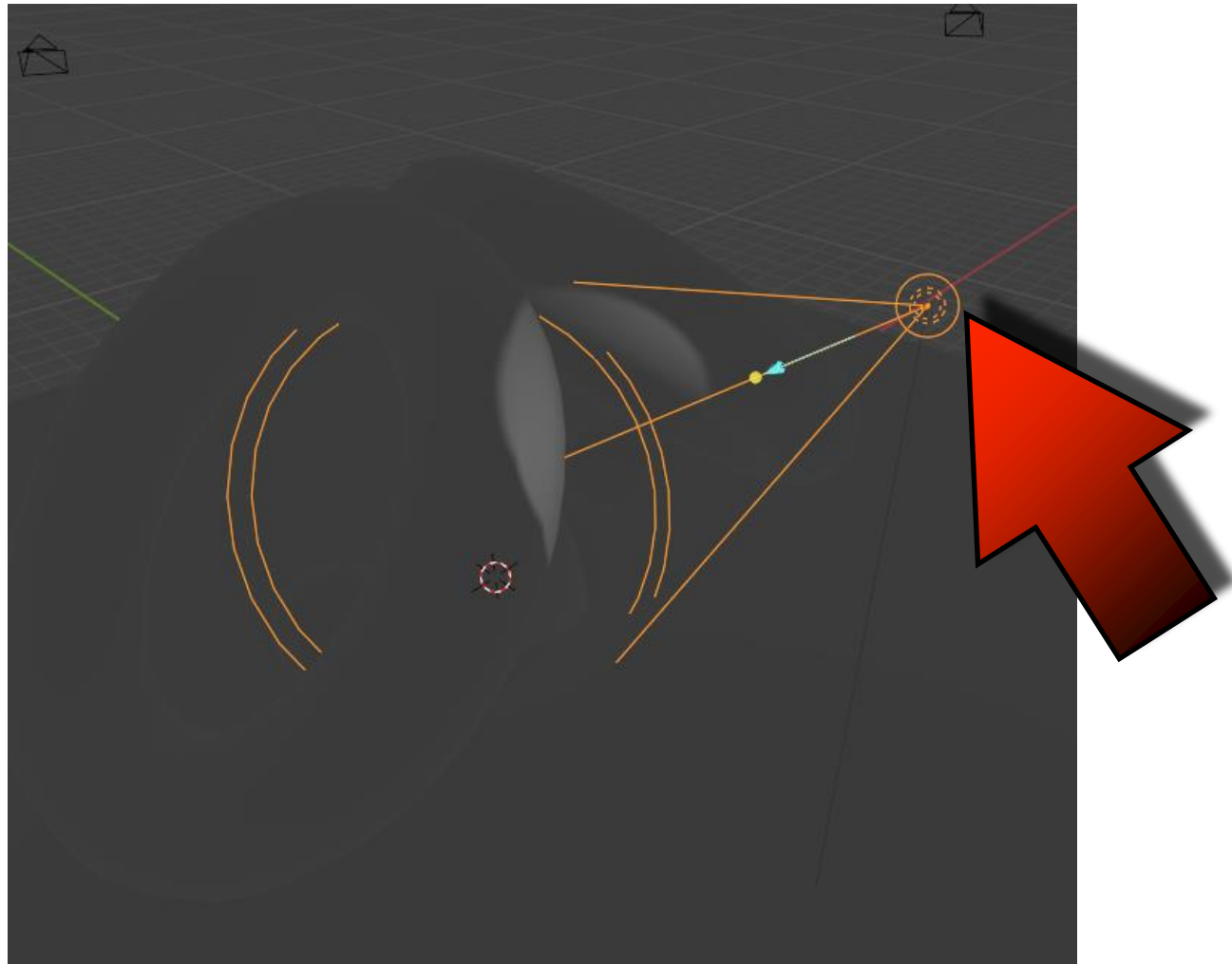
LIGHT

SPOT GIVES A LIGHT OR A HEADLAMP EFFECT



LIGHT

MOVE AND ROTATE THE SPOT TO ANOTHER PLACE



LIGHT

START ANIMATION

YOU CAN MOVE THE ARROW AND THE DOT



<https://youtu.be/iswNHTThTUR8>

START ANIMATION

CHANGING THE LIGHTING DISTANCE



<https://youtu.be/Re7U7a6pwyo>

START ANIMATION

CHANGE OF LIGHTING SURFACE



<https://youtu.be/ro4TwTLEaCs>

START ANIMATION

CHANGING THE BLURNING OF THE EDGES OF THE LIGHTING



<https://youtu.be/UeWXWDIifo0>

START ANIMATION

CHANGING THE LIGHT COLOR



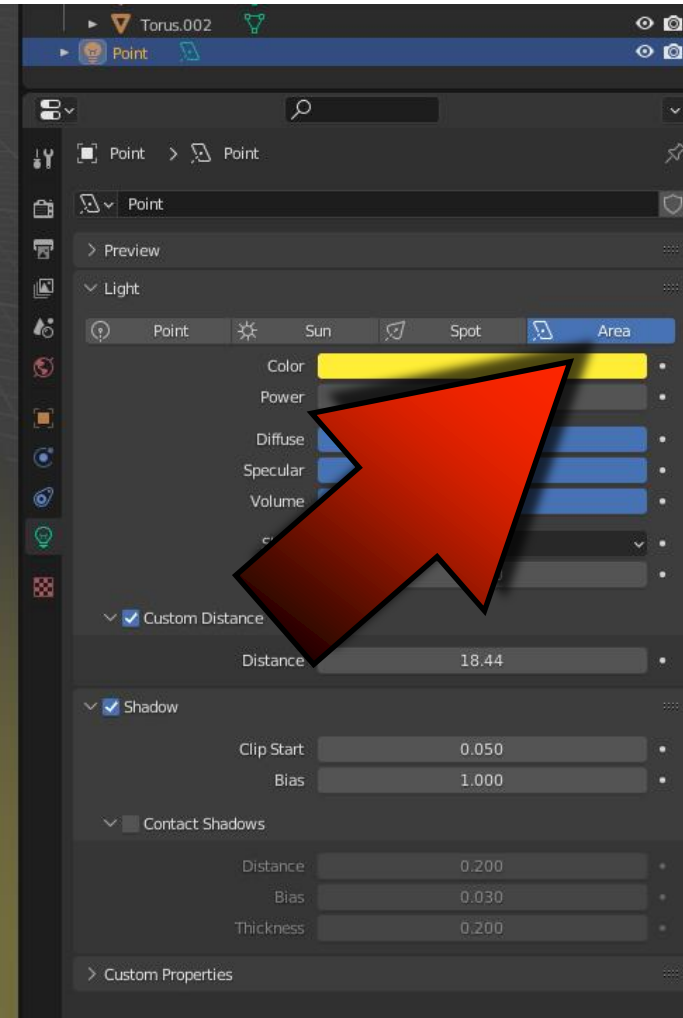
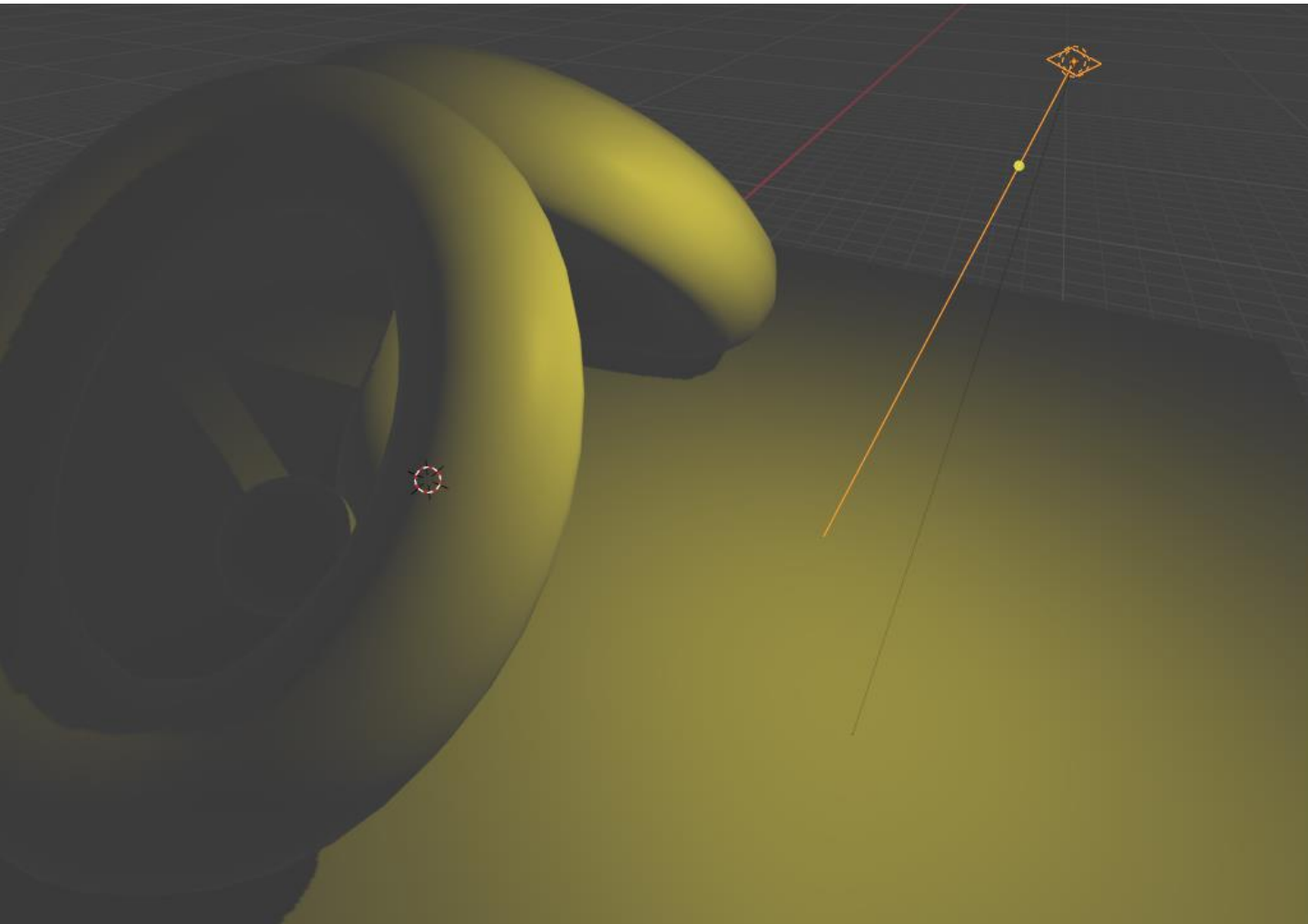
<https://youtu.be/2wloikUW6bw>



POWER OF AR AND VR



SWITCH TO AREA



LIGHT

START ANIMATION

AREA LIGHTS SURFACE

LIKE BEFORE YOU CAN MOVE THE AREA ELEMENTS

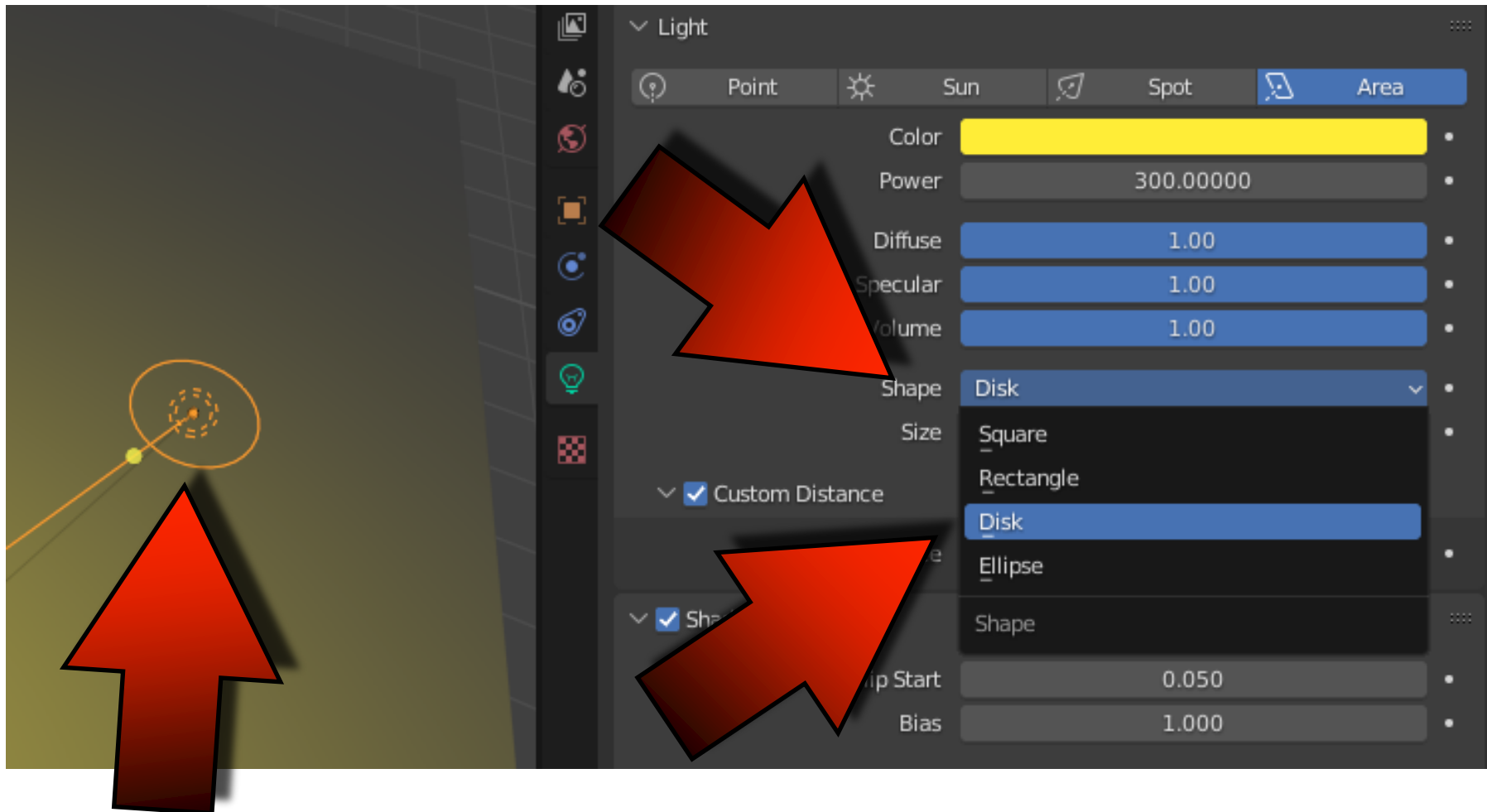


<https://youtu.be/L4xfNPJUE6c>

POWER OF AR AND VR

YOU CAN CHANGE

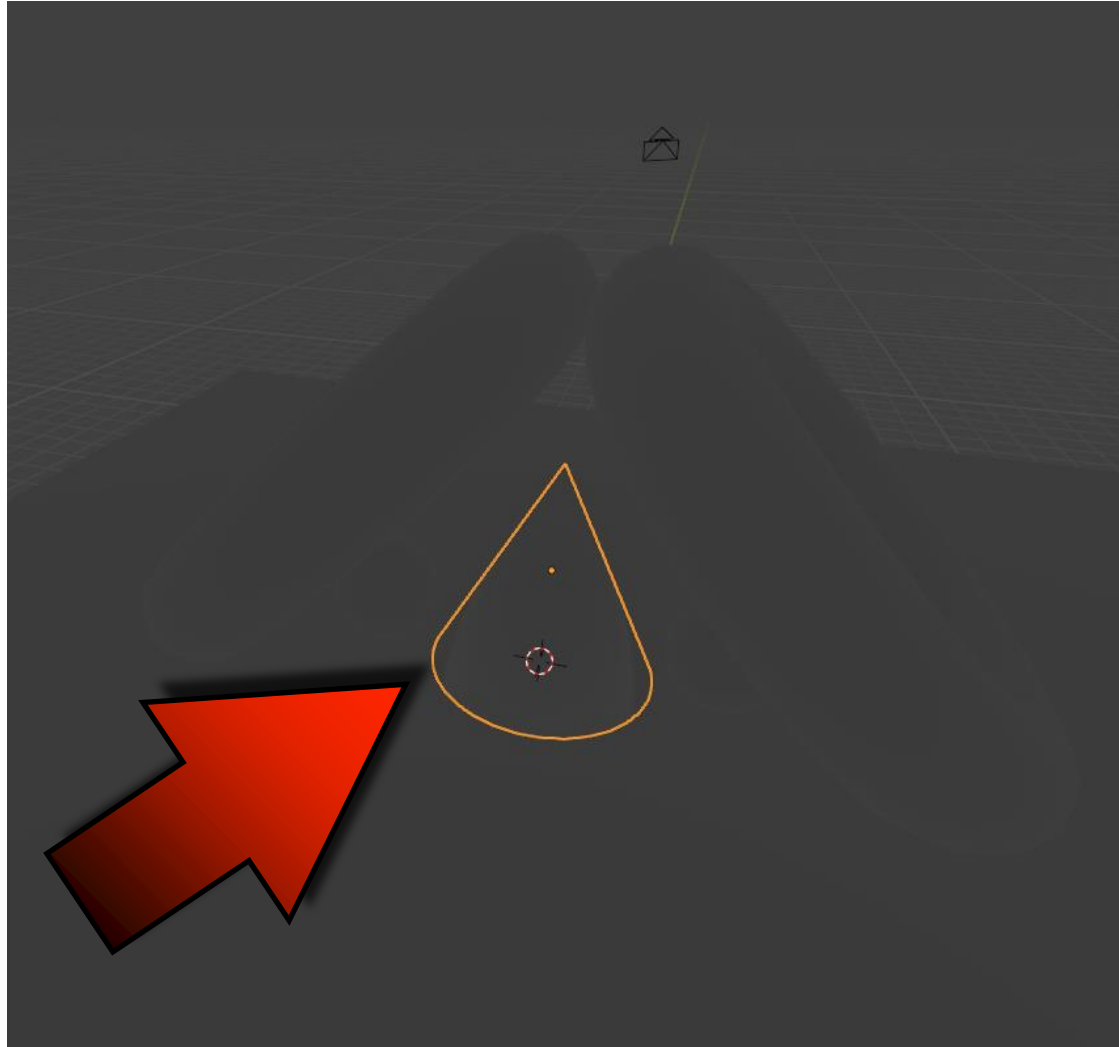
THE SHAPE OF THE LIGHTING SURFACE



LIGHT

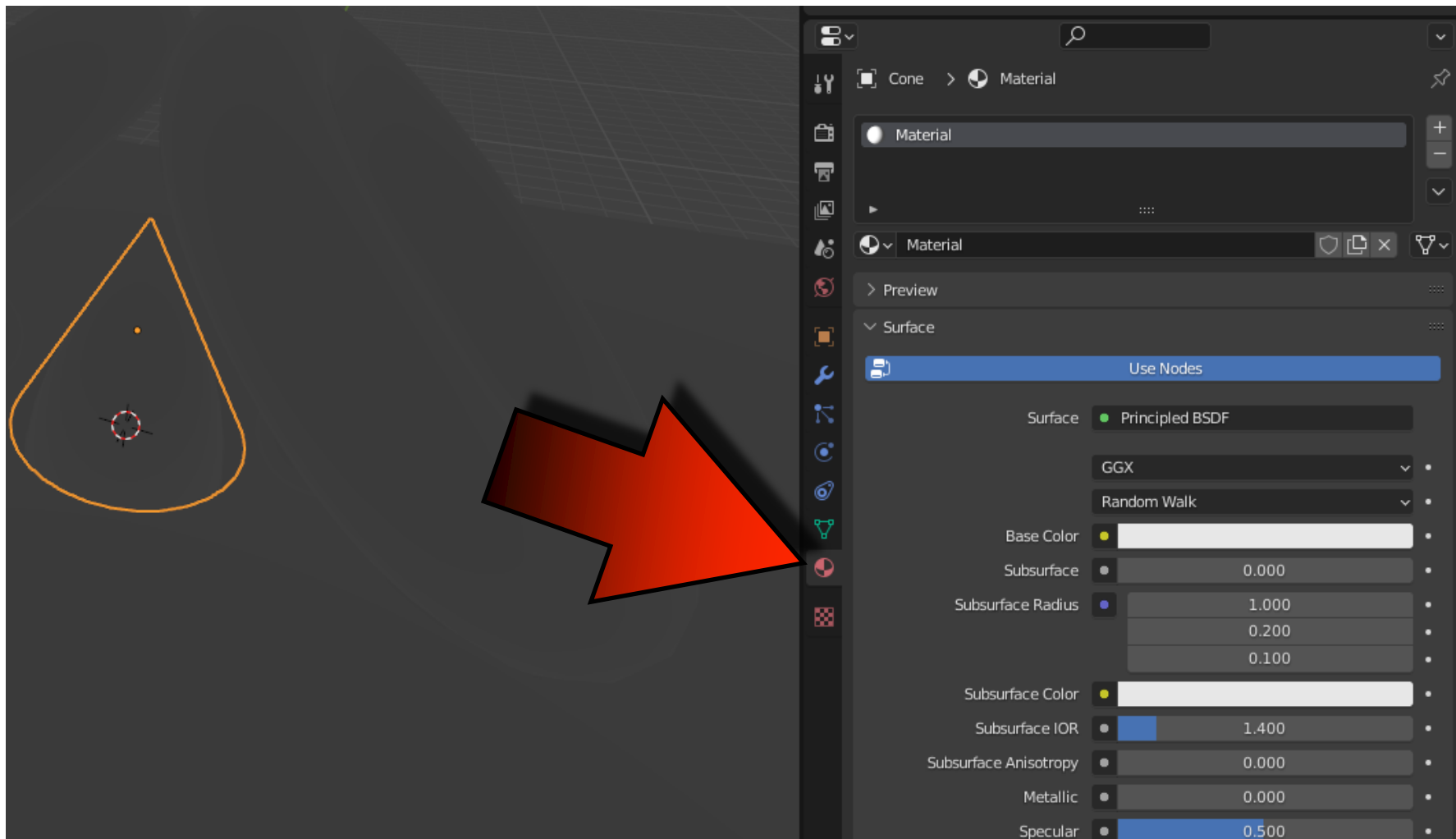
POWER OF AR AND VR

REMOVE LAMPS AND SELECT A CONE



LIGHT

ADD MATERIAL

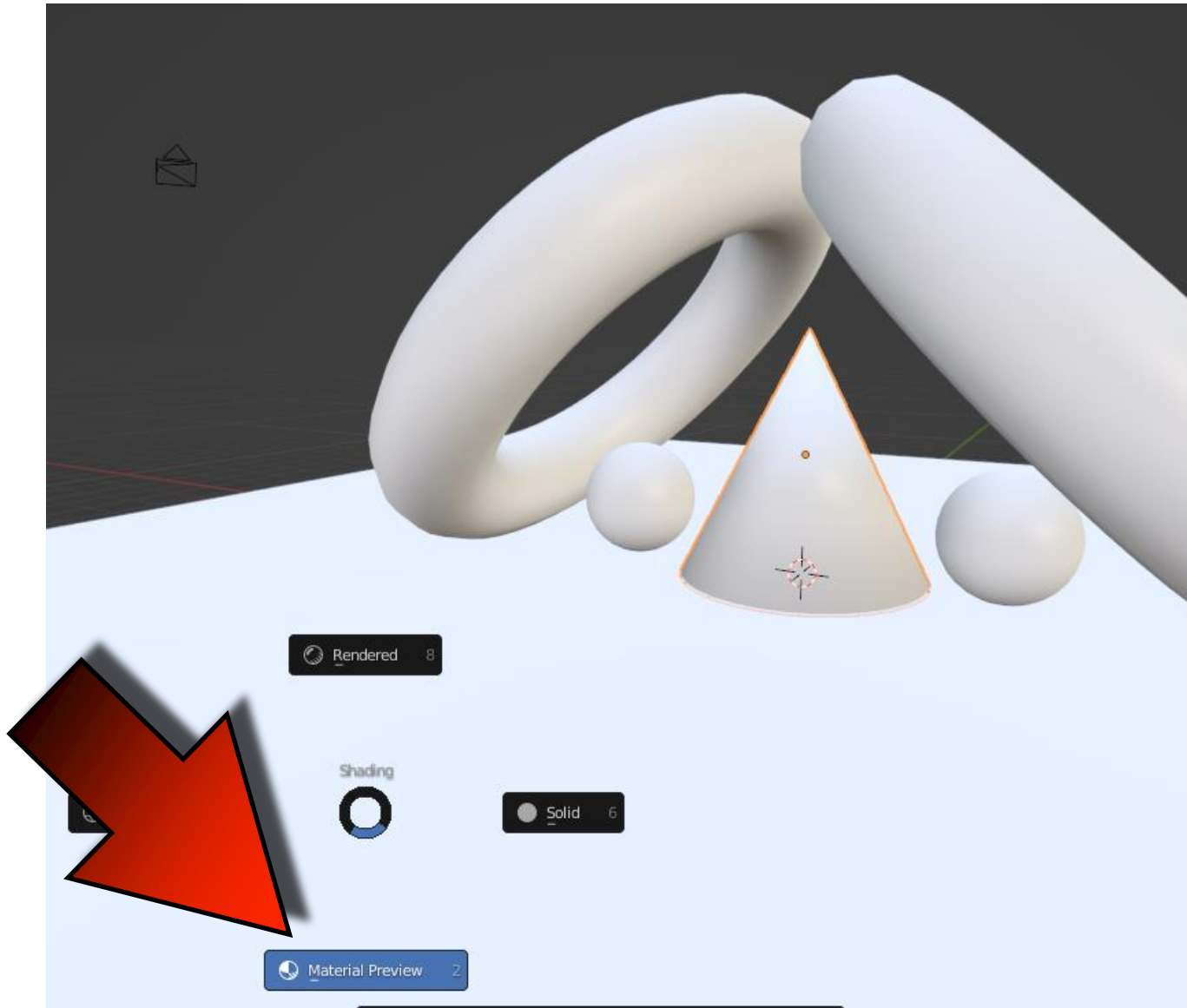




POWER OF AR AND VR



GO TO MATERIAL PREVIEW



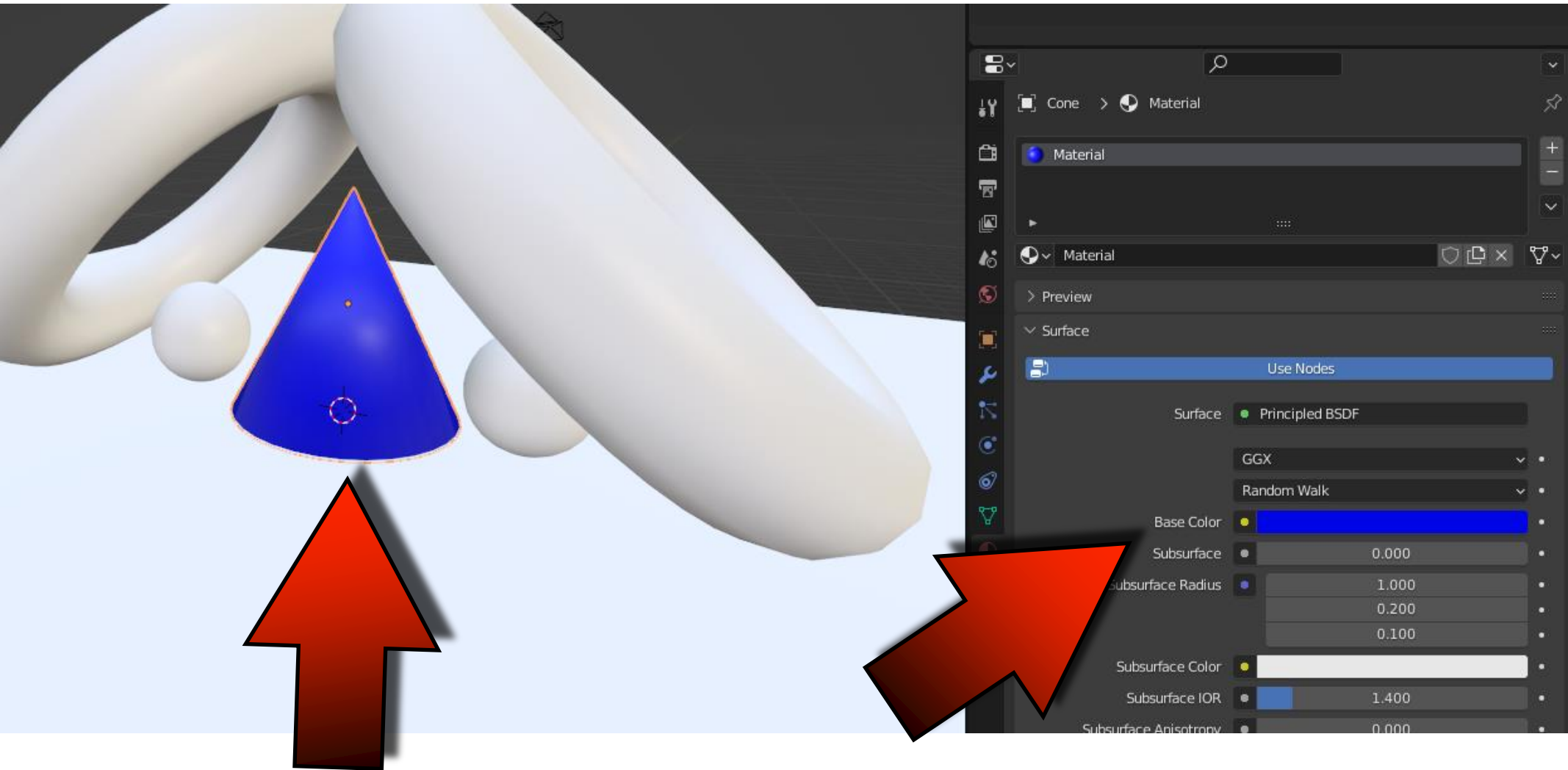
LIGHT



POWER OF AR AND VR

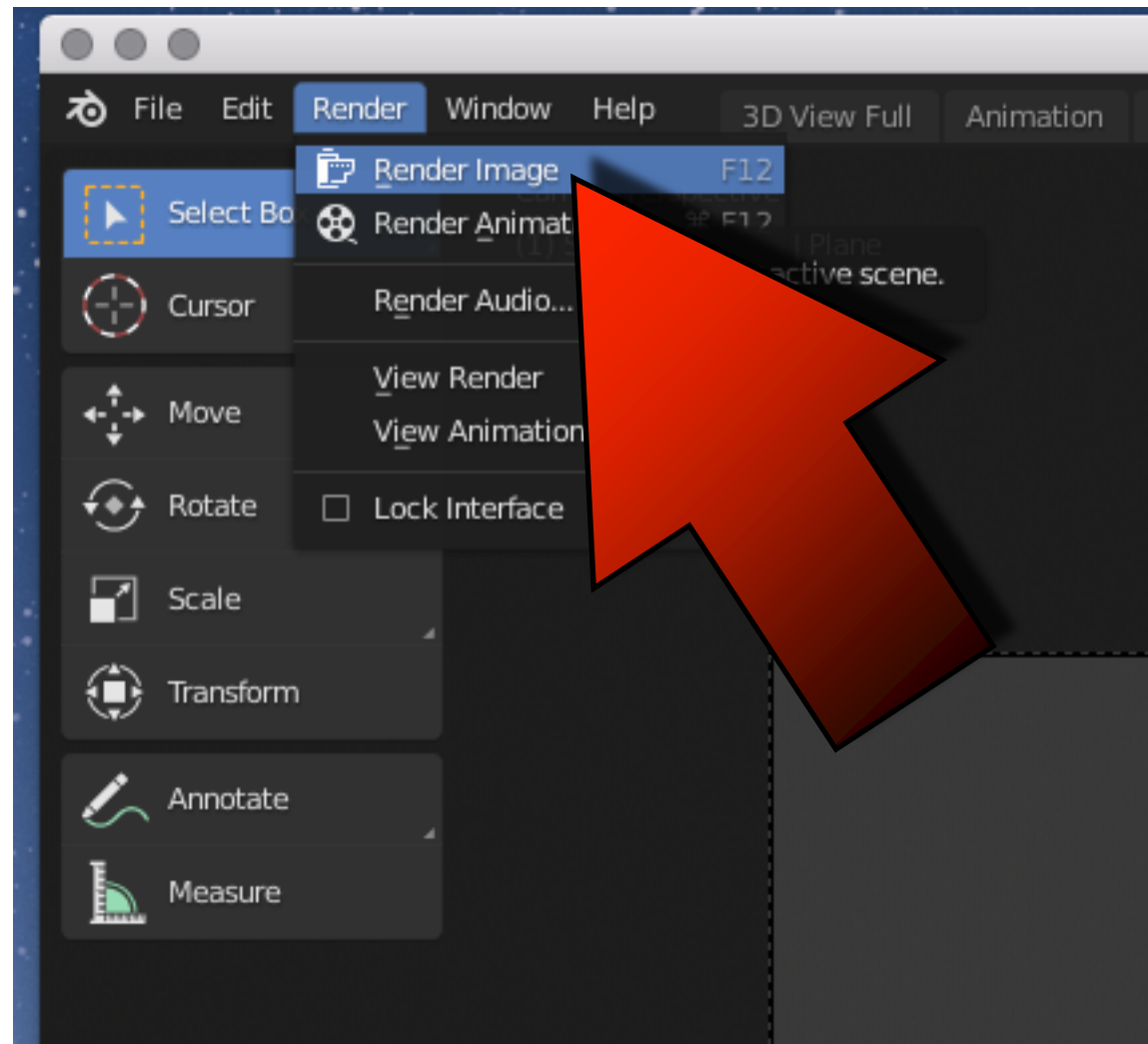


CHANGE **BASE COLOR**



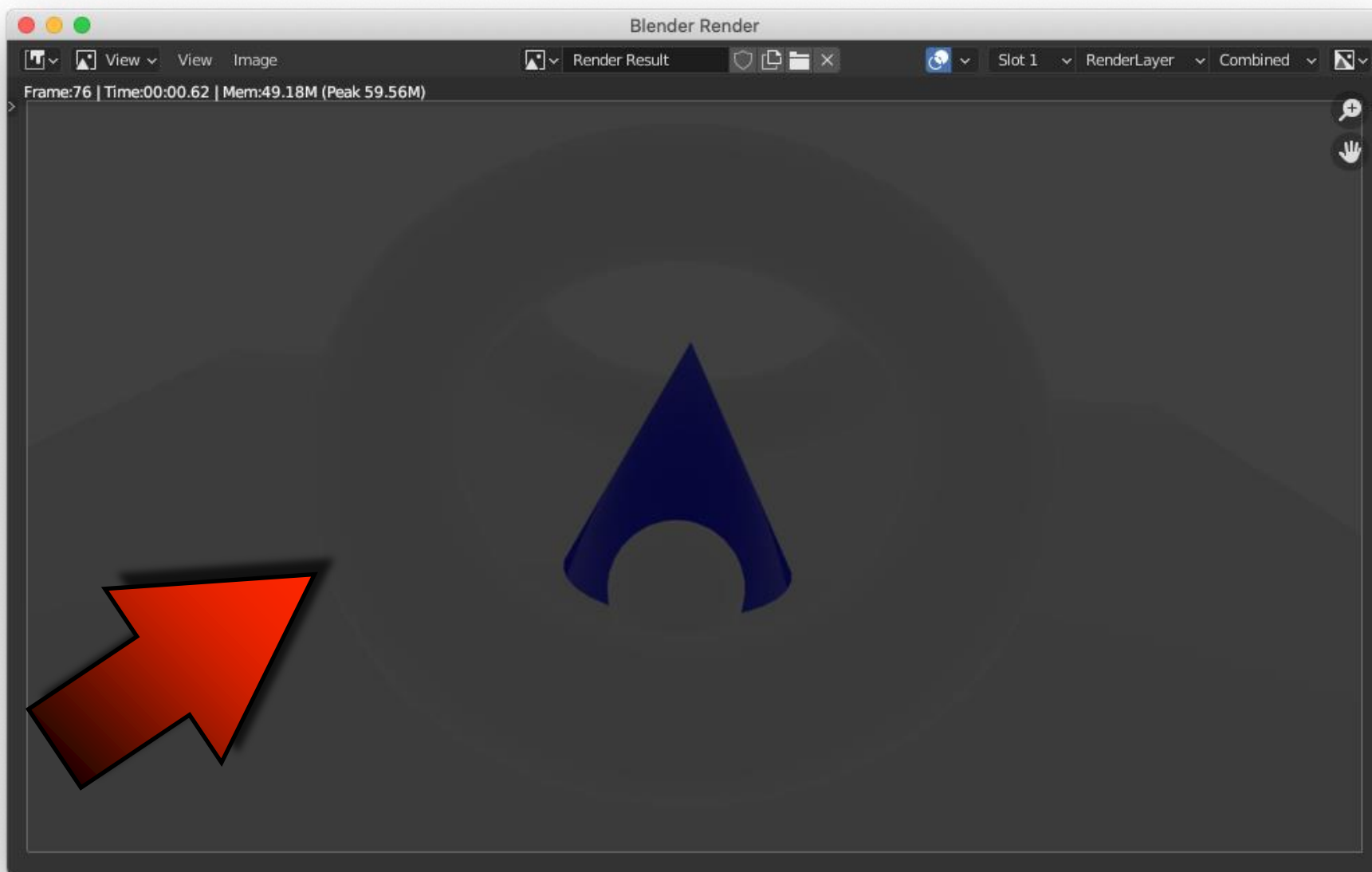
LIGHT

CHOOSE **RENDER IMAGE**



POWER OF AR AND VR

WE HAVE NO LIGHTING



LIGHT



POWER OF AR AND VR



CLICK ON THE DOT AT THE EMISSION

The image shows a material editor interface with a list of properties. A red arrow points to the 'Emission' property, which has a small yellow dot next to it. The 'Emission Strength' property is set to 1.000. The 'Alpha' property is set to 1.000. The 'Emission' property is currently disabled, as indicated by the yellow dot.

Property	Value
Metallic	0.000
Specular	0.500
Specular Tint	0.000
Roughness	0.500
Anisotropic	0.000
Anisotropic Rotation	0.000
Sheen	0.000
Sheen Tint	0.500
Clearcoat	0.000
Clearcoat Roughness	0.000
IOR	1.450
Transmission	0.000
Transmission Roughness	0.000
Emission	0.000
Emission Strength	1.000
Alpha	1.000
Normal	Default
Clearcoat Normal	Default
Tangent	Default

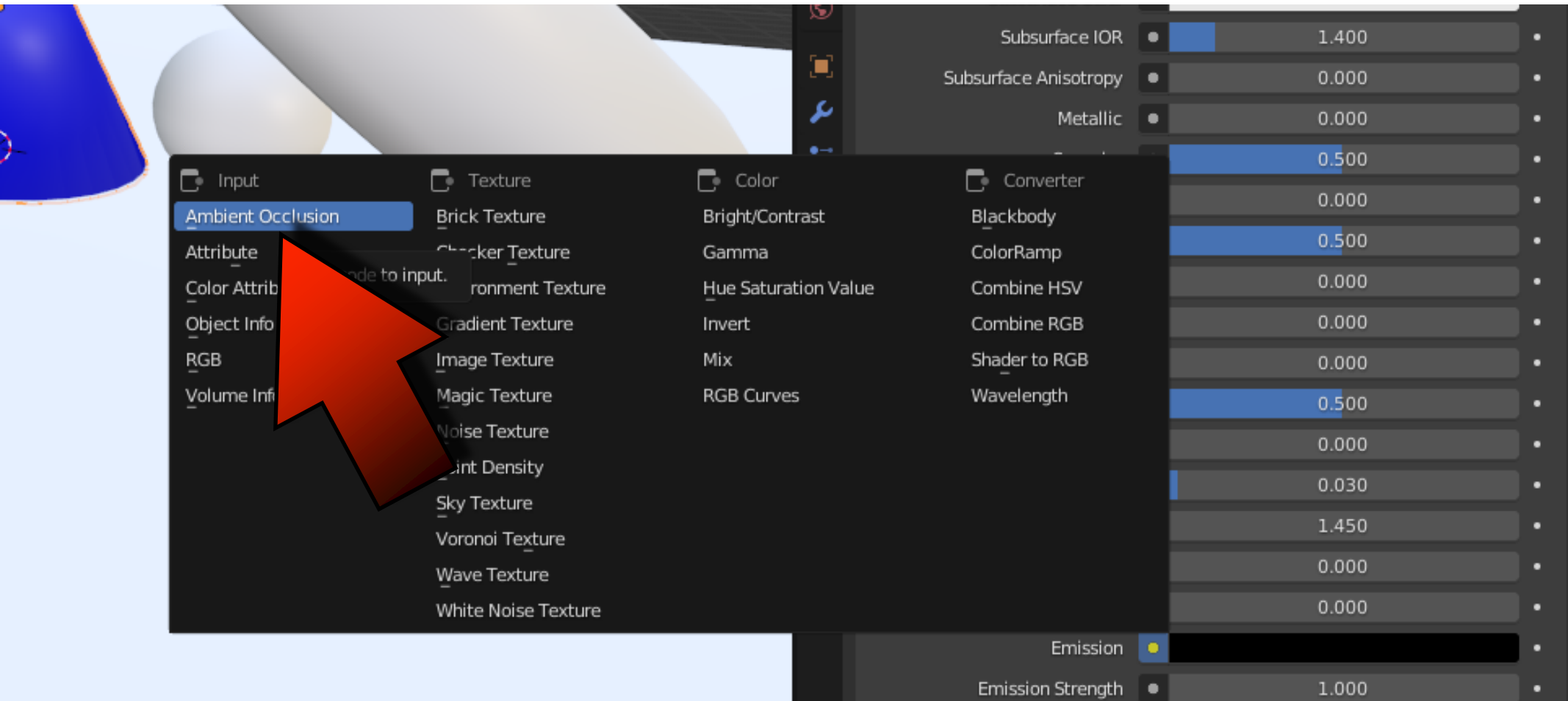
LIGHT



POWER OF AR AND VR

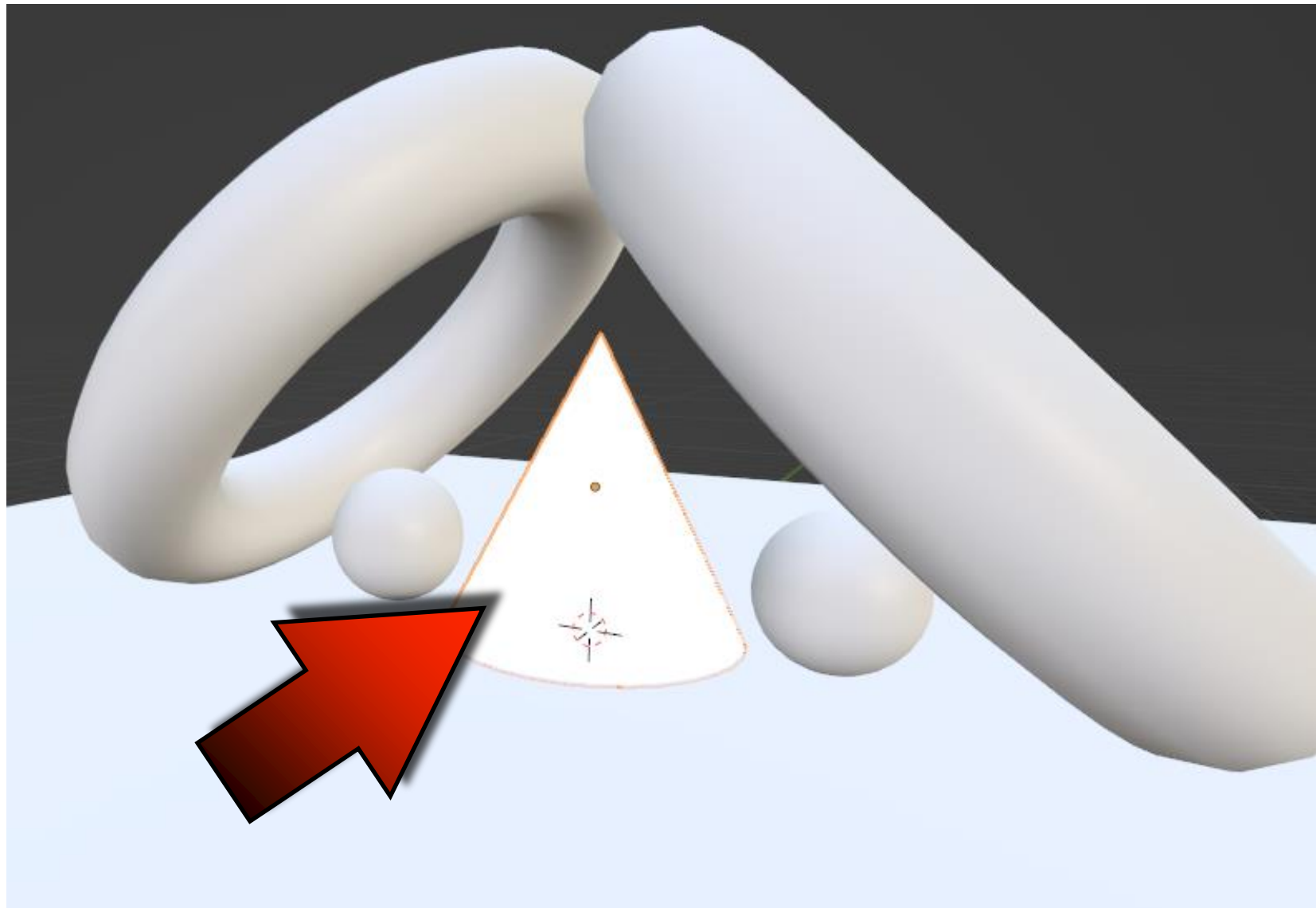


CHOOSE AMBIENT OCCLUSION WHICH SETS THE SHADOWS IN THE CORNERS



LIGHT

THE CONE WILL CHANGE ITS LOOK



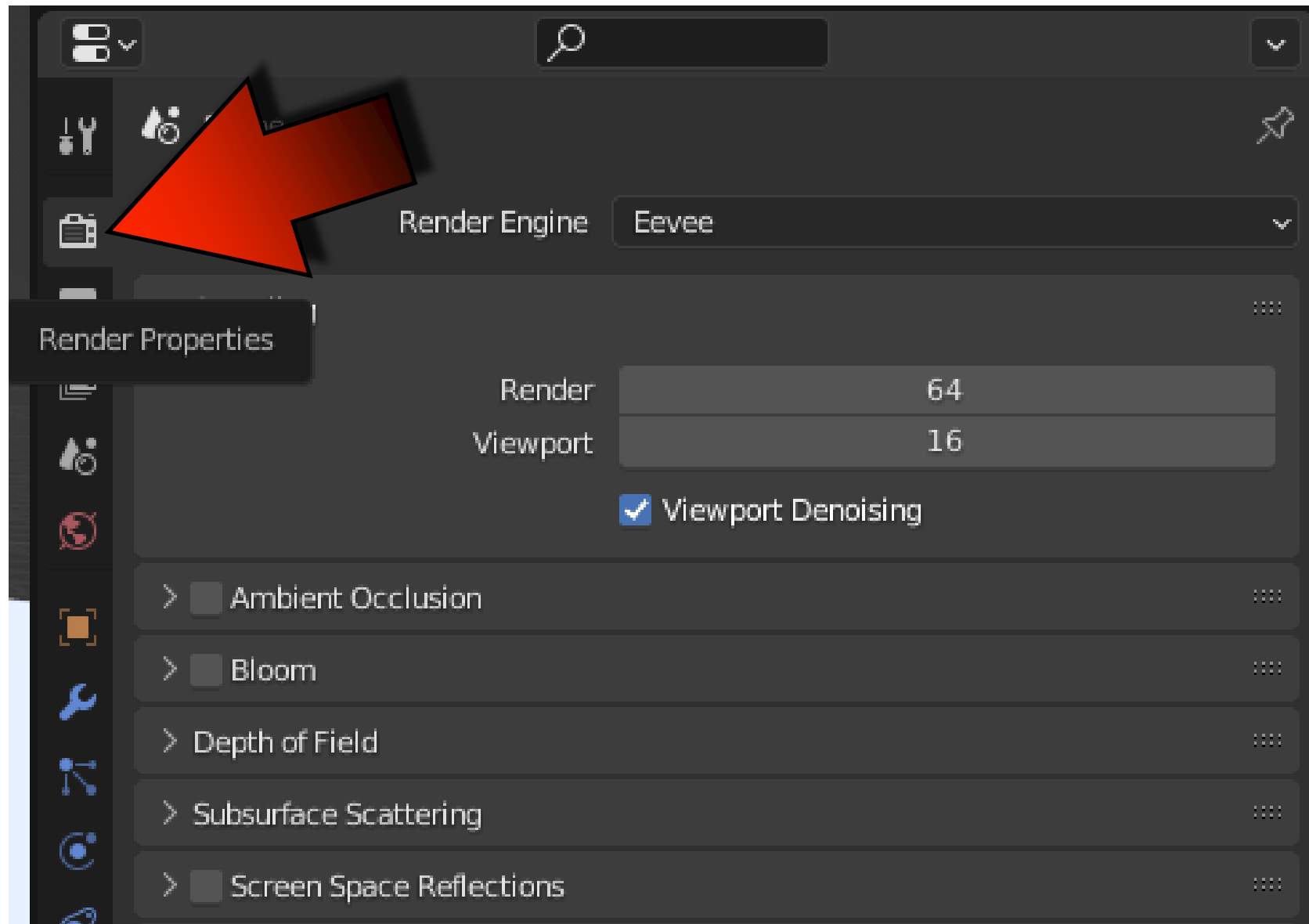
LIGHT



POWER OF AR AND VR



GO TO RENDER PROPERTIES



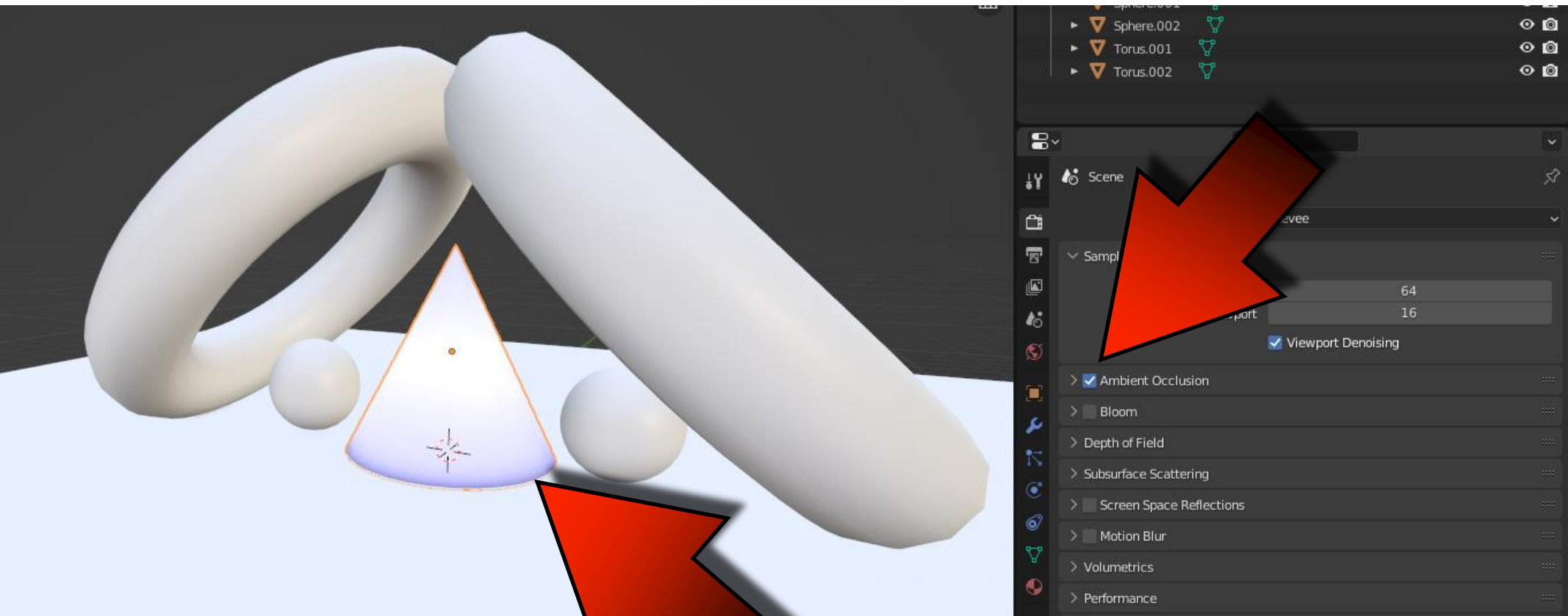
LIGHT



POWER OF AR AND VR

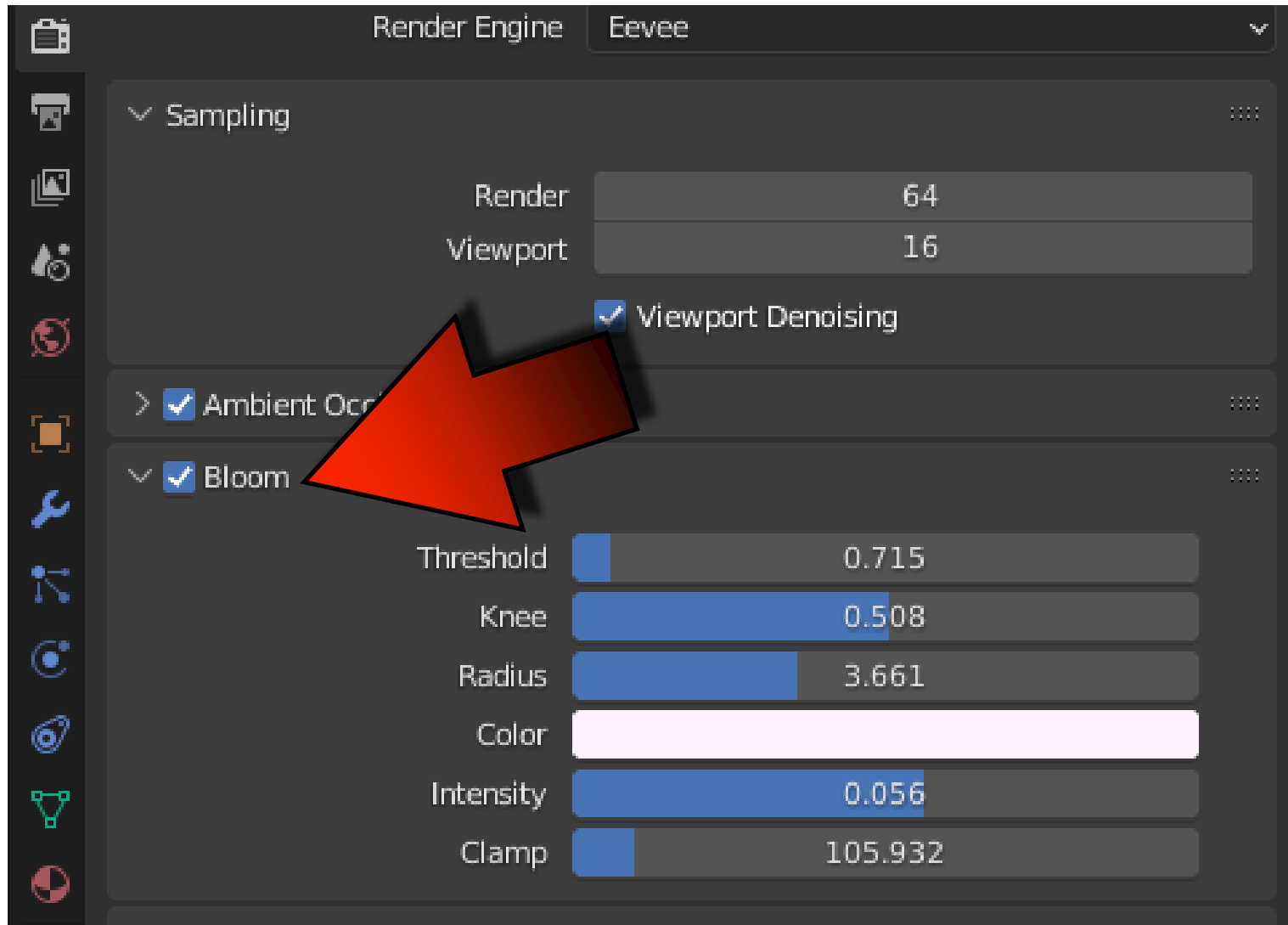


SELECT AMBIENT OCCLUSION



LIGHT

BLOOM CHANGES GLOW



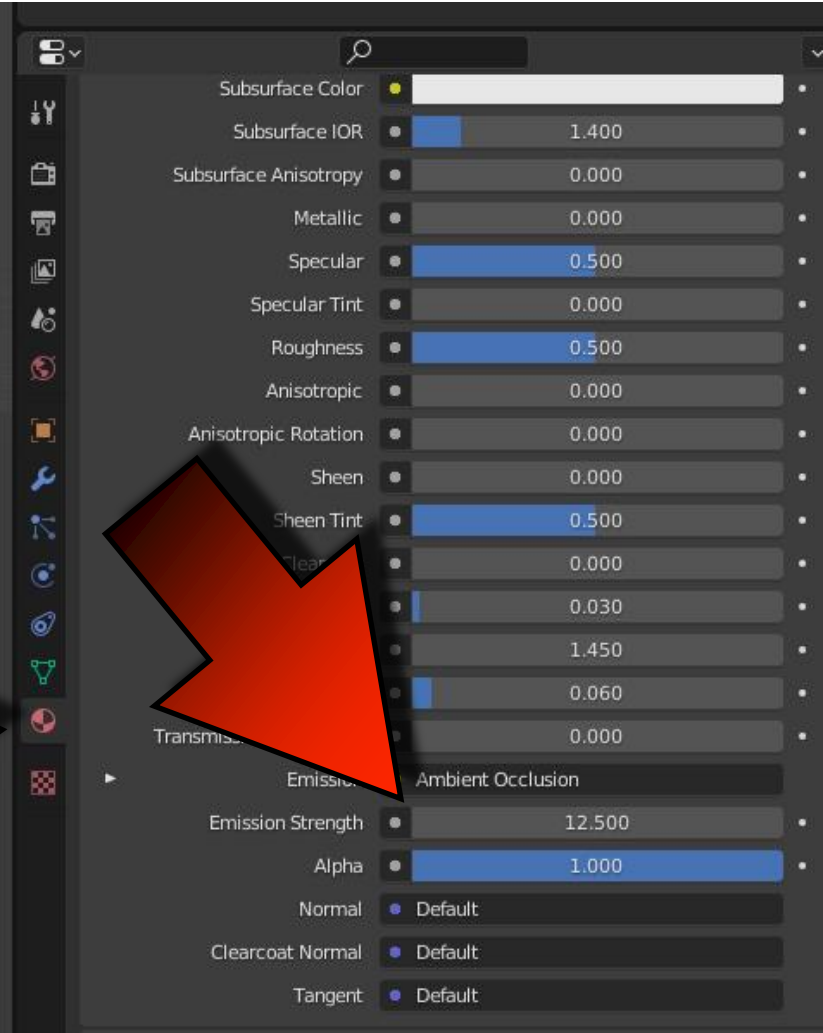
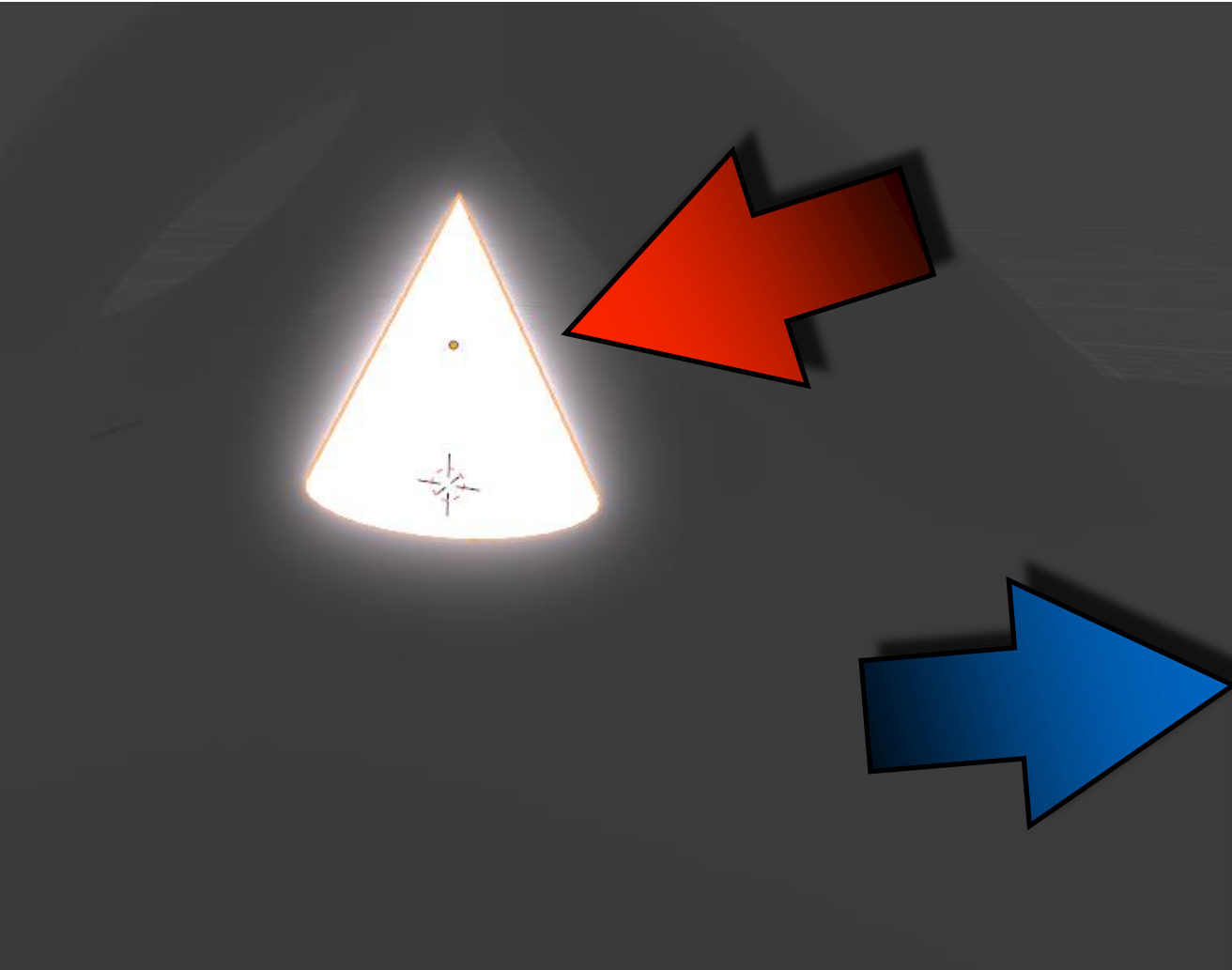
LIGHT



POWER OF AR AND VR

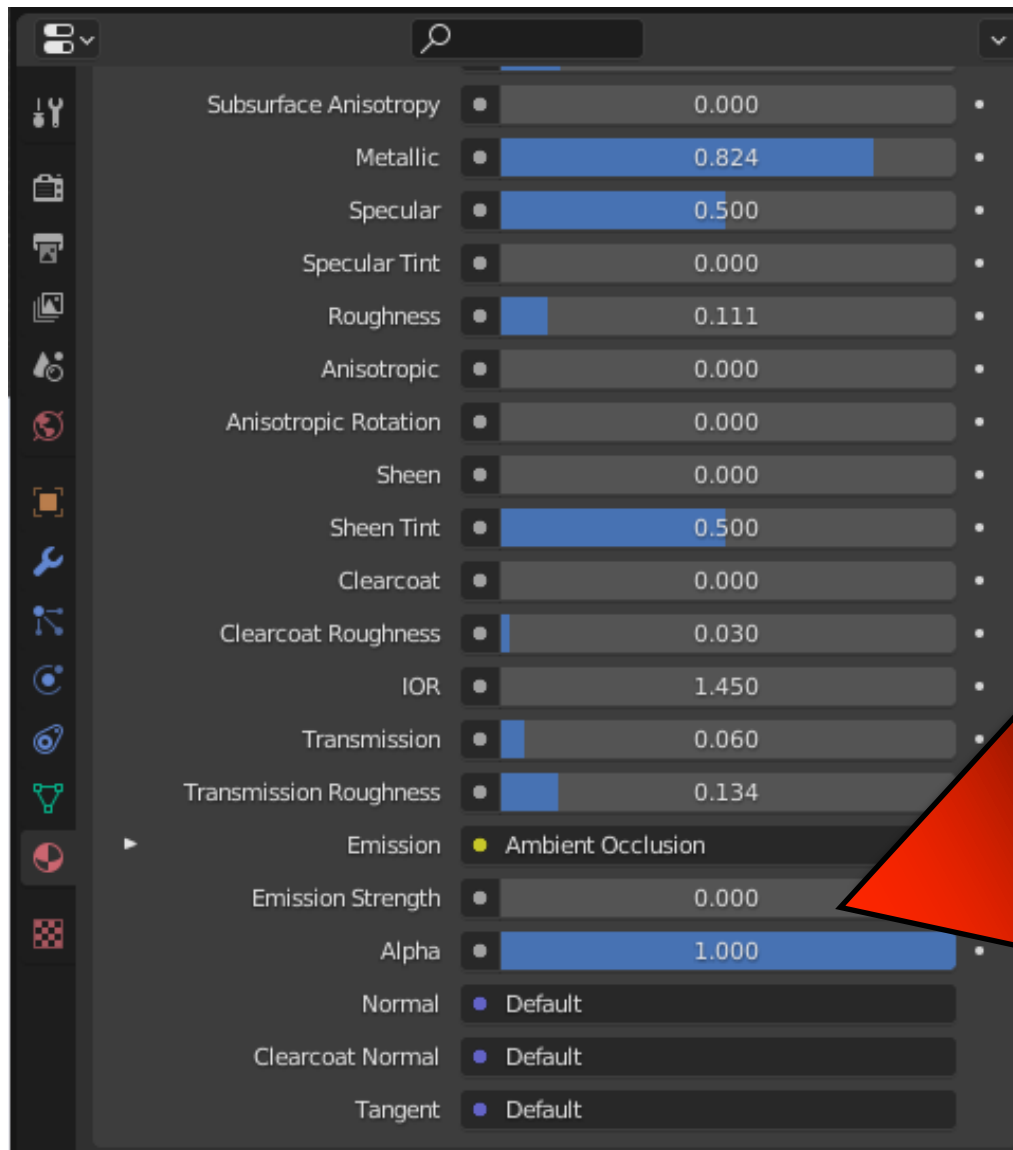
IN MATERIAL CHANGE

EMISSION STRENGTH




LIGHT

SET EMISSION STRENGTH=0



LIGHT

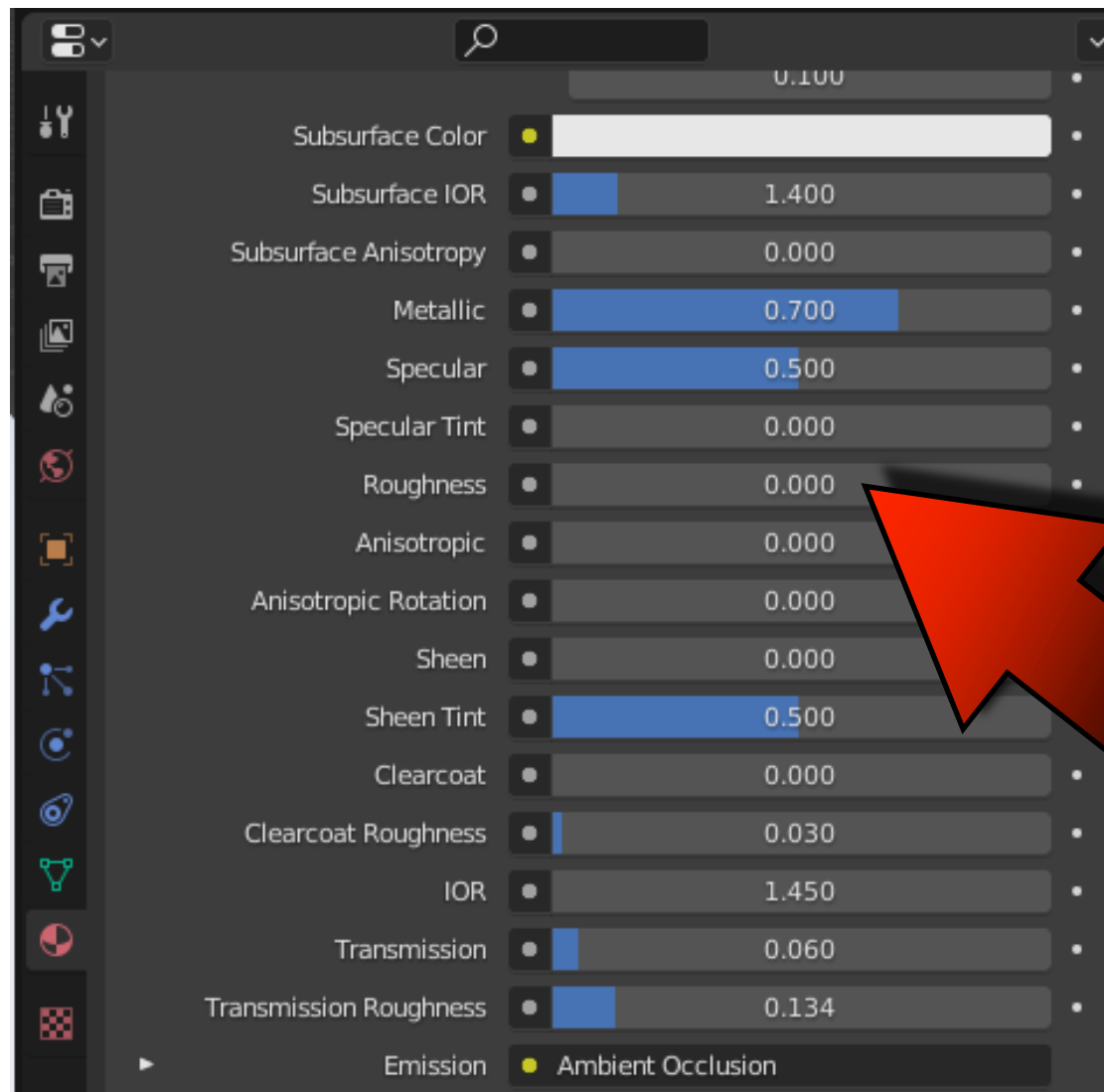
SET METALIC=0.7



Property	Value
Subsurface Color	0.100
Subsurface IOR	1.400
Subsurface Anisotropy	0.000
Metallic	0.700
Specular	0.500
Specular Tint	0.000
Roughness	0.000
Anisotropic	0.000
Anisotropic Rotation	0.000
Sheen	0.000
Sheen Tint	0.500
Clearcoat	0.000
Clearcoat Roughness	0.030
IOR	1.450
Transmission	0.060
Transmission Roughness	0.134
Emission	Ambient Occlusion

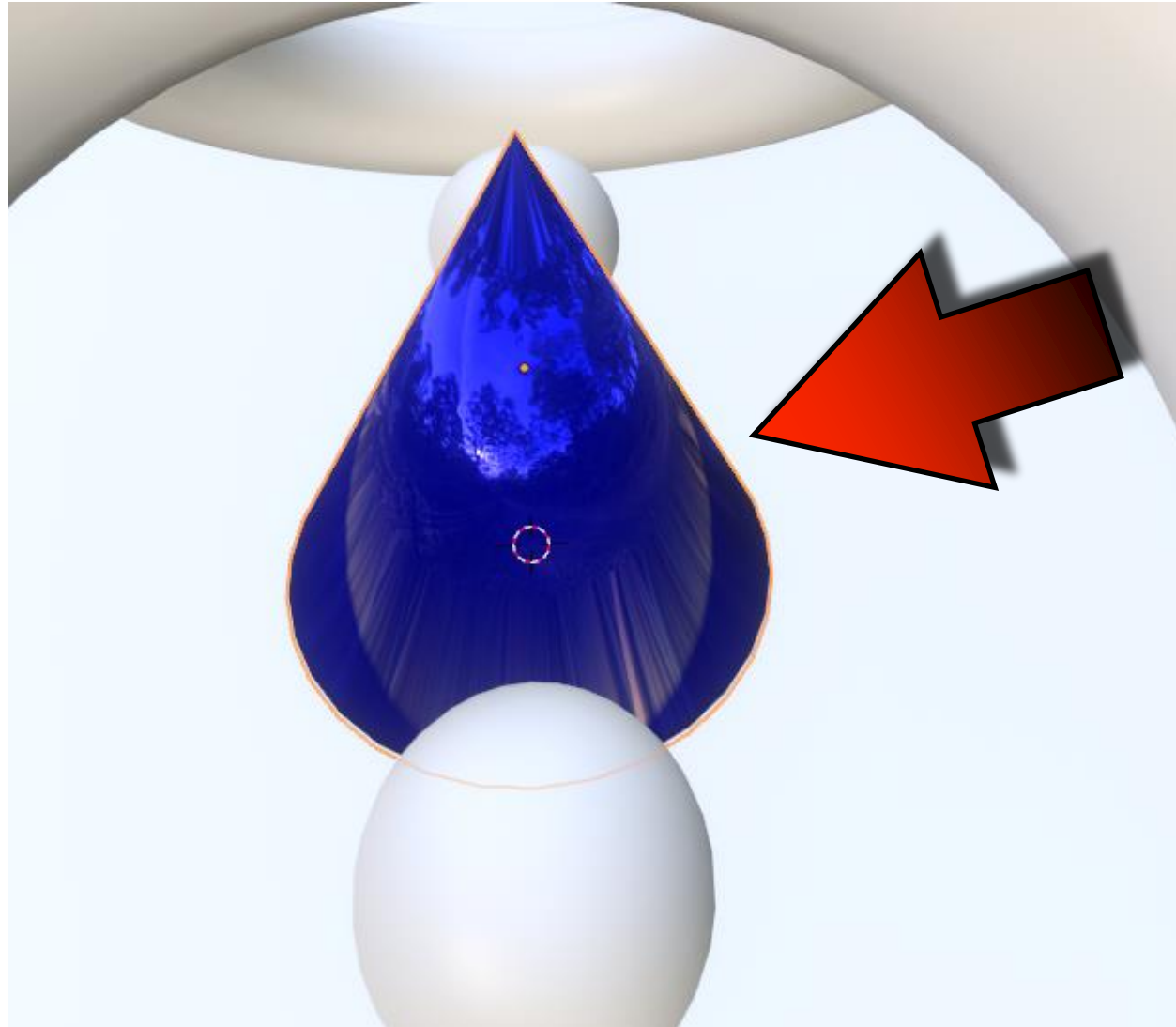
POWER OF AR AND VR

SET ROUGHNESS=0



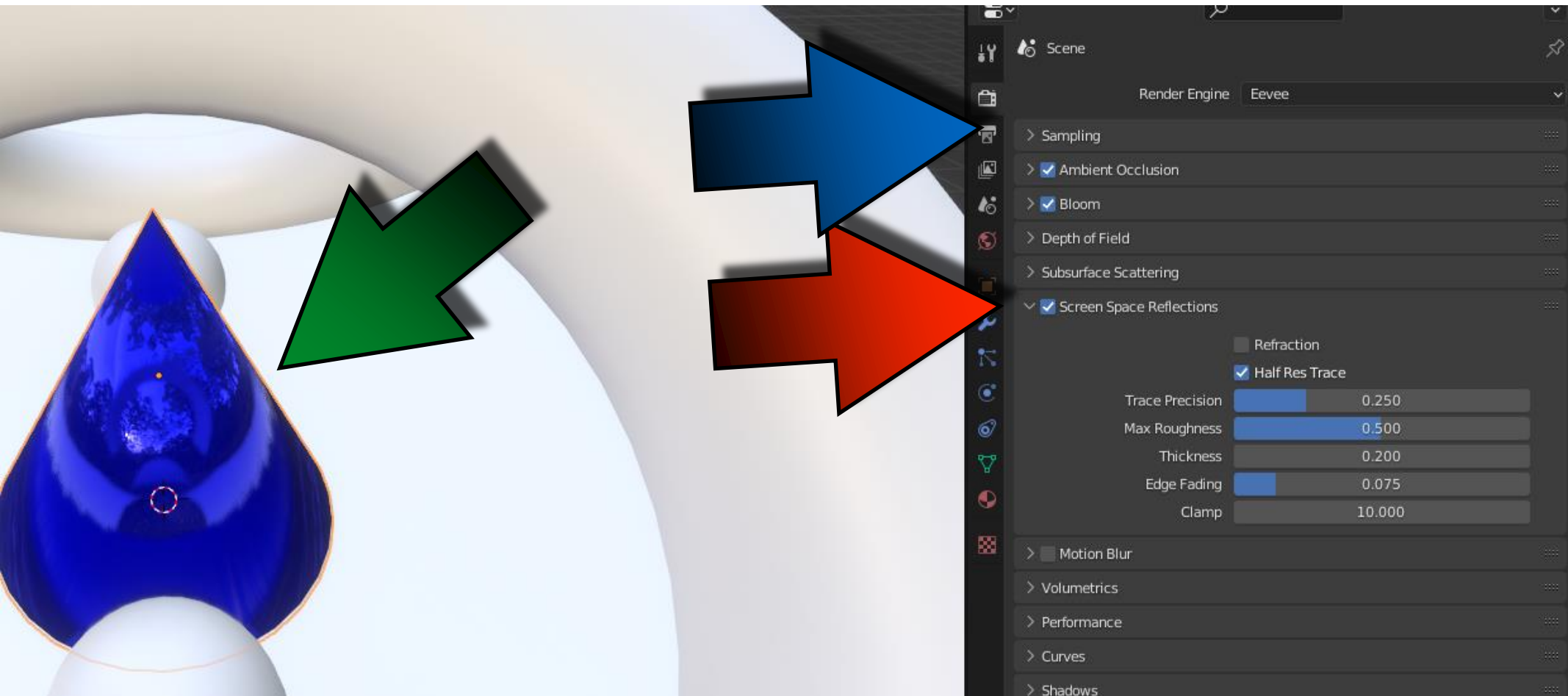
LIGHT

YOU WILL SEE THIS EFFECT



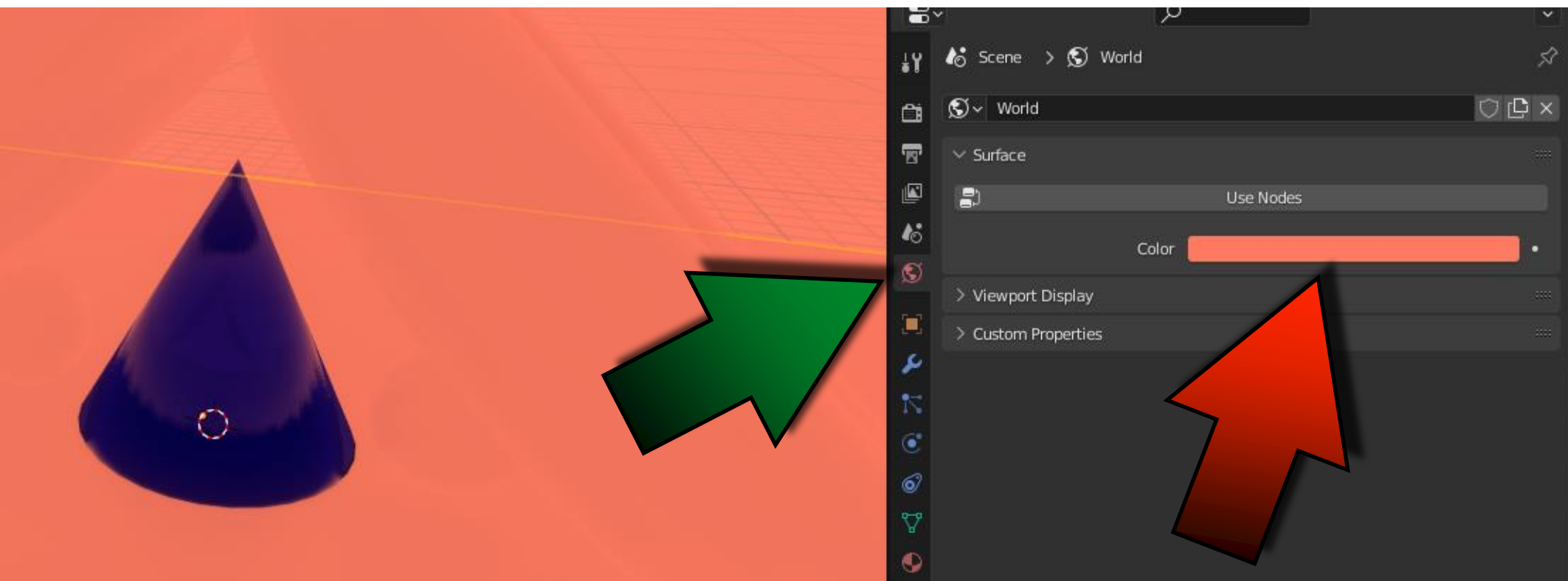
LIGHT

IN THE RENDER PROPERTIES SCREEN SPACE REFLECTION IT IS RESPONSIBLE FOR BINDING FROM THE SURFACE



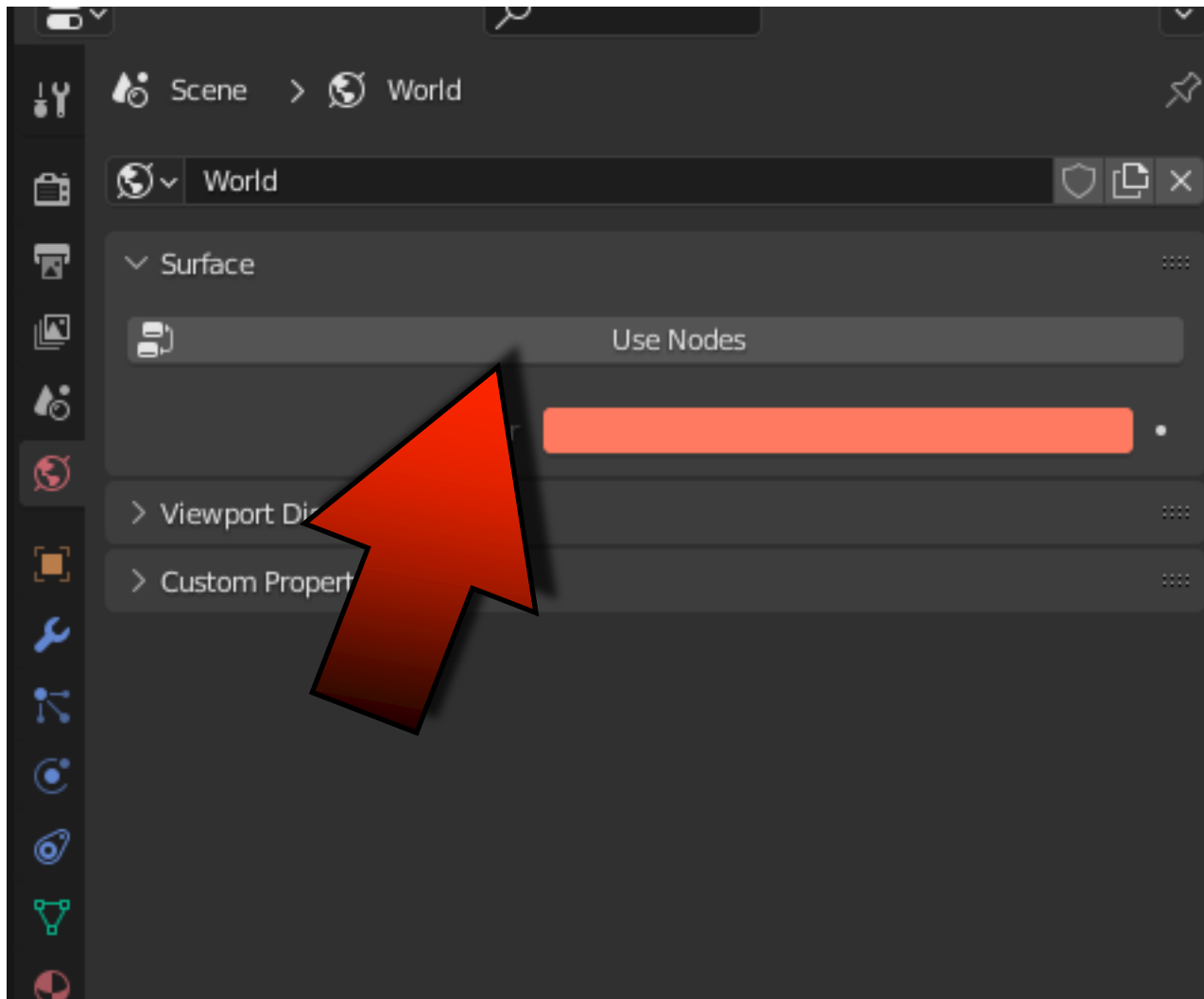
LIGHT

IN THE WORLD TAB WE CAN CHANGE THE BACKGROUND COLOR



LIGHT

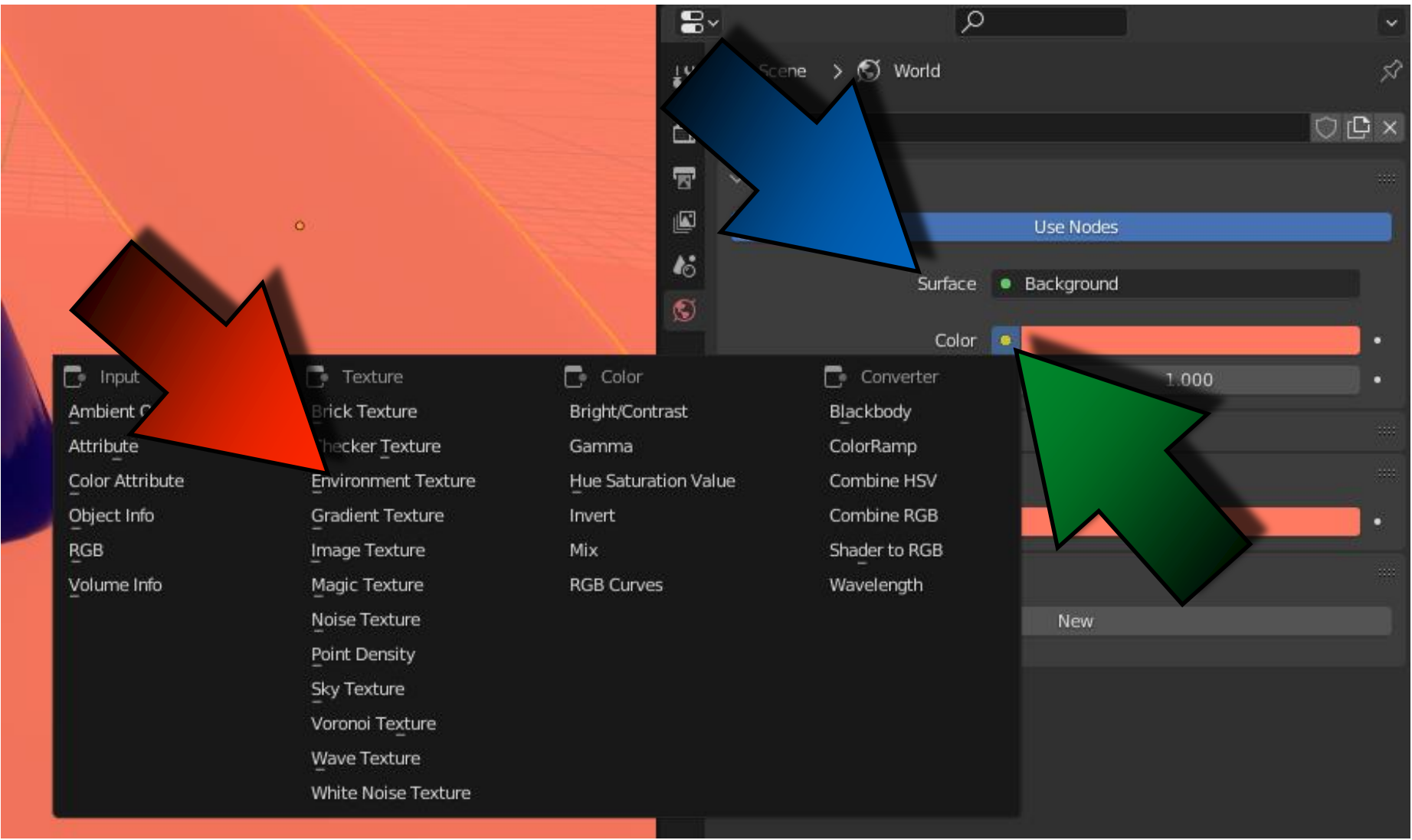
IF OFF **CLICK ON USE NODES**



LIGHT

POWER OF AR AND VR

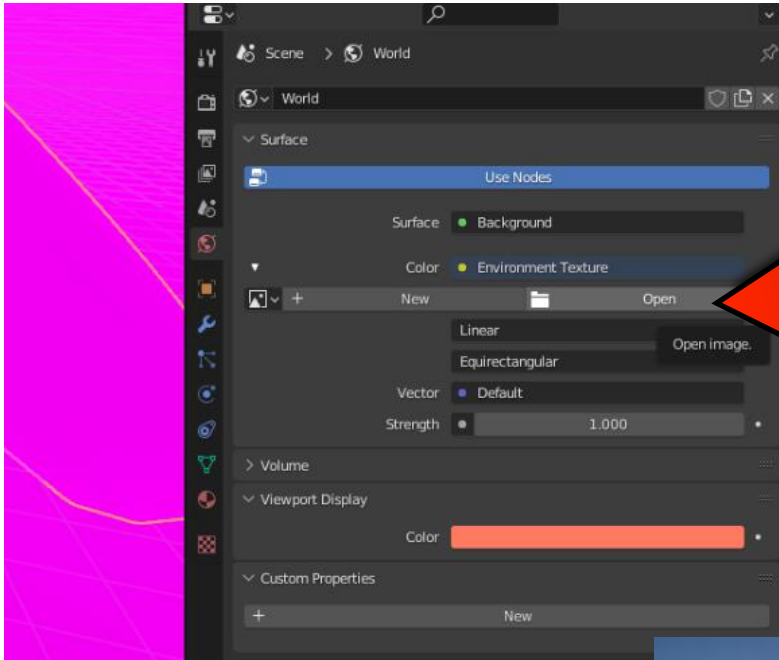
SELECT ENVIRONMENT TEXTURE FOR SURFACE BACKGROUND AS A COLOR



The screenshot shows the Blender 2.80 interface. The main viewport displays a red and orange background. The Material Properties panel on the right shows the 'Background' surface selected. The Shader Editor shows a 'Color' node with a red color swatch. A red arrow points to the 'Environment Texture' node in the Shader Editor's node list. A blue arrow points to the 'Use Nodes' button in the Material Properties panel. A green arrow points to the 'Color' property in the Material Properties panel.

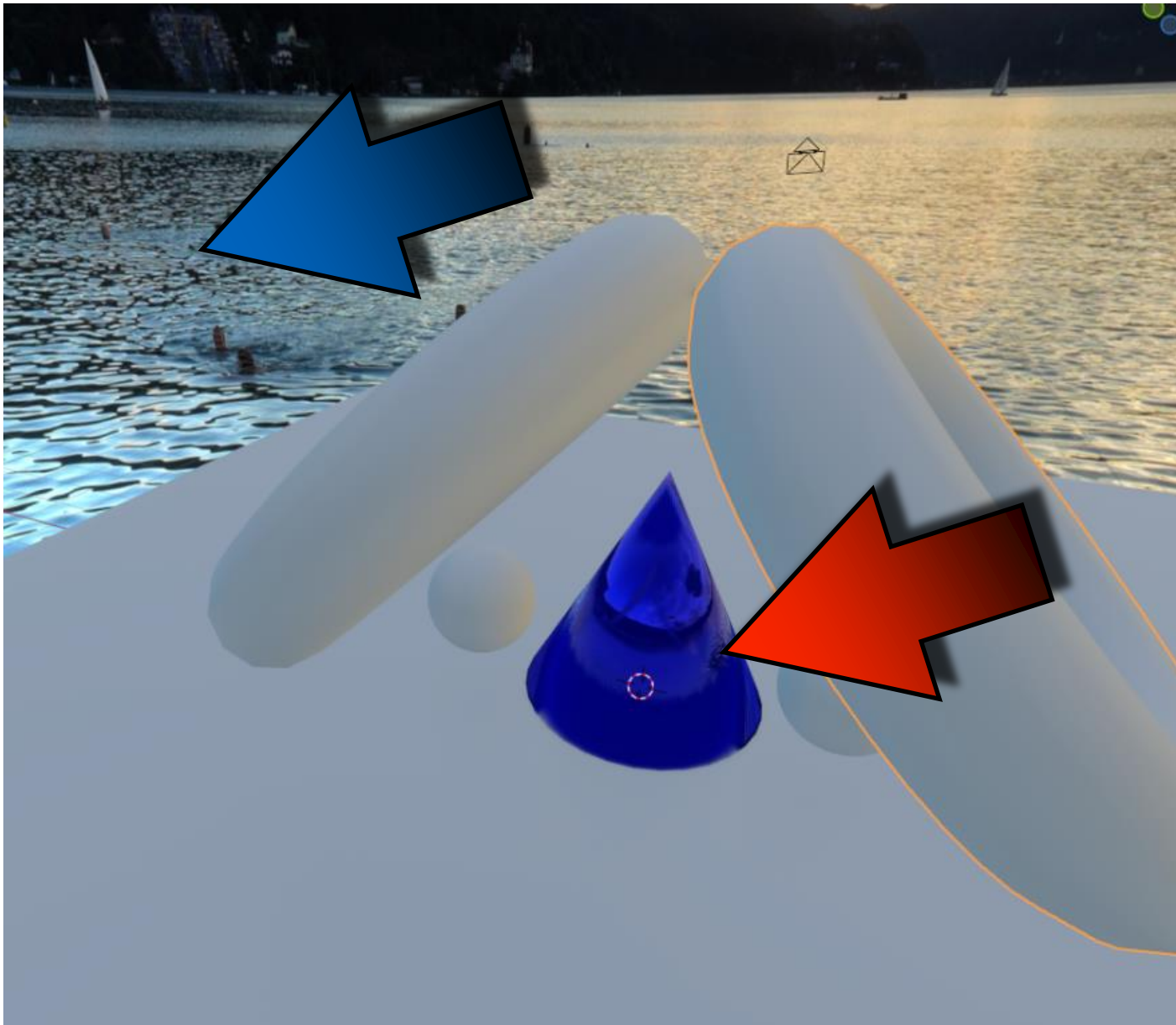
LIGHT

**THEN DOWNLOAD THE FREE HDR
FILE AND CLICK **OPEN** AND LOAD IT**



LIGHT

THE CONE WILL REFLECT THE PANORAMA



LIGHT

START ANIMATION

YOU CAN ANIMATE CAMERA



<https://youtu.be/mGkSlkd5oG8>

START ANIMATION

THE CAMERA IS CONNECTED TO THE CURVE



<https://youtu.be/XsgdSG8HzIE>

START ANIMATION

YOU CAN ANIMATE LIGHT



<https://youtu.be/upqDGC9rig4>

START ANIMATION

THE LIGHTS ARE CONNECTED TO THE CURVES



<https://youtu.be/QUYErf8C0Yo>

START ANIMATION

WE CREATE PROFESSIONAL ANIMATIONS



<https://youtu.be/OWjzavK8Cyl>

WHICH WE USE FOR BROADCASTS, CONCERTS AND MANY OTHER EVENTS



POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



**Co-funded by
the European Union**



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