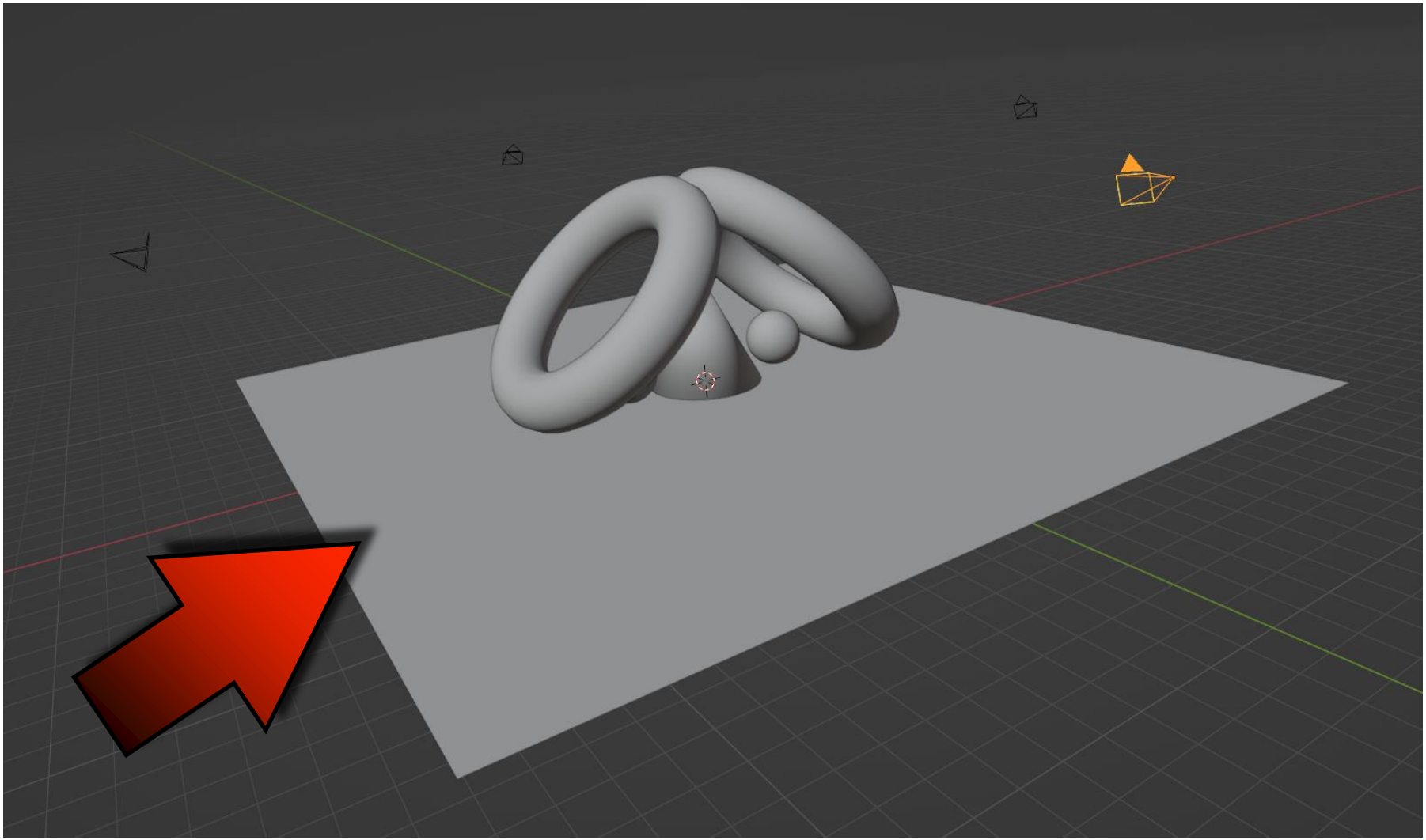
POWER OF AR AND VR

LIGHT

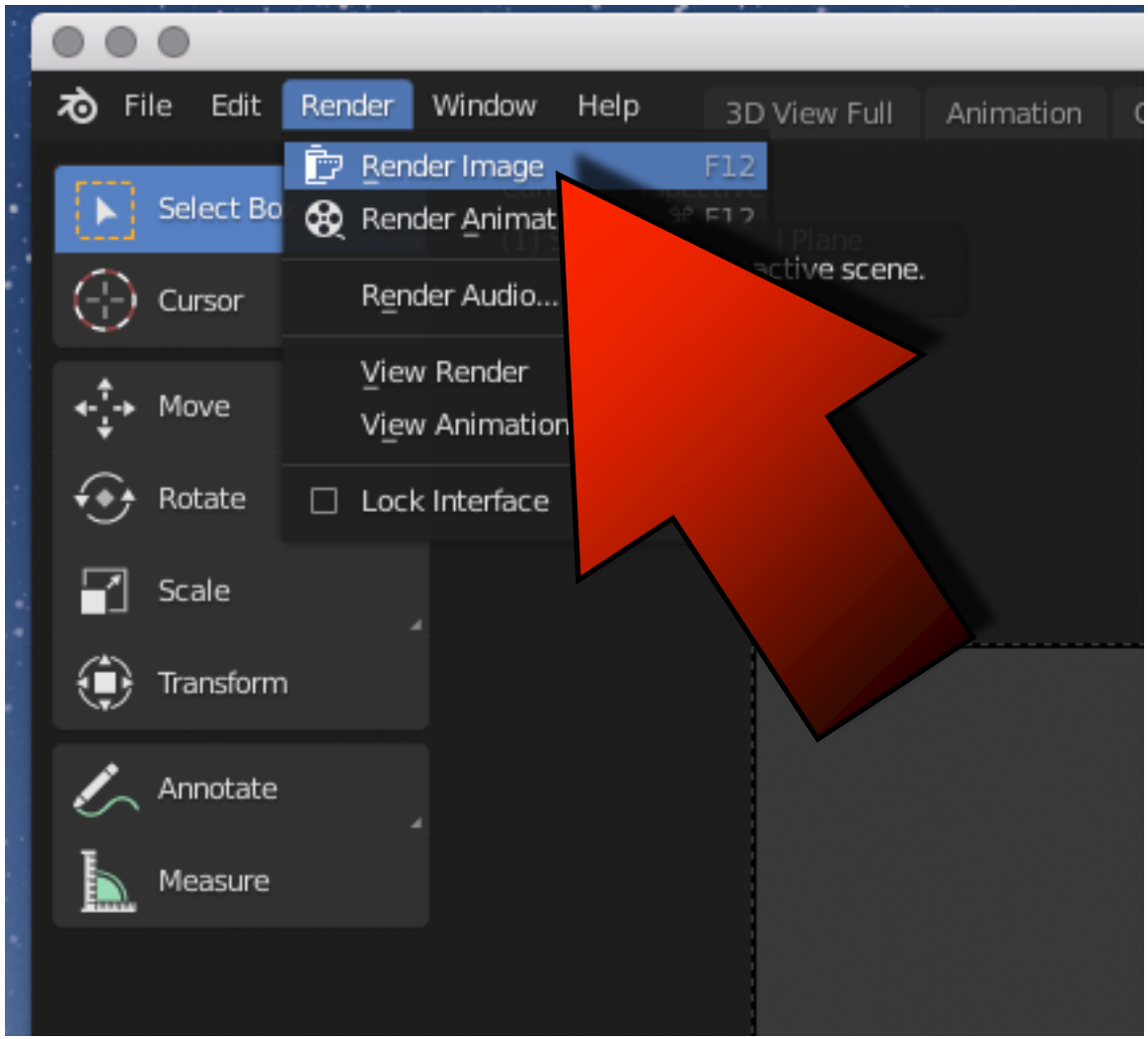
Co-funded by
the European Union

JACEK KAWAŁEK

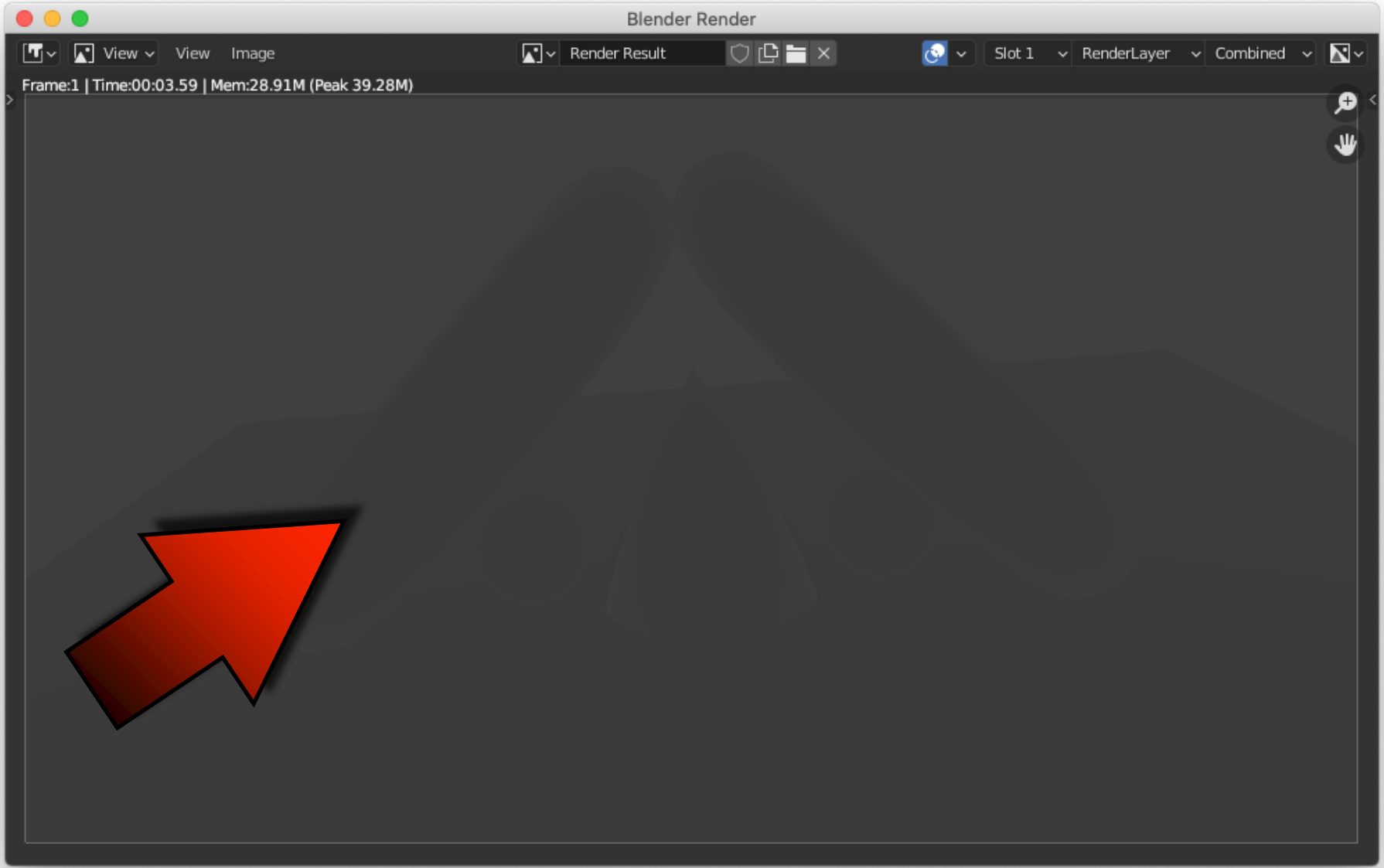
CREATE A FILE LIKE THIS WITHOUT LIGHTS BUT PLACE SOME CAMERAS



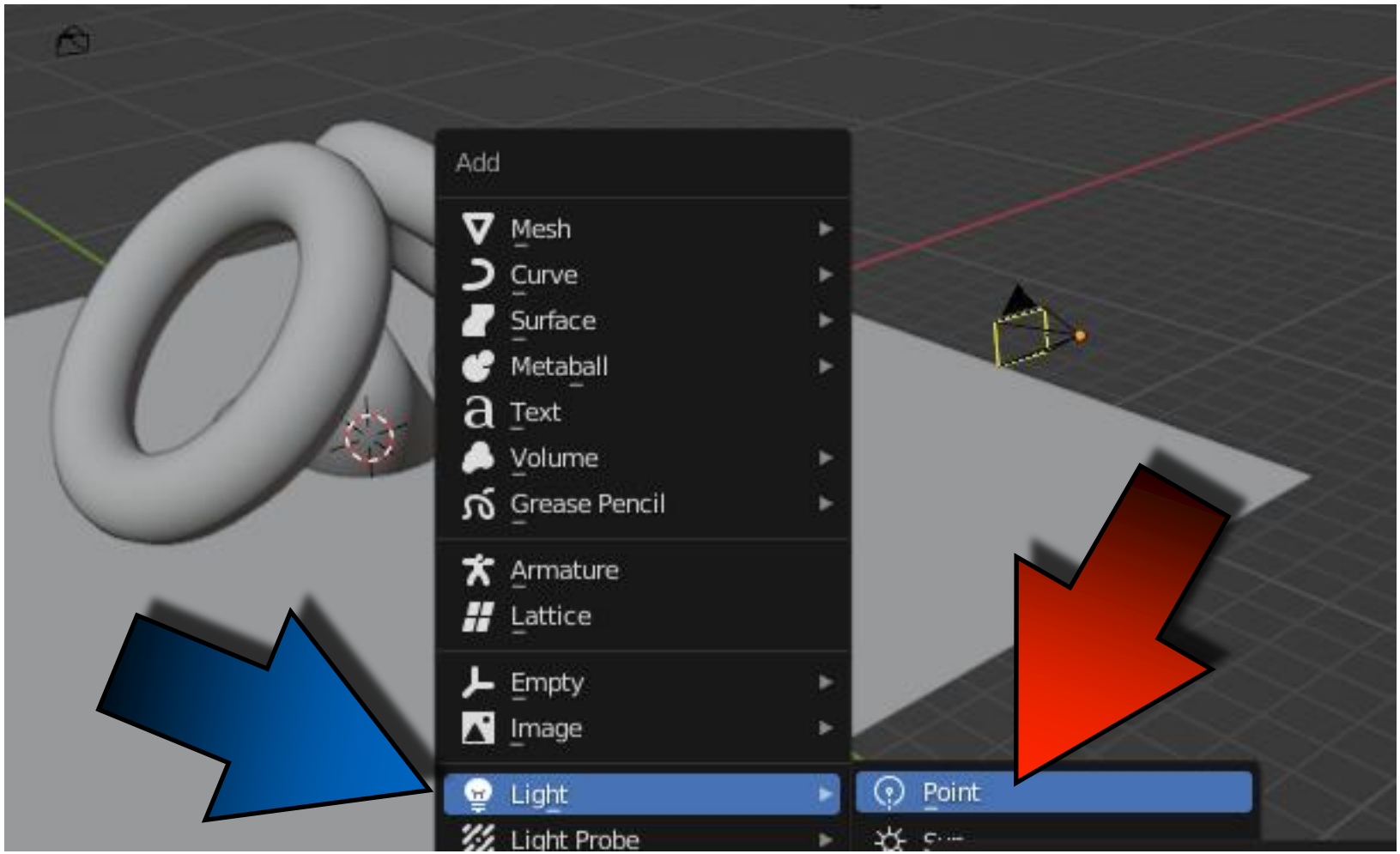
CHOOSE RENDER IMAGE



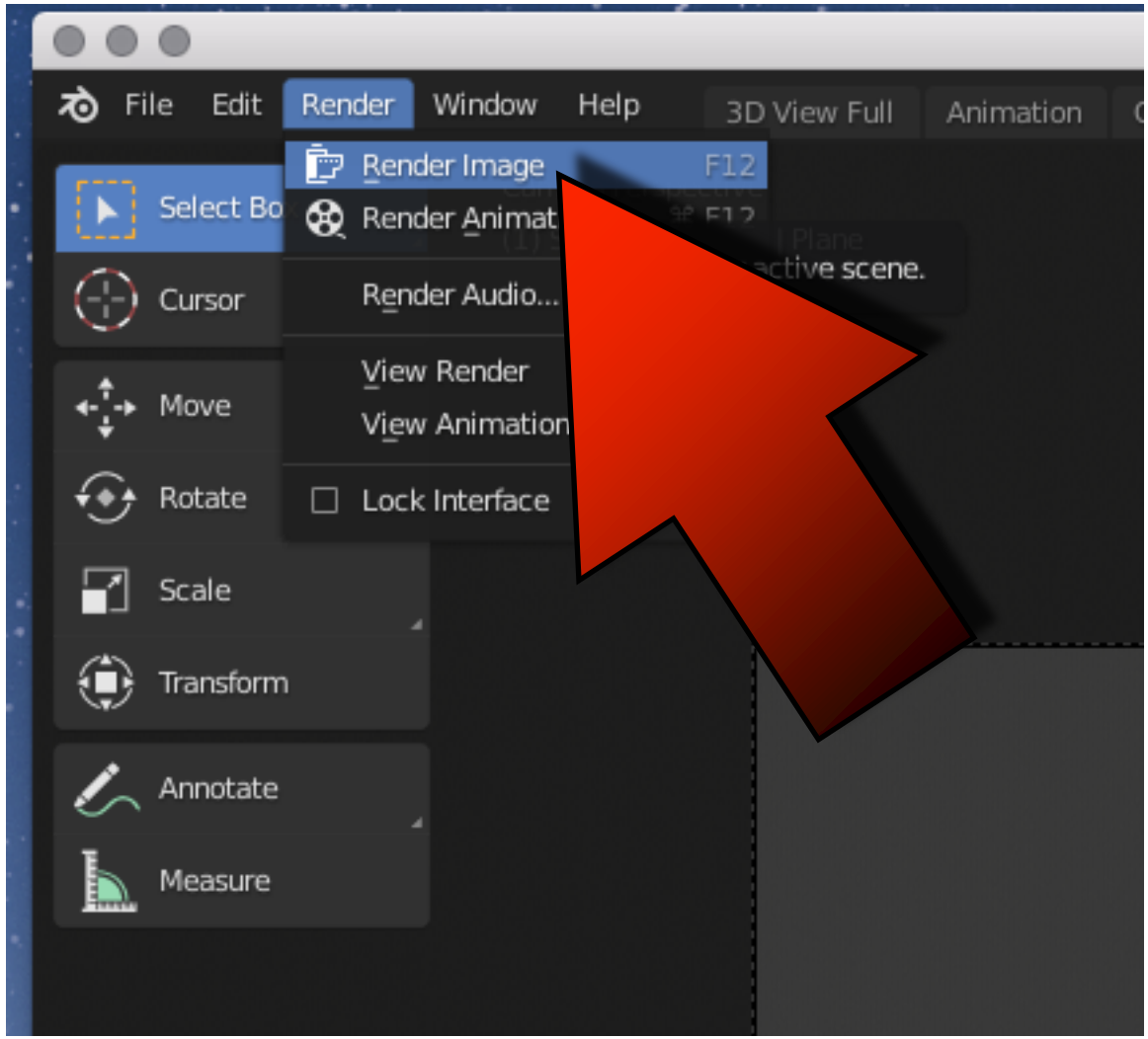
WE HAVE NO LIGHTING



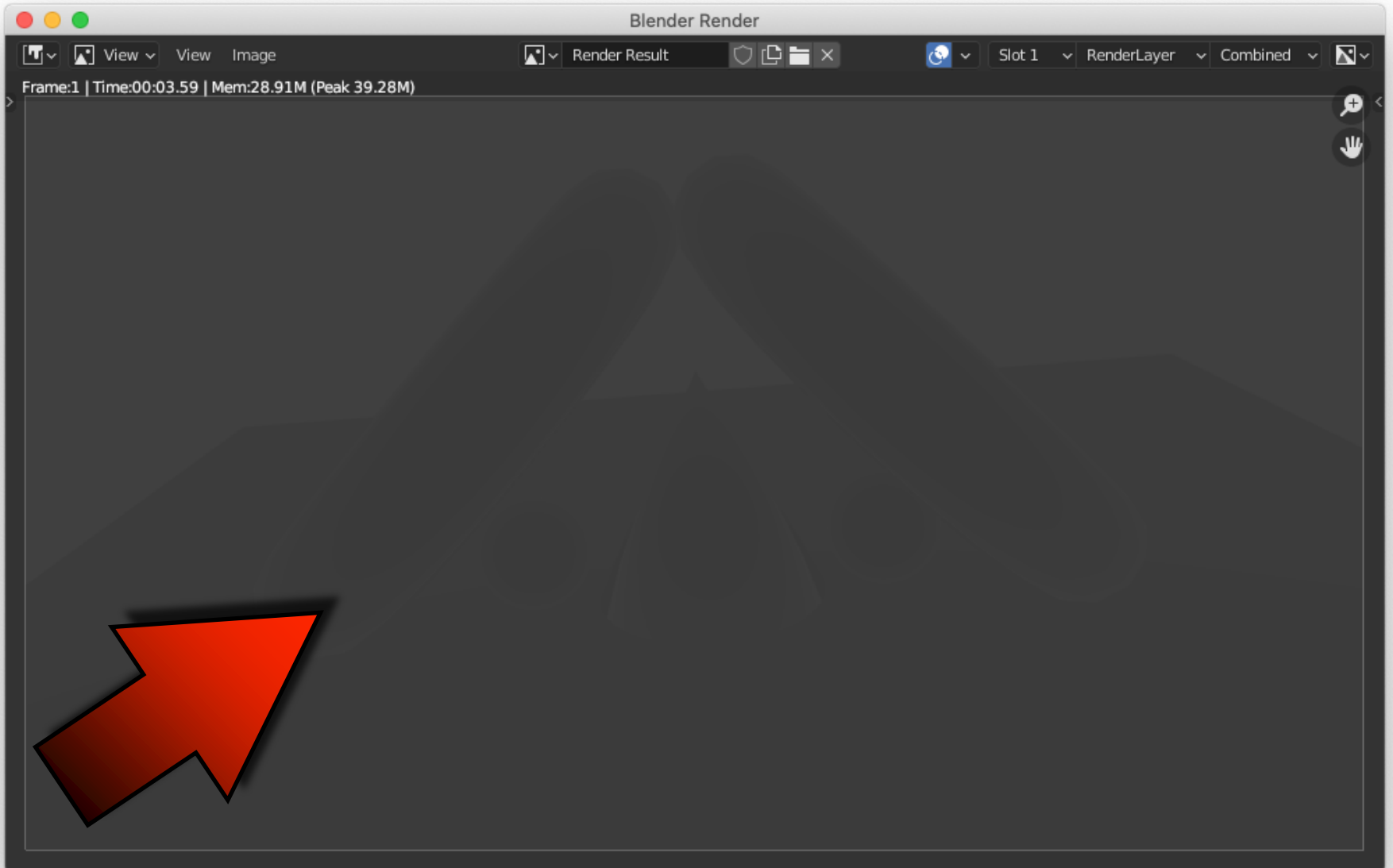
INSERT LIGHT/POINT



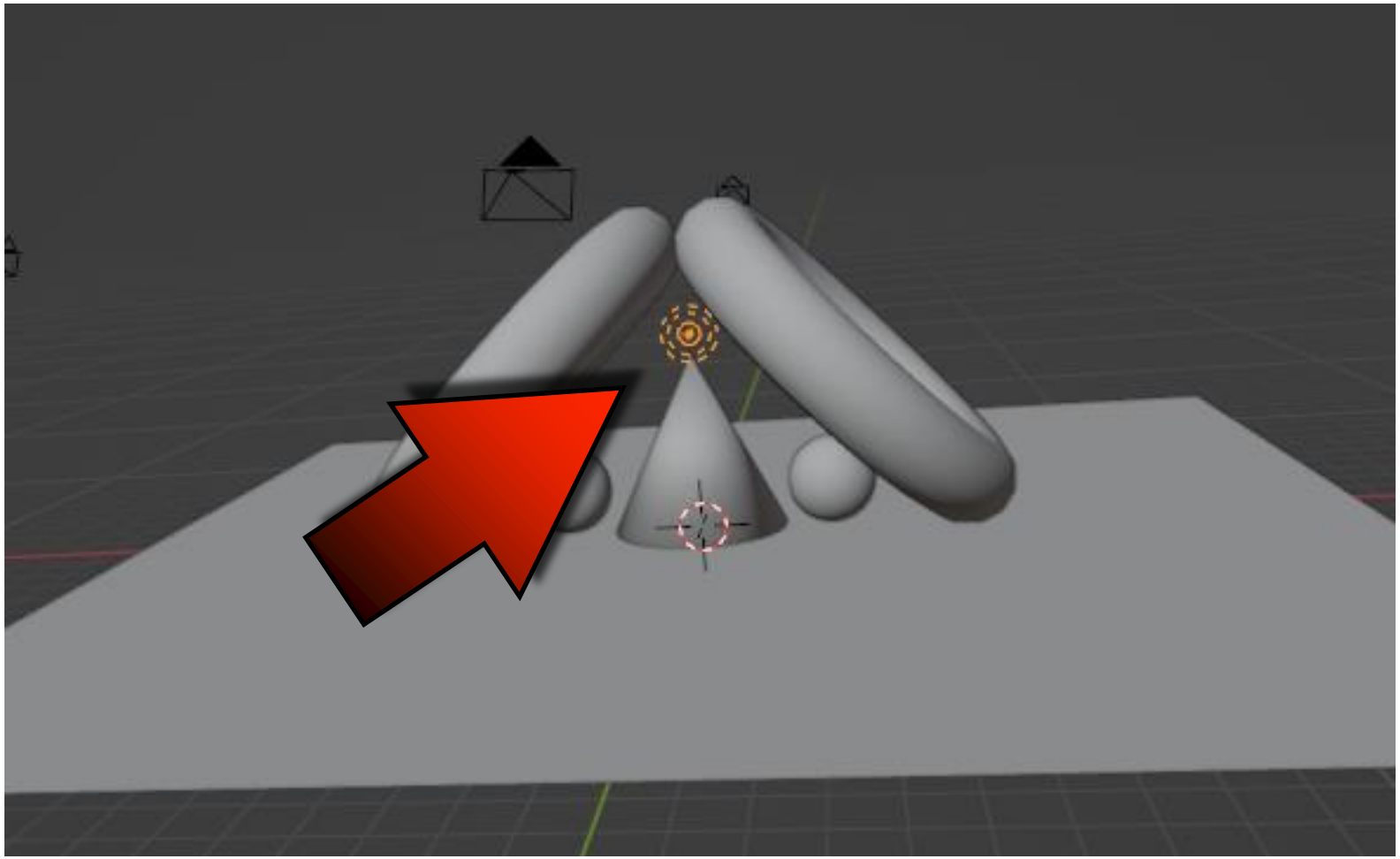
CHOOSE RENDER IMAGE



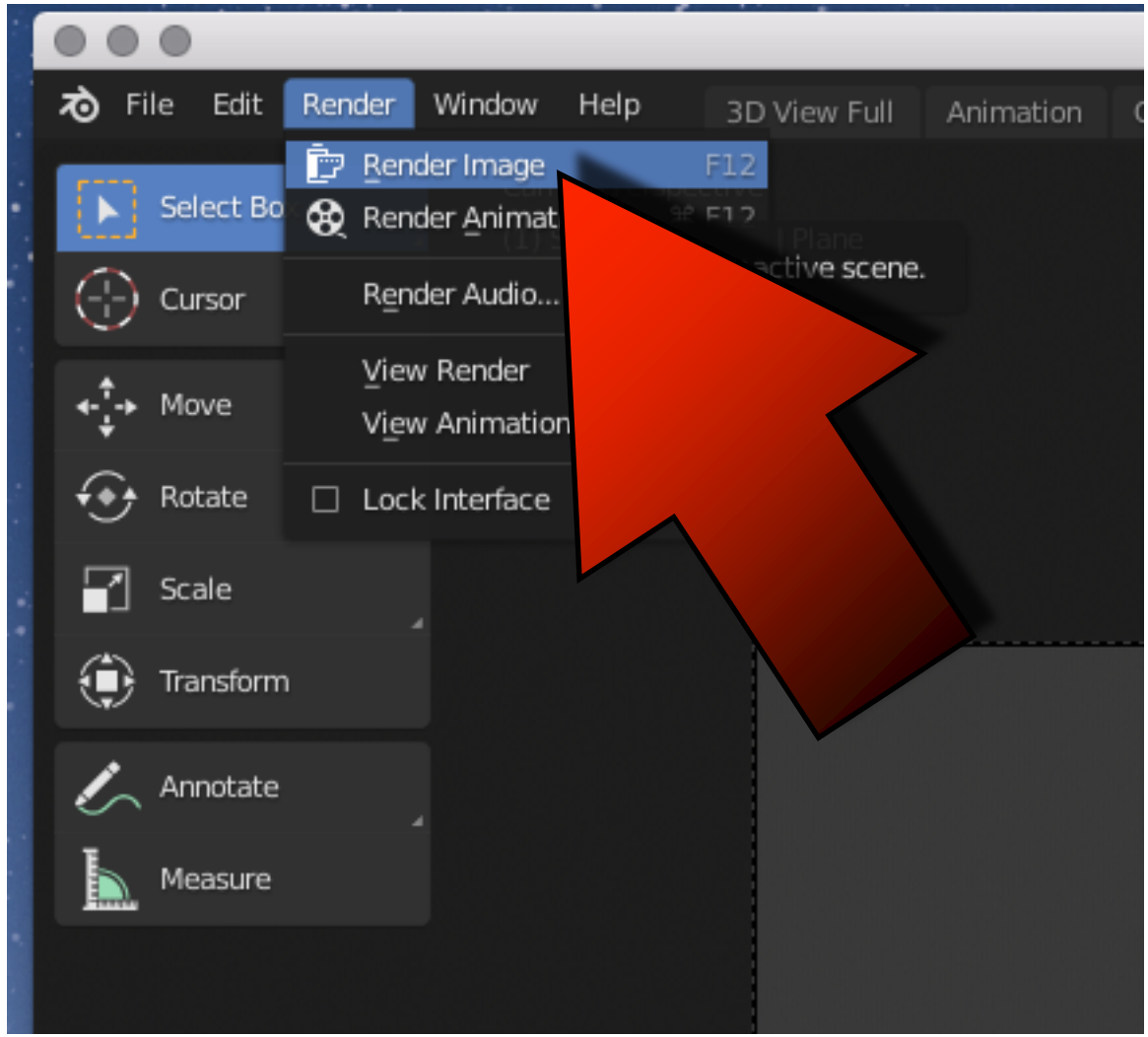
WE DO NOT SEE LIGHTING



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

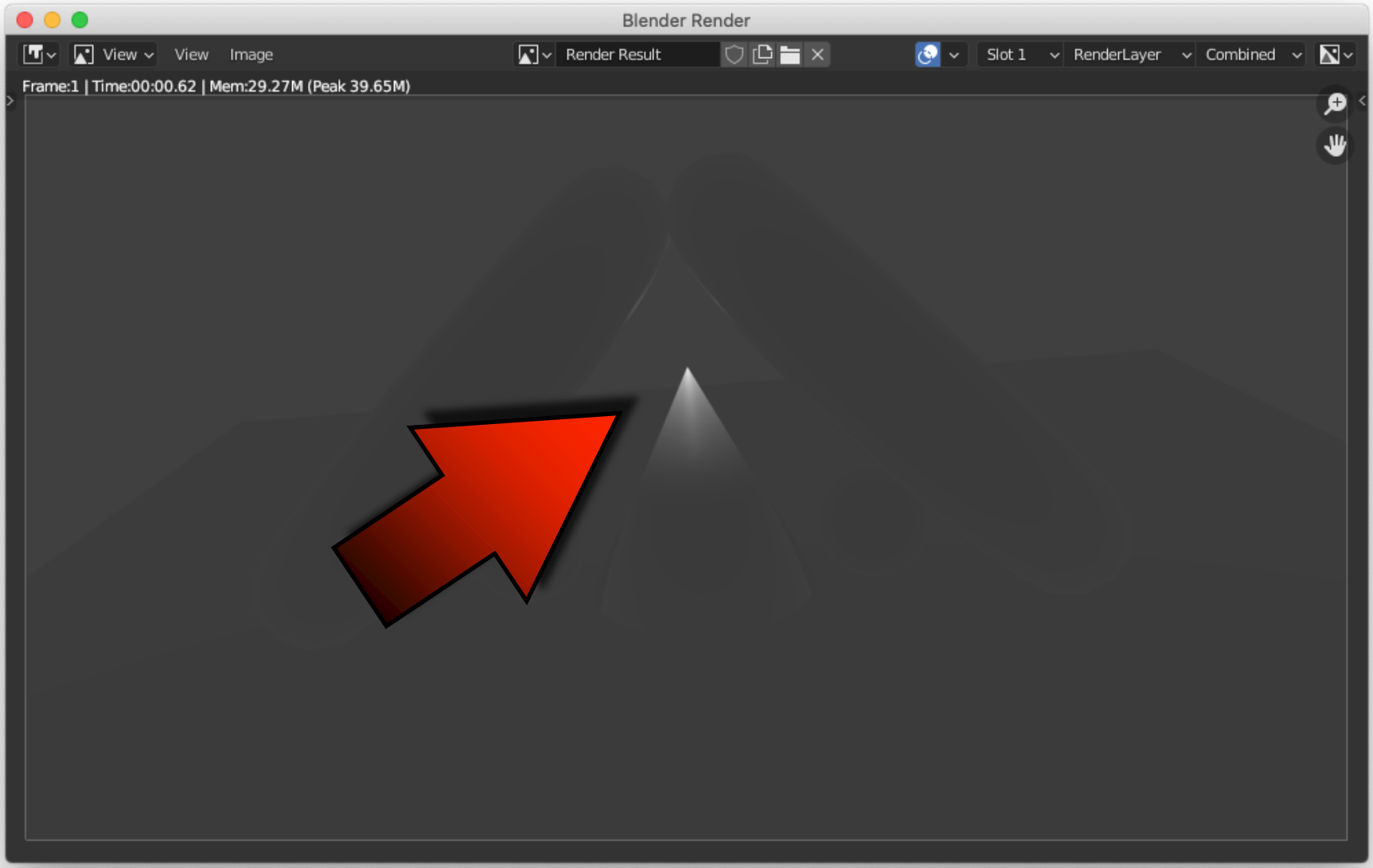


CHOOSE RENDER IMAGE

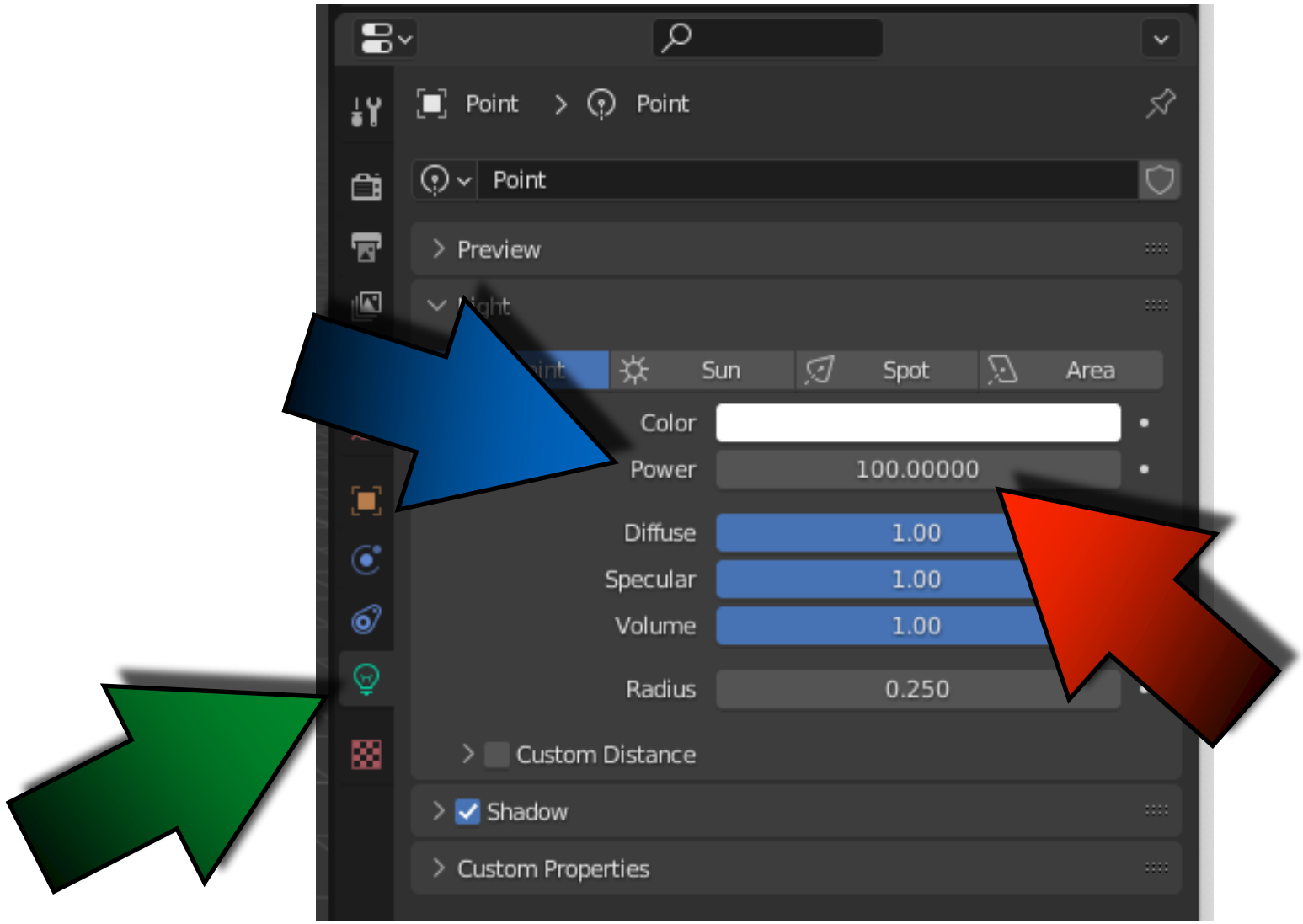


Co-funded by the European Union

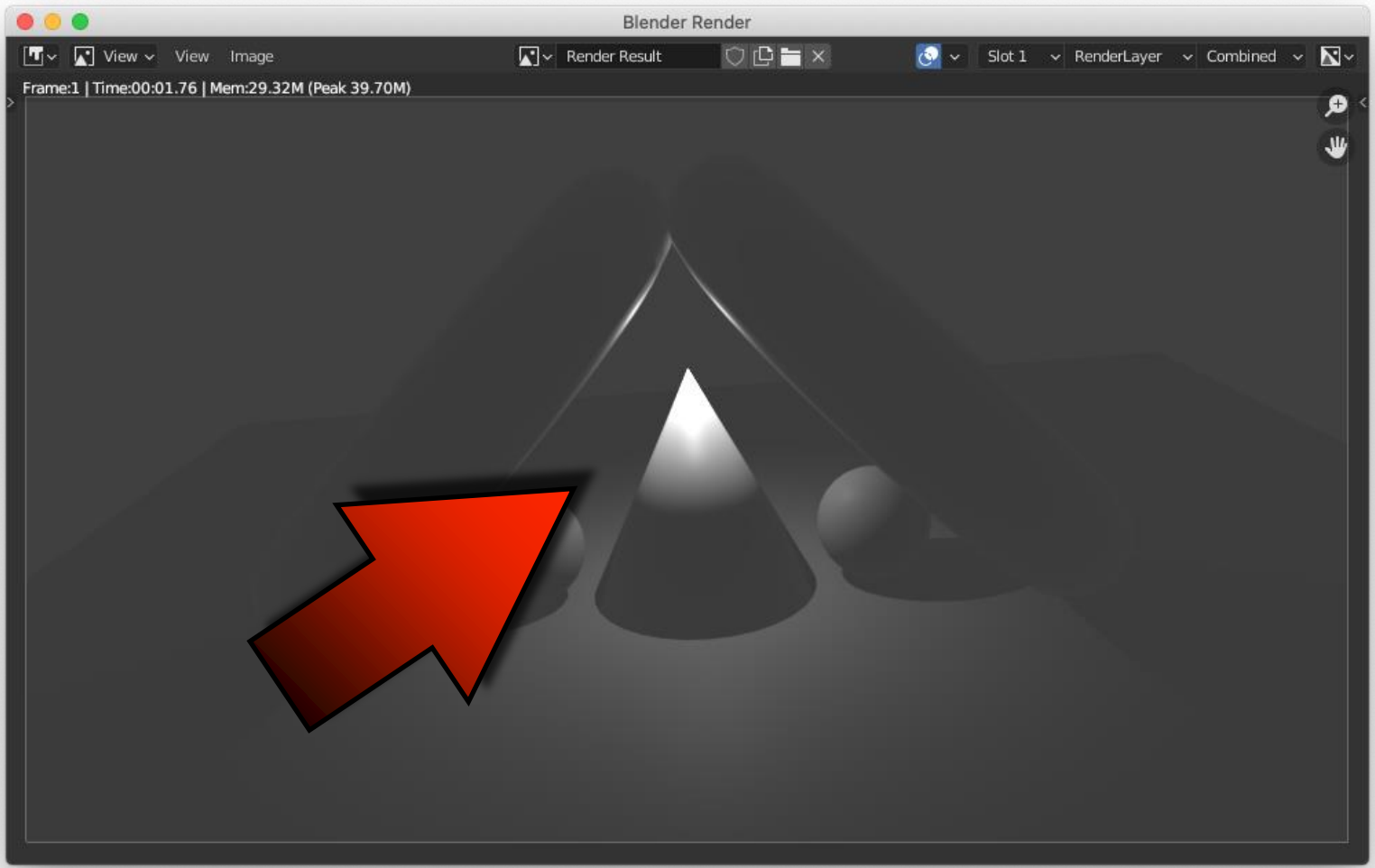
THERE IS WEAK LIGHTING



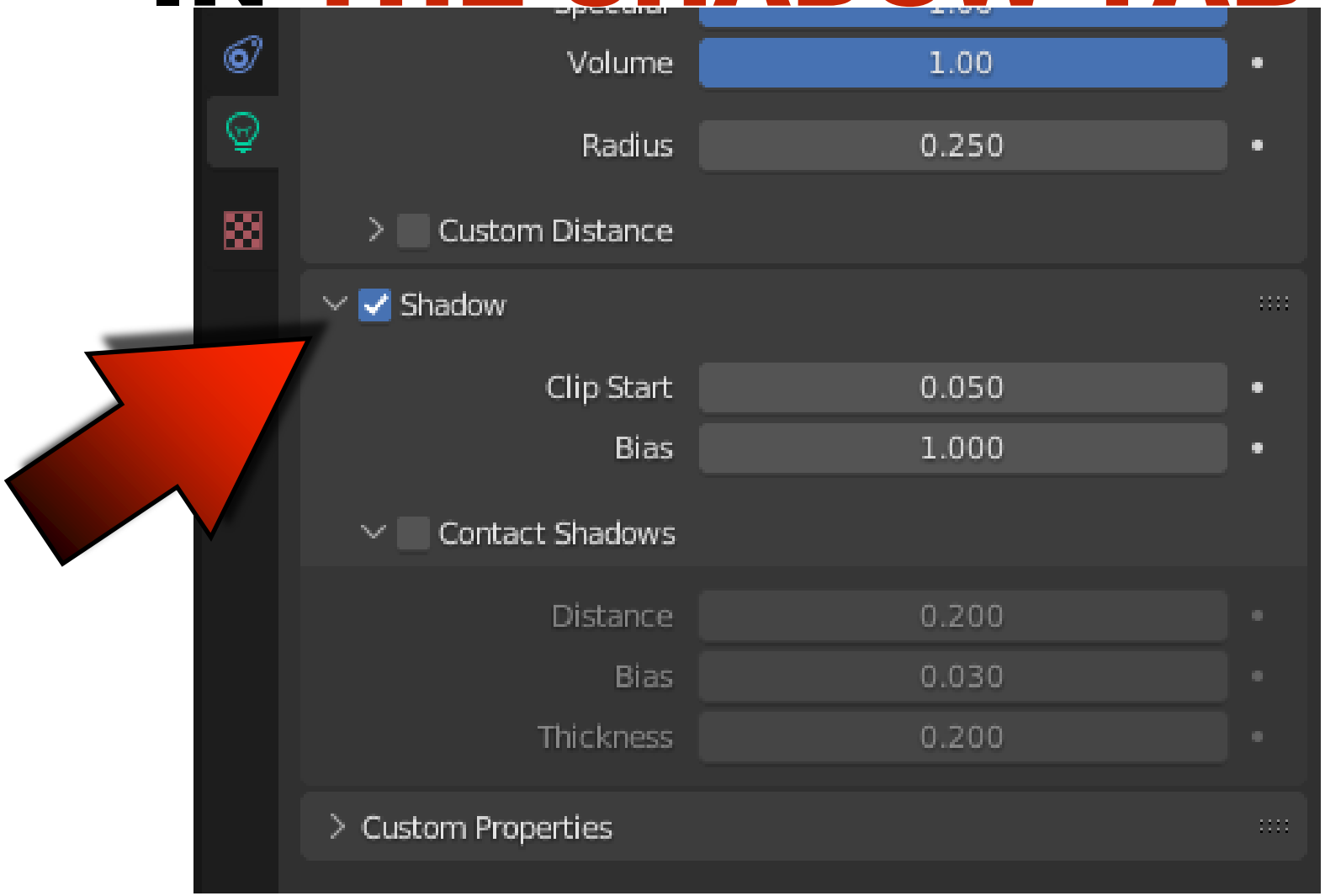
CHANGE POWER TO 100



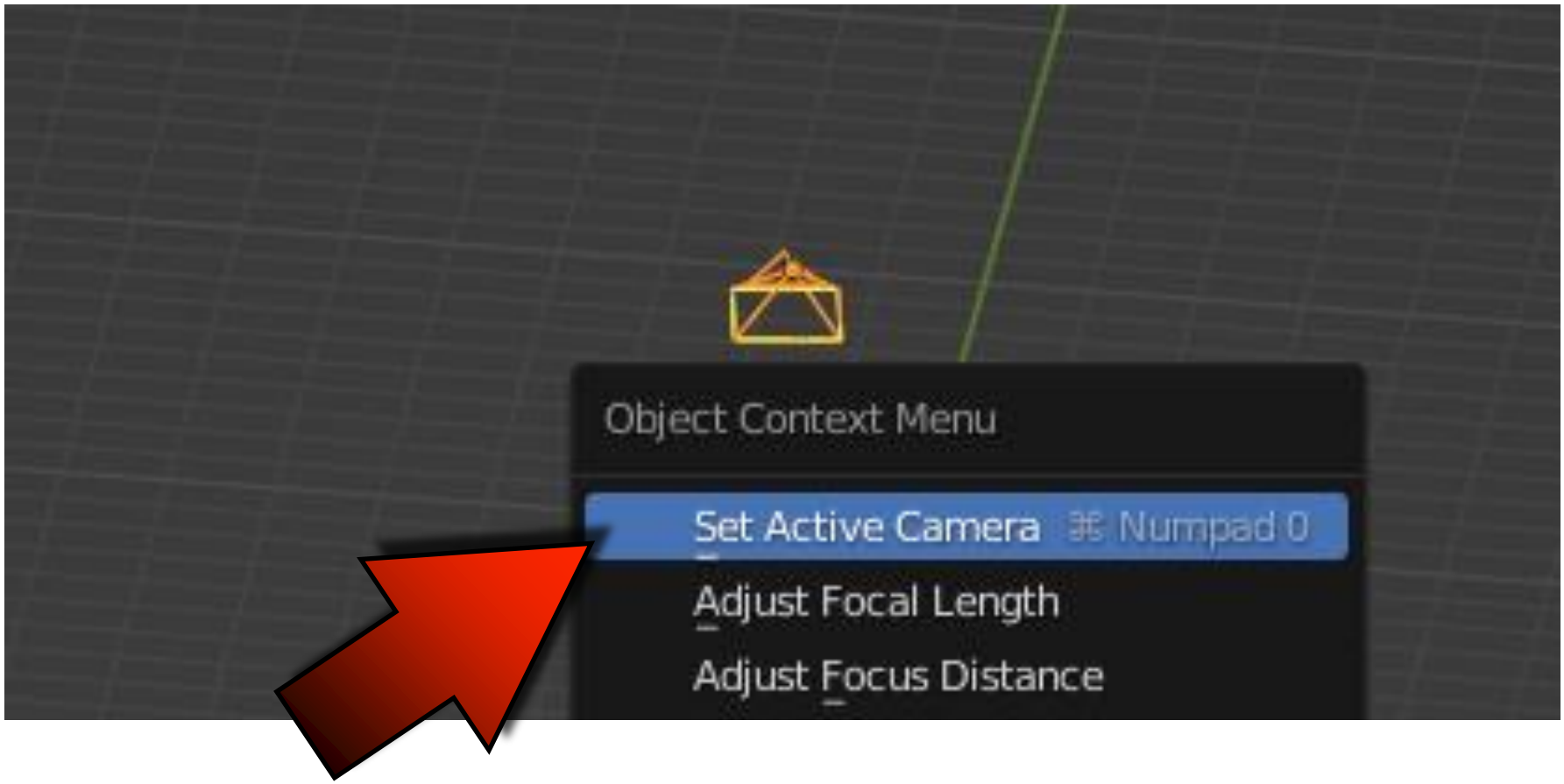
THE LIGHT IS STRONGER



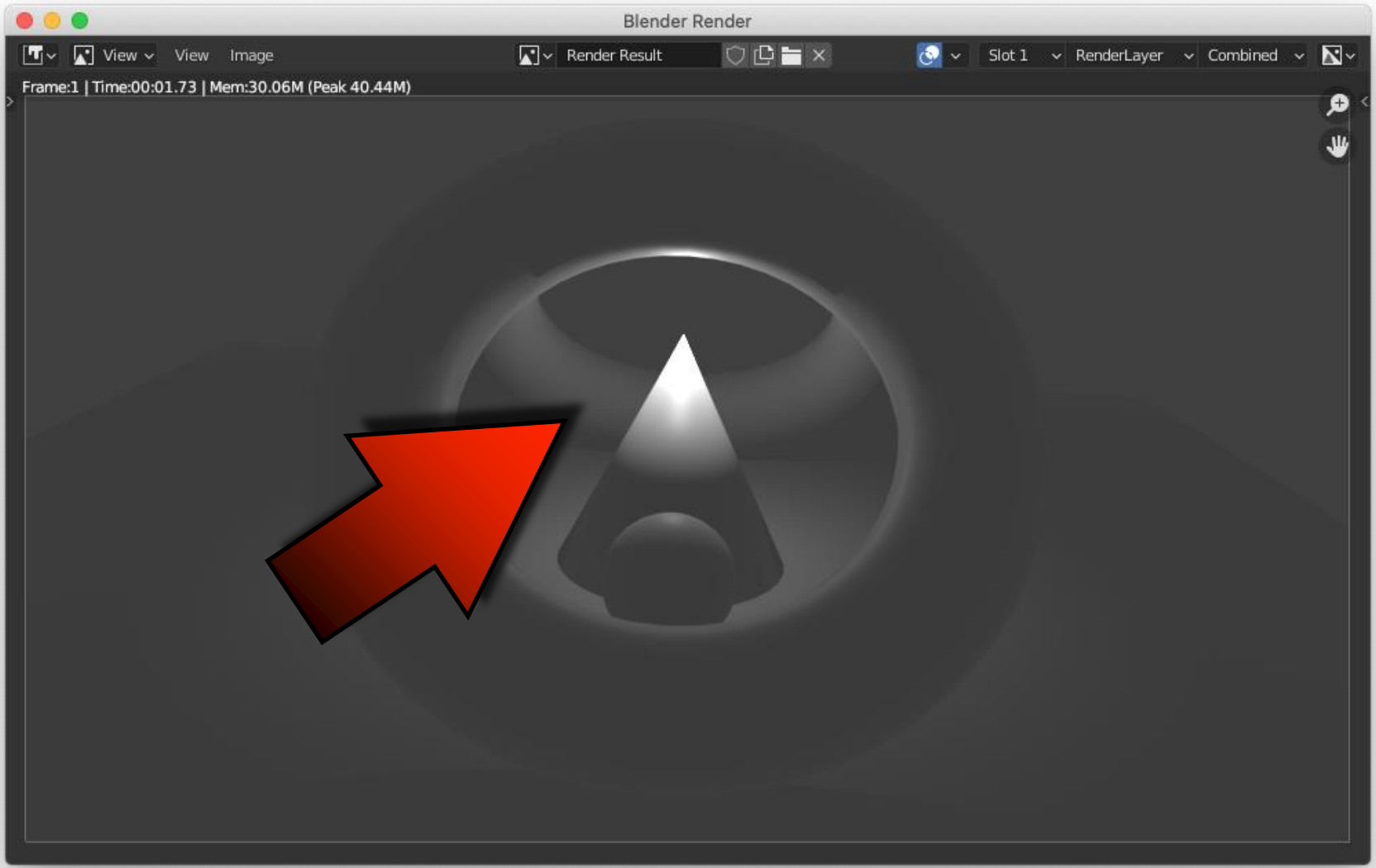
SHADOW CAN BE SET IN THE SHADOW TAB



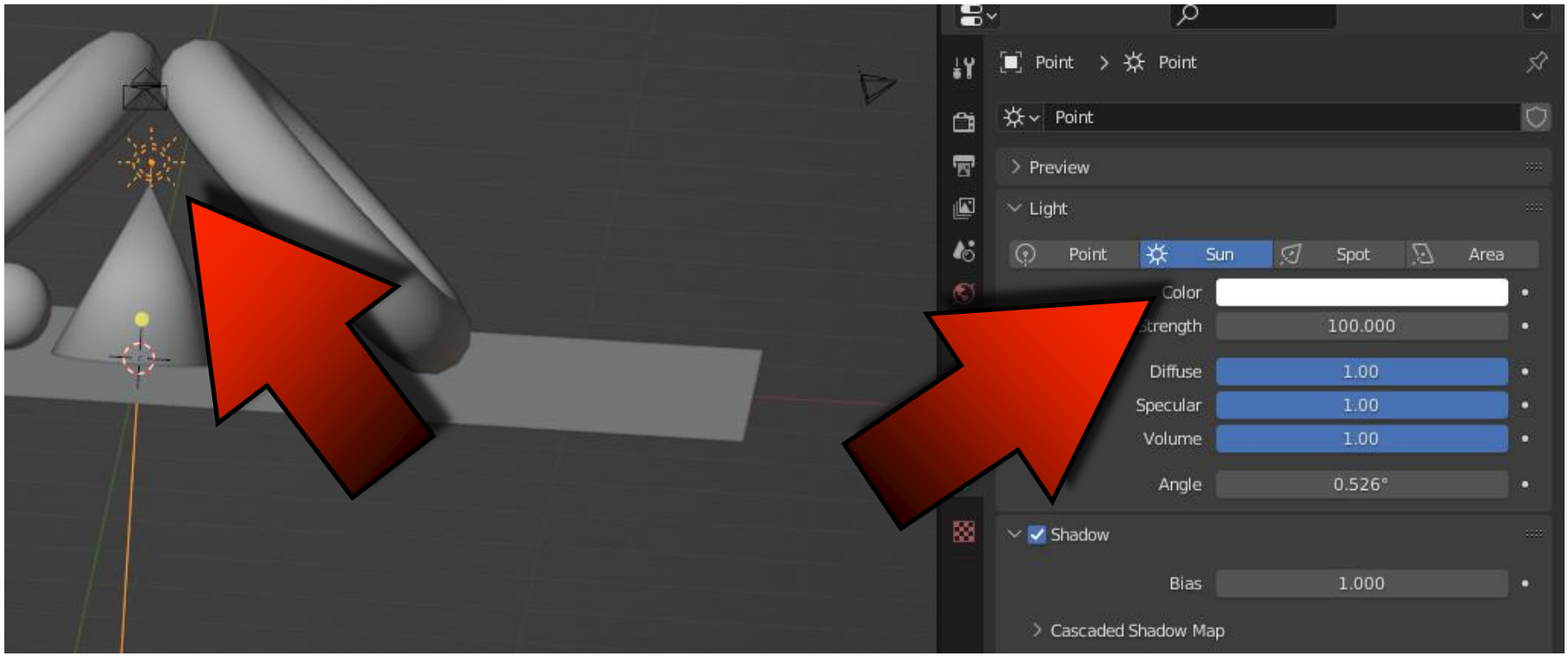
YOU CAN CHANGE THE ACTIVE CAMERAS TO SEE THE EFFECT FROM A DIFFERENT SIDE



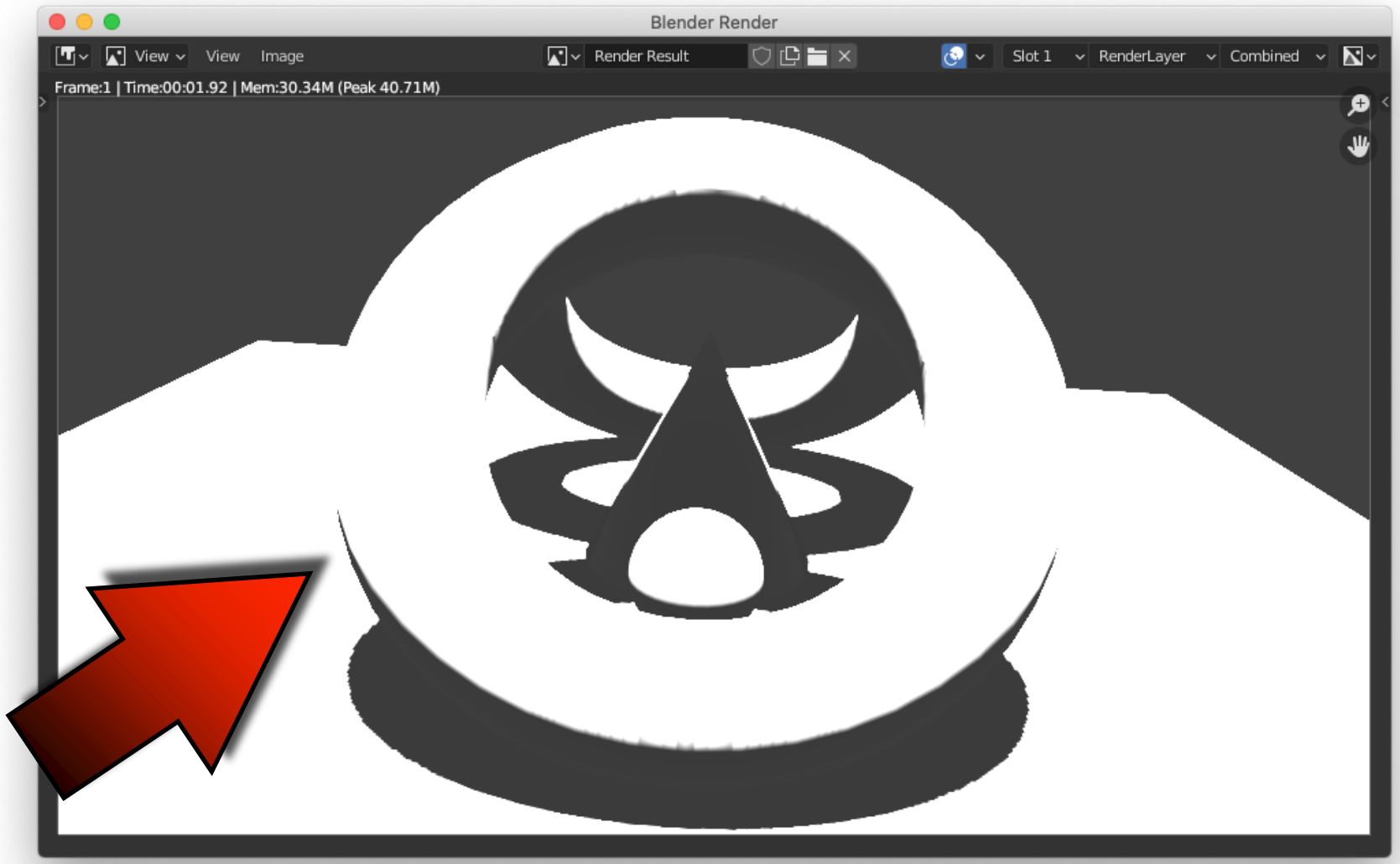
A POINT IS A LIGHT THAT COMES FROM ONE PLACE AND DISTRIBUTING IN ALL DIRECTIONS



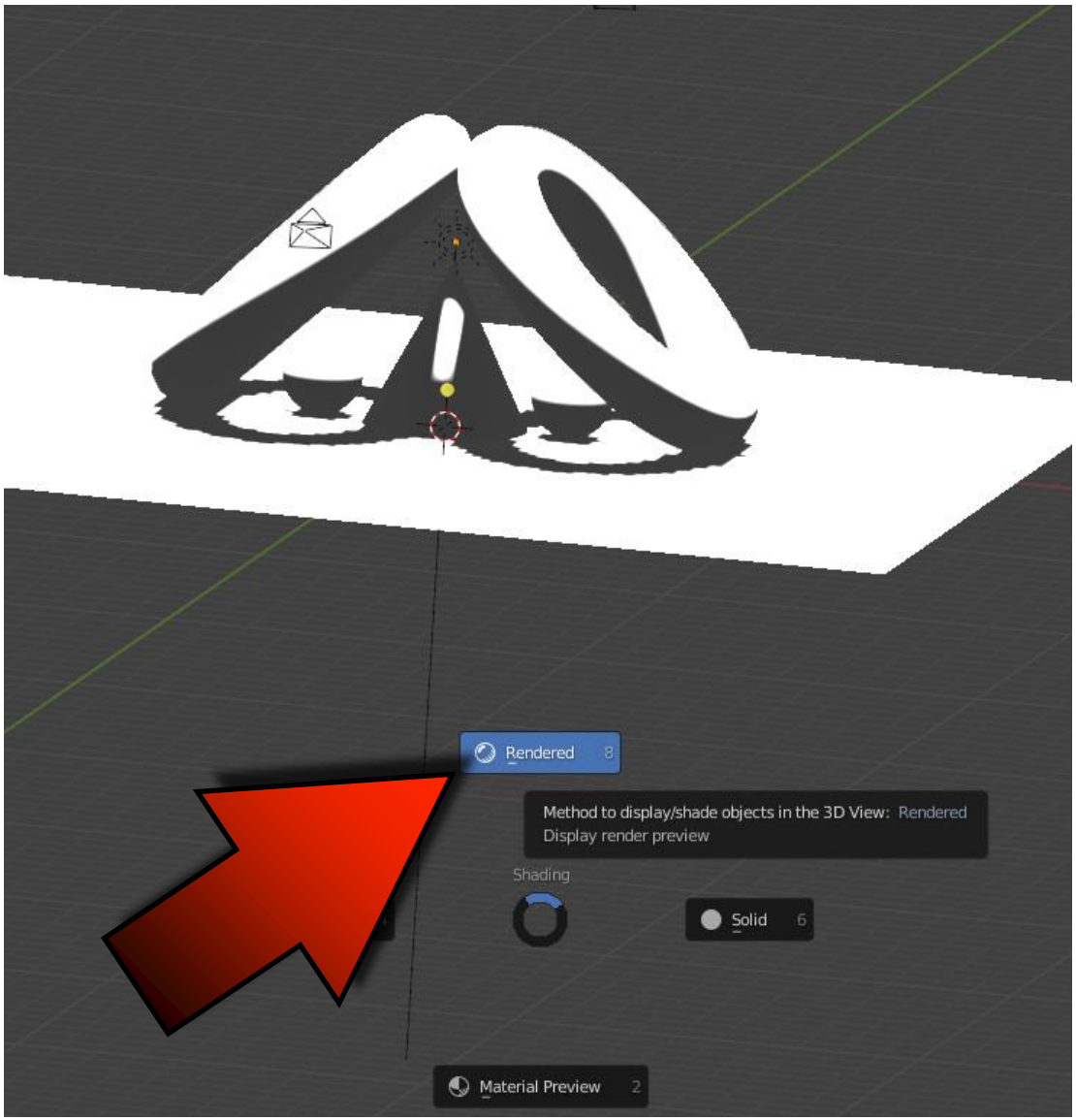
CHANGE TO THE SUN



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



SWITCH TO RENDERED VIEW



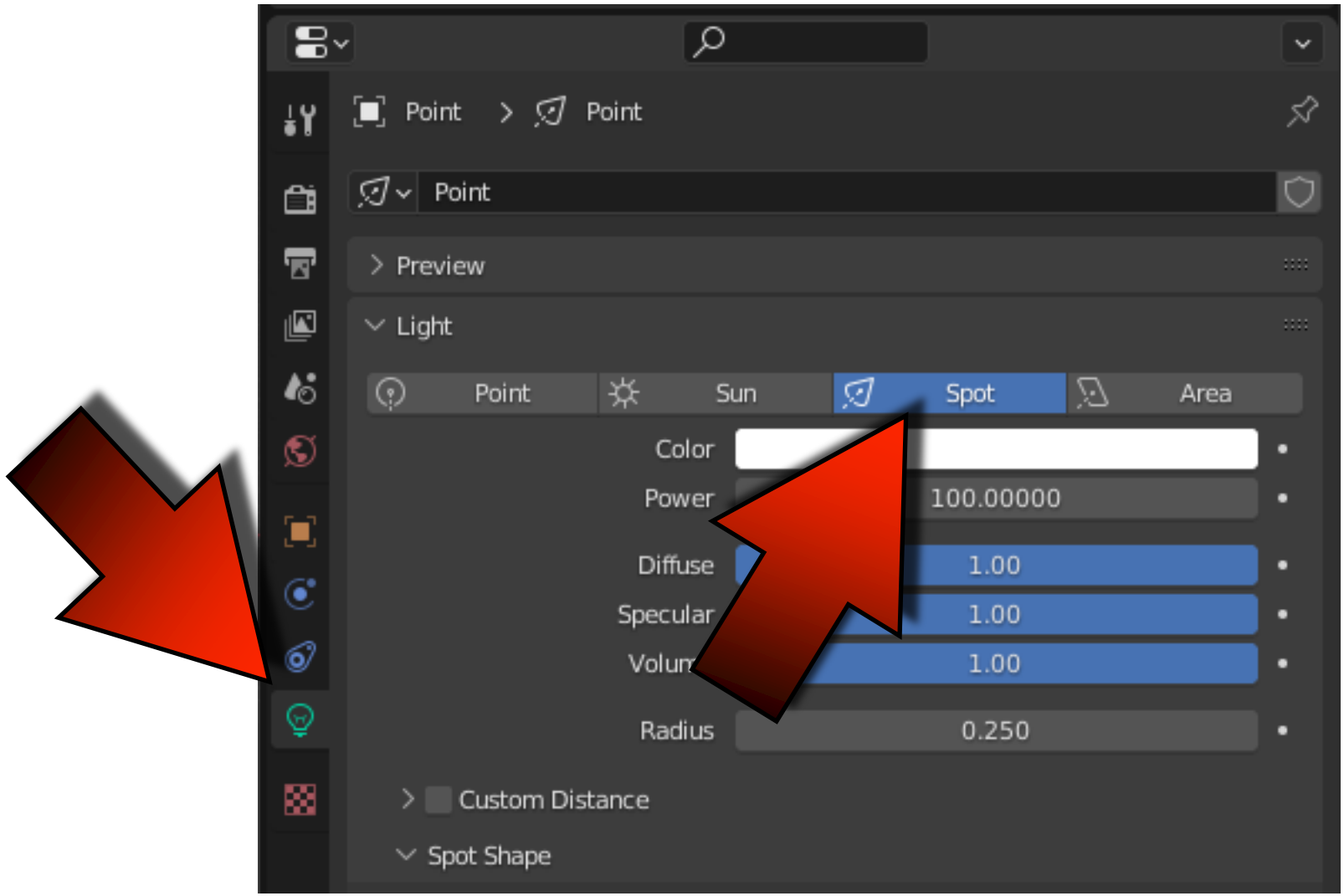
START ANIMATION

MOVE A DOT FROM THE SUN

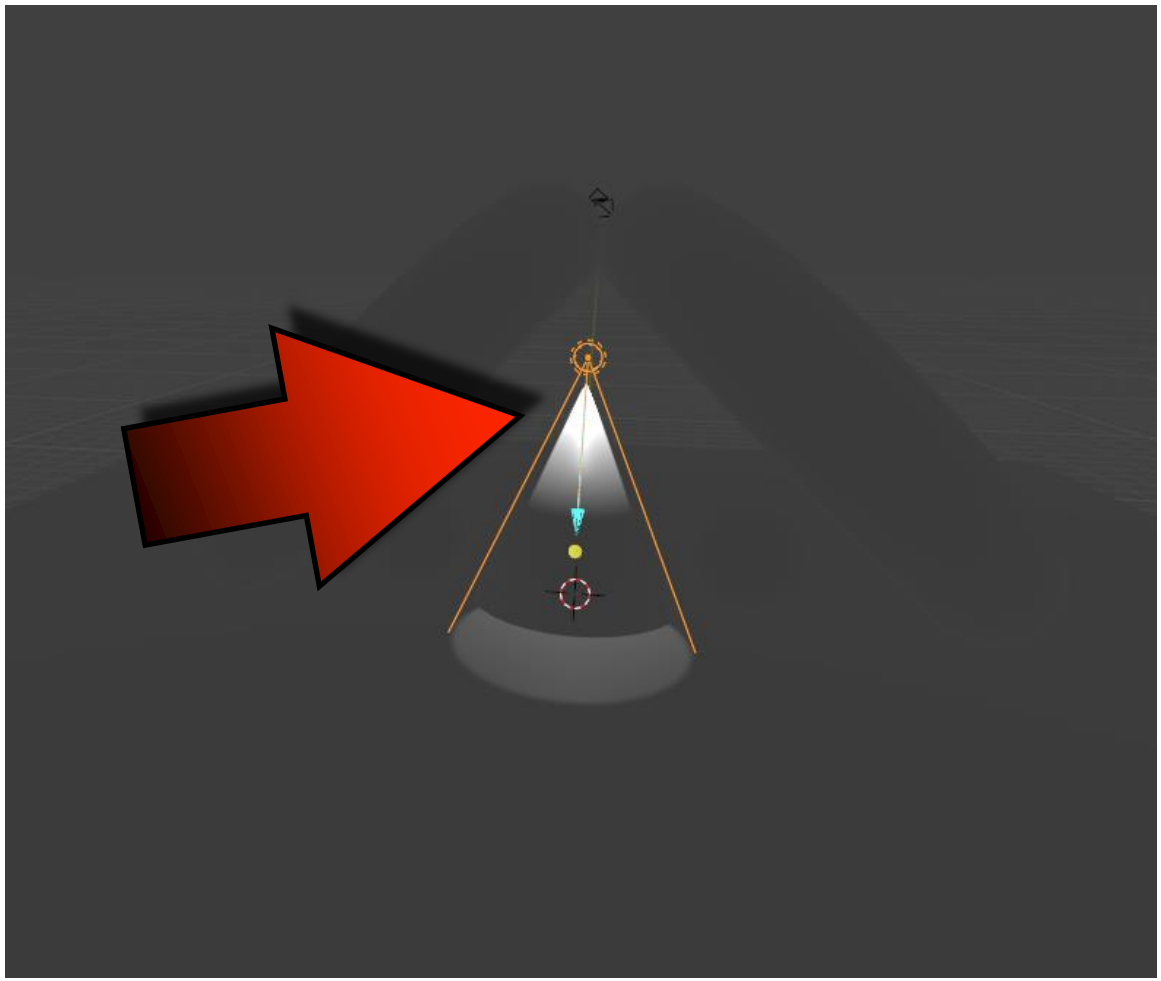
YouTube

https://youtu.be/mA_zTQf6LT0

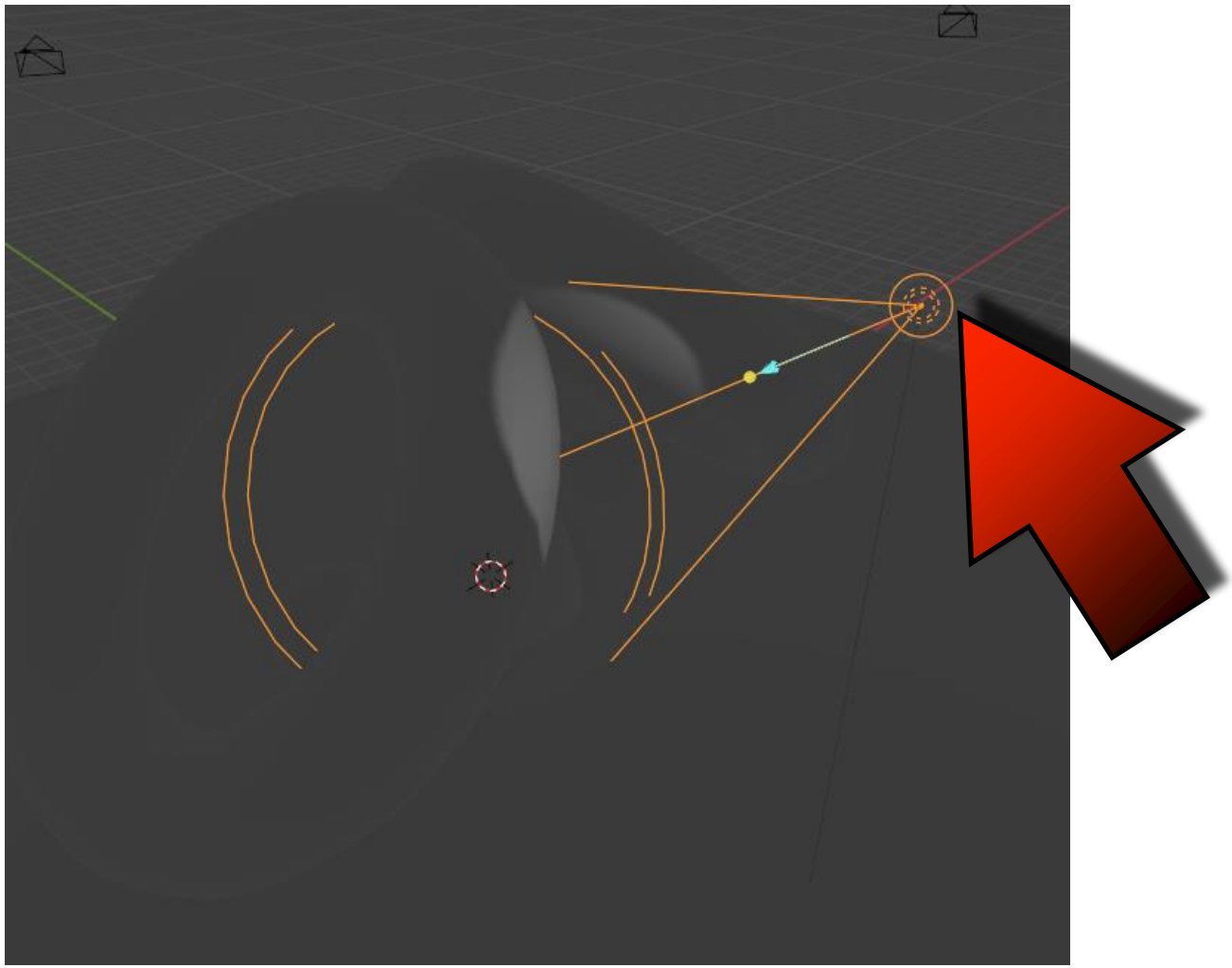
CHANGE TO THE SPOT



SPOT GIVES A LIGHT OR A HEADLAMP EFFECT



MOVE AND ROTATE THE SPOT TO ANOTHER PLACE



START ANIMATION

YOU CAN MOVE THE ARROW AND THE DOT

https://youtu.be/iswNHThTUR8

START ANIMATION

CHANGING THE LIGHTING DISTANCE

https://youtu.be/Re7U7a6pwyo

START ANIMATION

CHANGE OF LIGHTING SURFACE

YouTube

https://youtu.be/ro4TwTLEaCs

START ANIMATION

CHANGING THE BLURNING OF THE EDGES OF THE LIGHTING

https://youtu.be/UeWXWDIIfo0

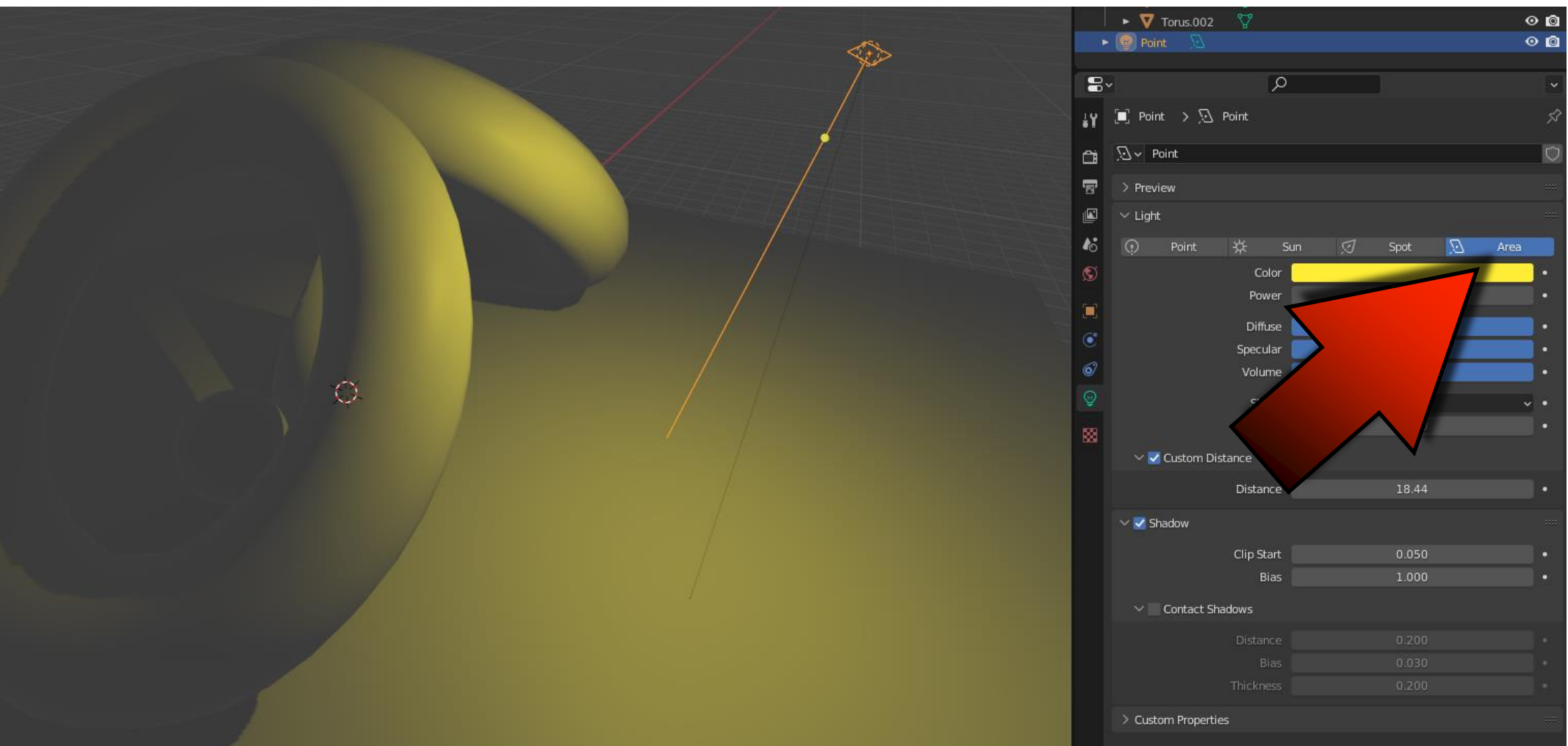
START ANIMATION

CHANGING THE LIGHT COLOR

YouTube

https://youtu.be/2wloikUW6bw

SWITCH TO AREA



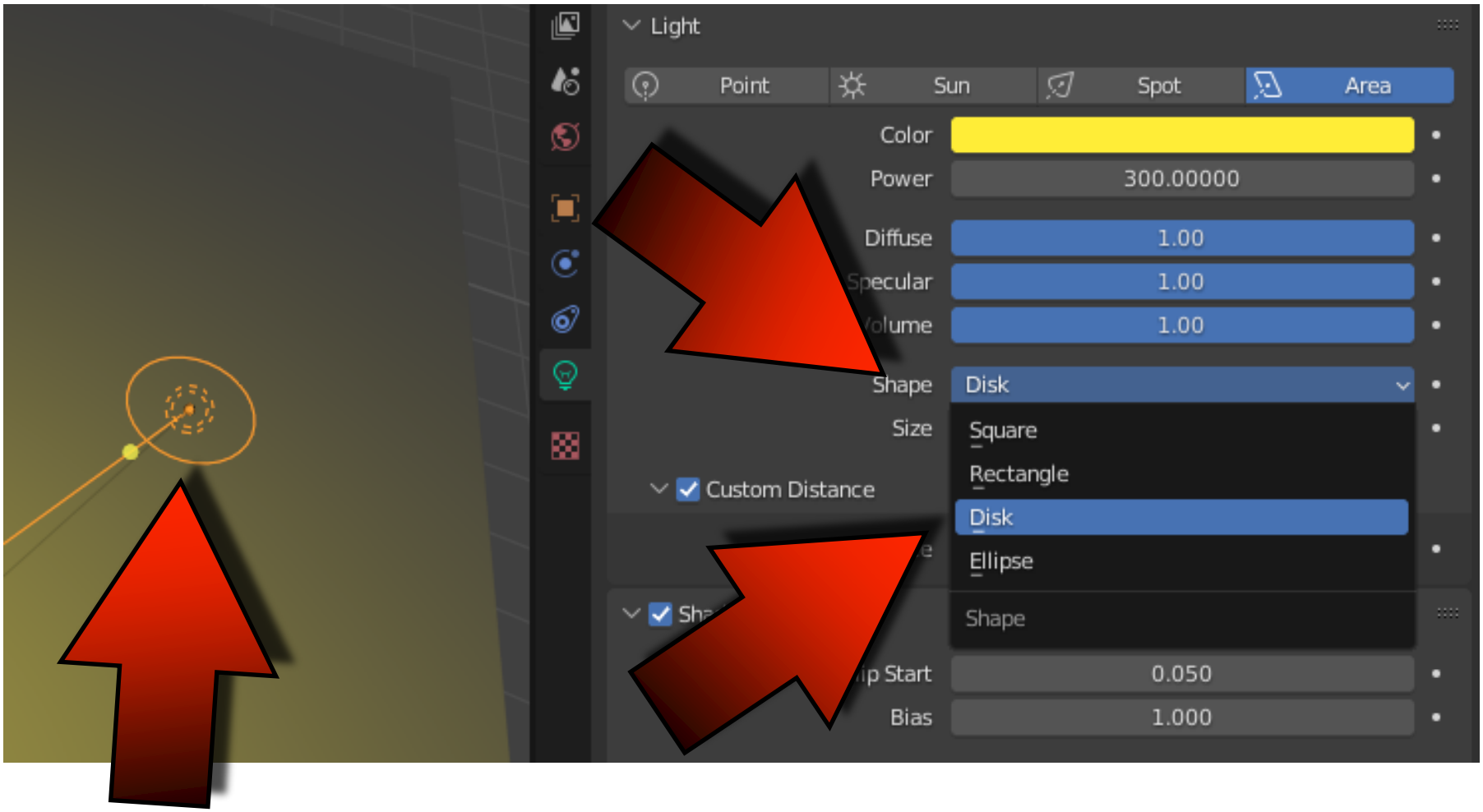
START ANIMATION

AREA LIGHTS SURFACE

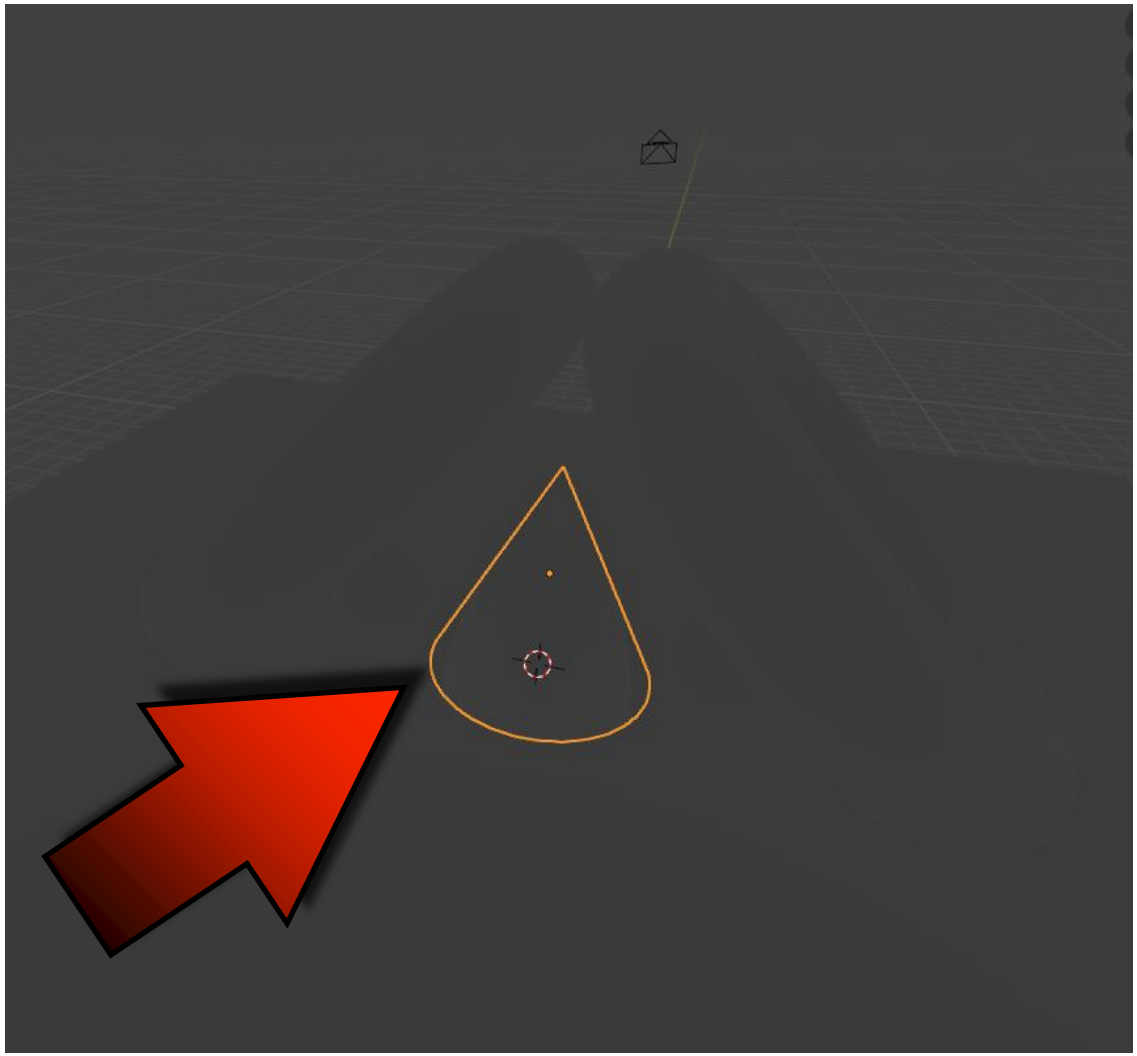
LIKE BEFORE YOU CAN MOVE THE AREA ELEMENTS

https://youtu.be/L4xfNPJUE6c

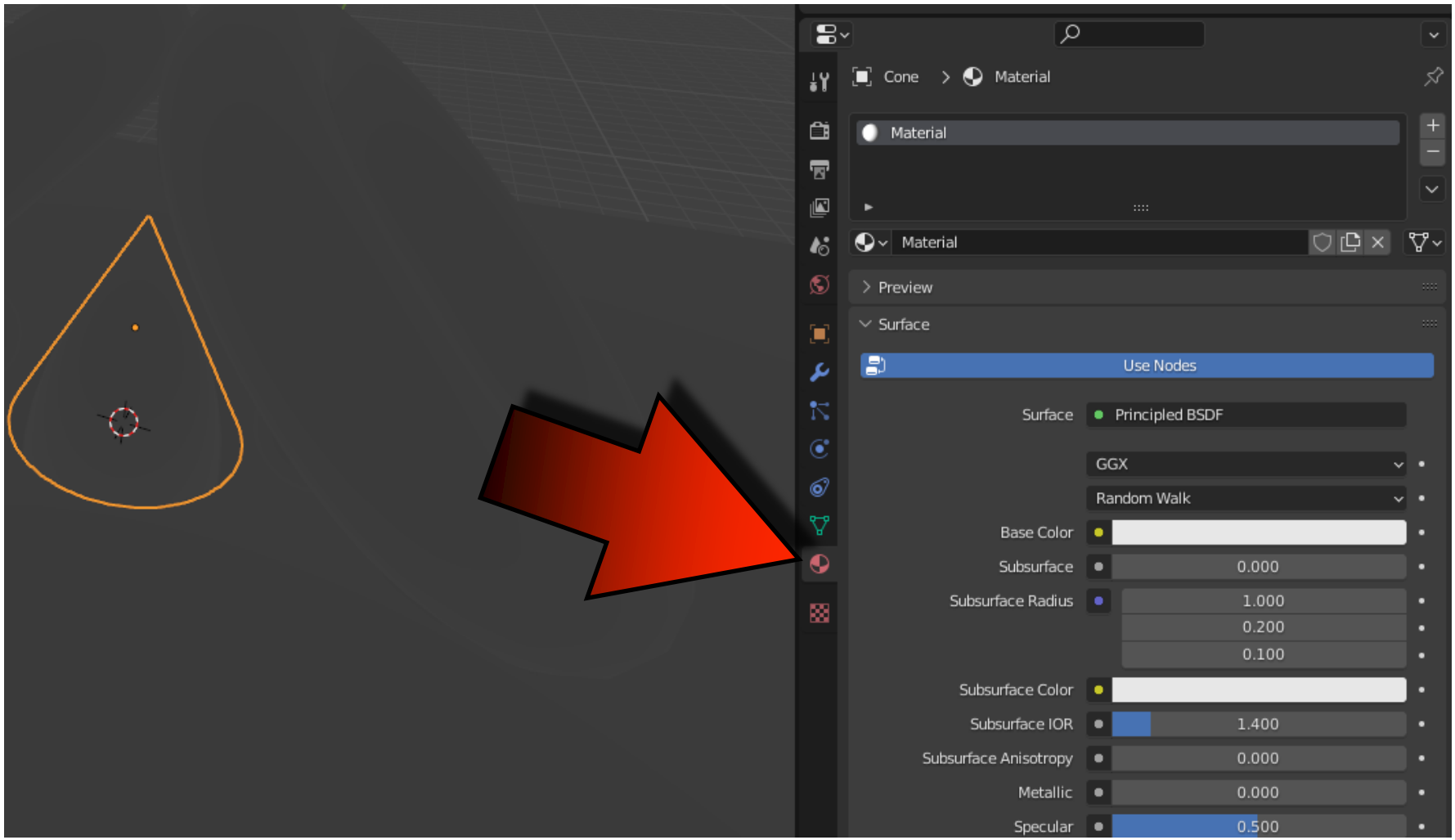
YOU CAN CHANGE
THE SHAPE OF THE LIGHTING SURFACE



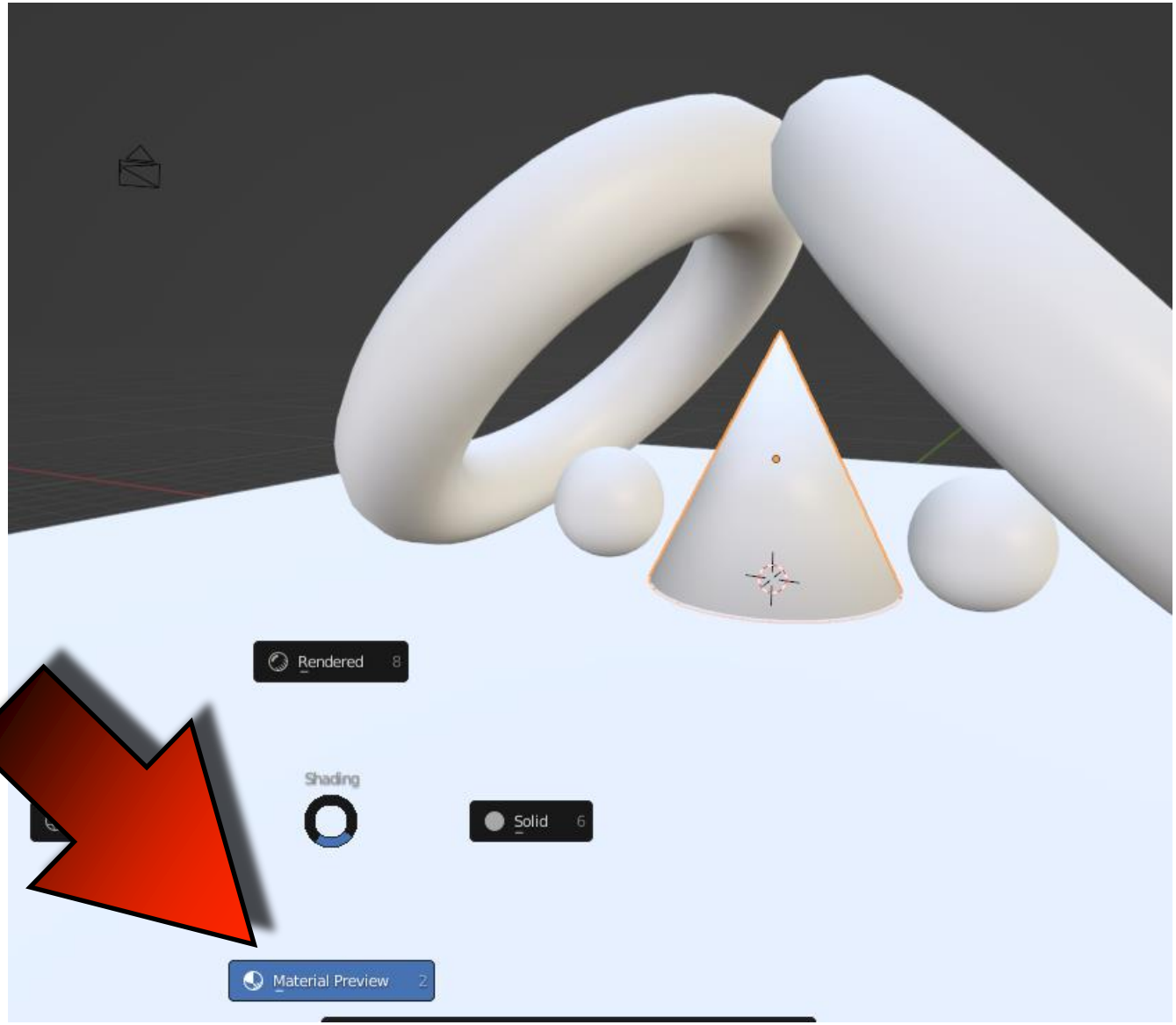
REMOVE LAMPS AND SELECT A CONE



ADD MATERIAL



GO TO MATERIAL PREVIEW



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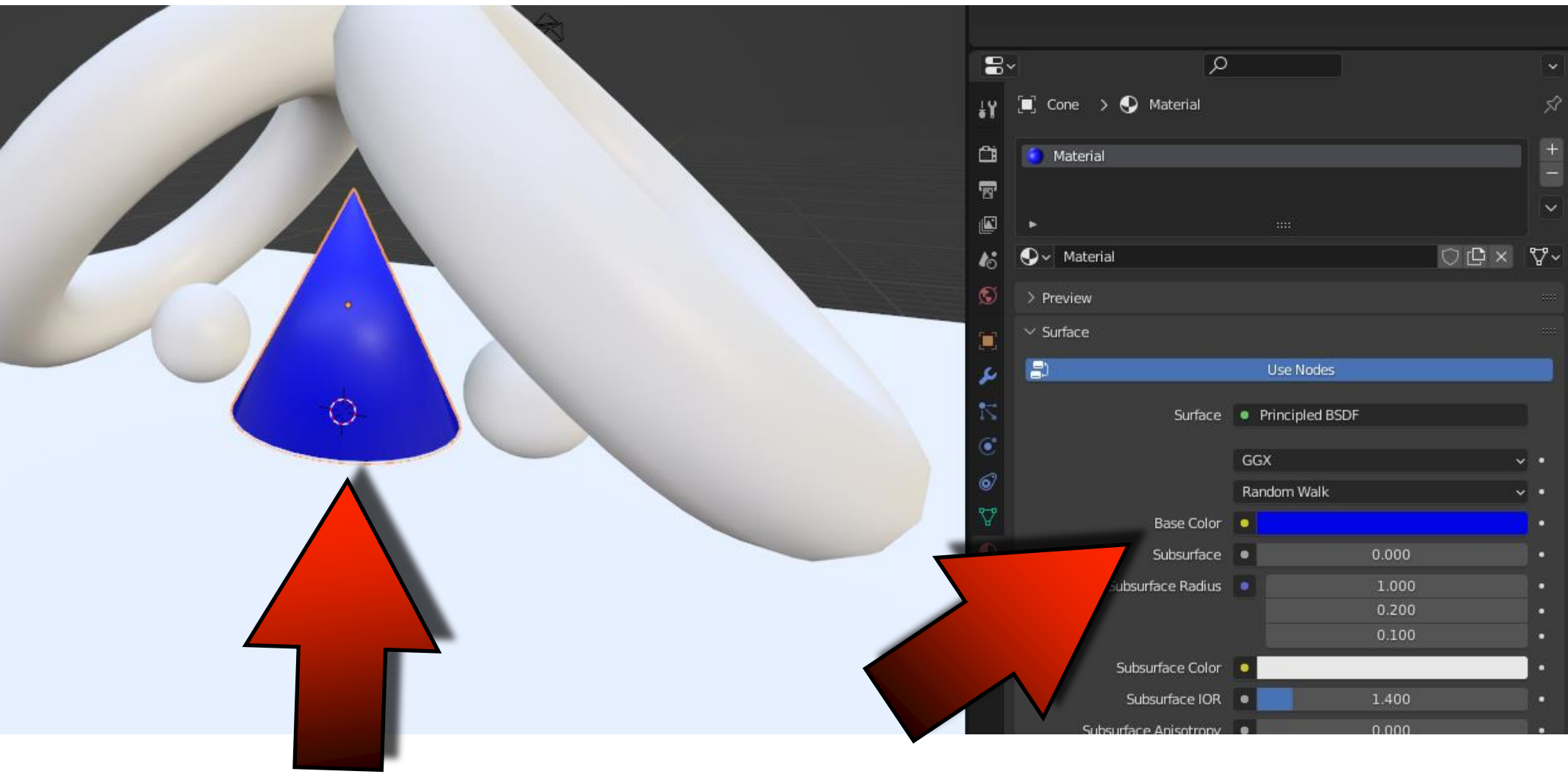
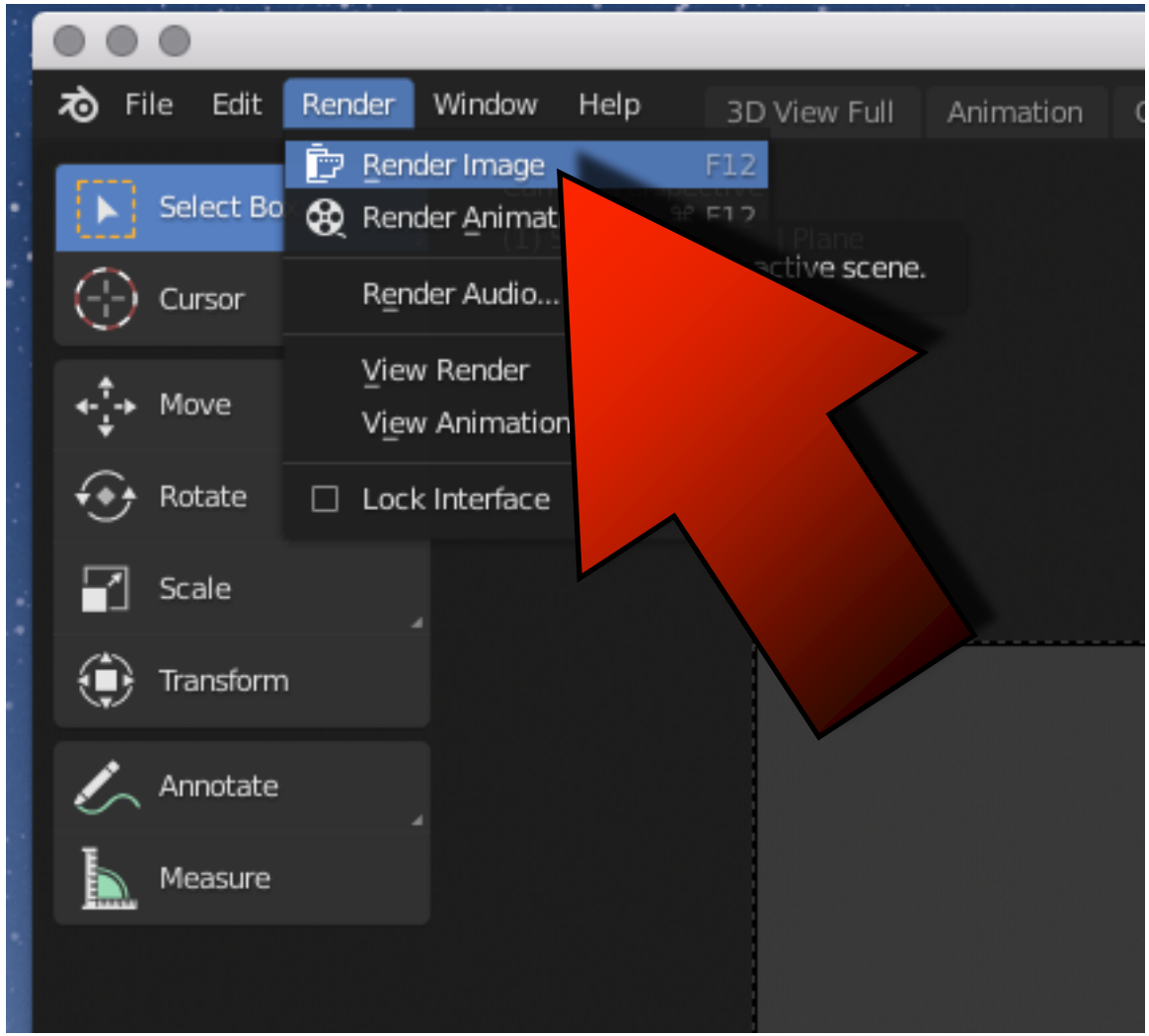
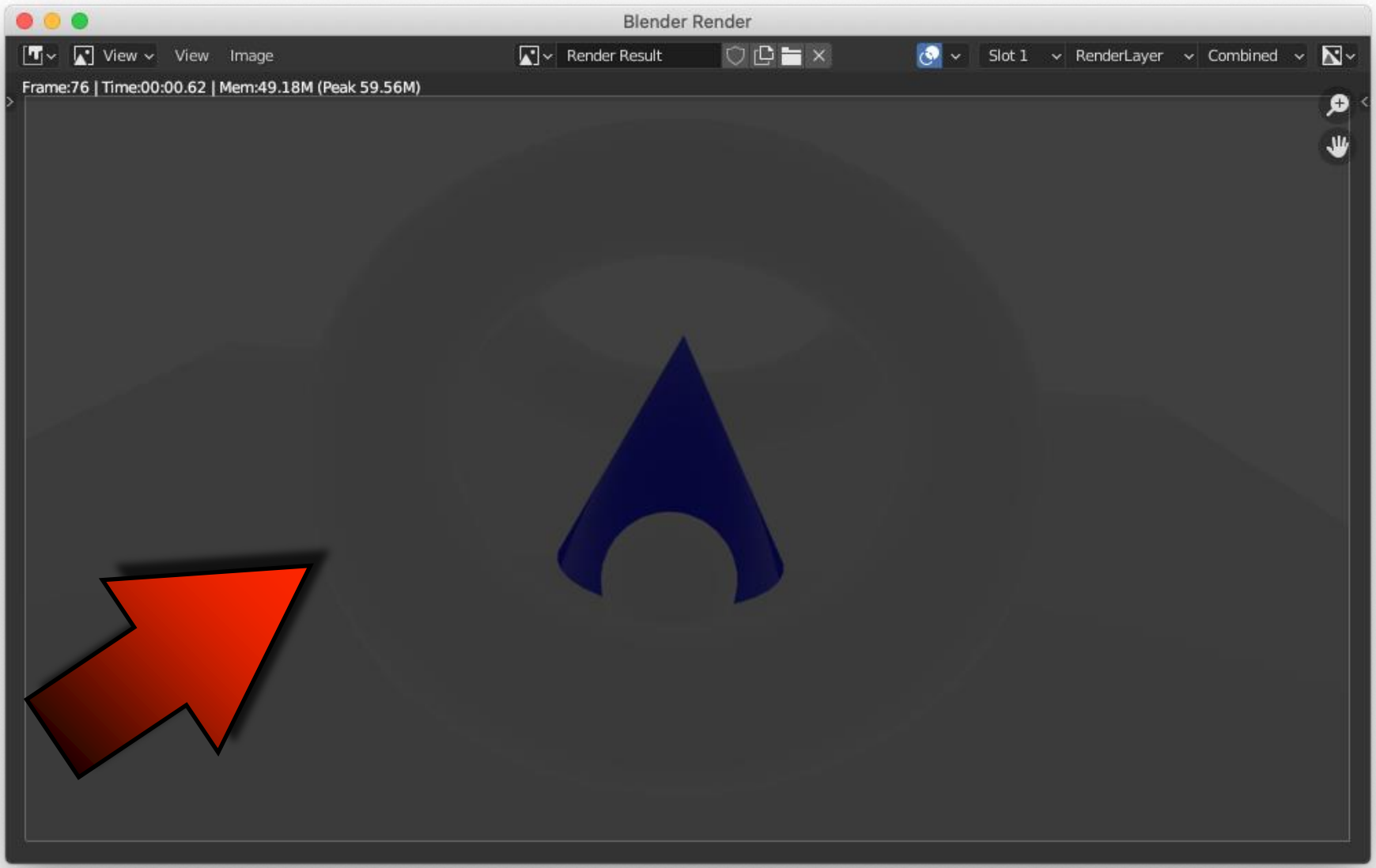
CHANGE BASE COLOR



CHOOSE RENDER IMAGE

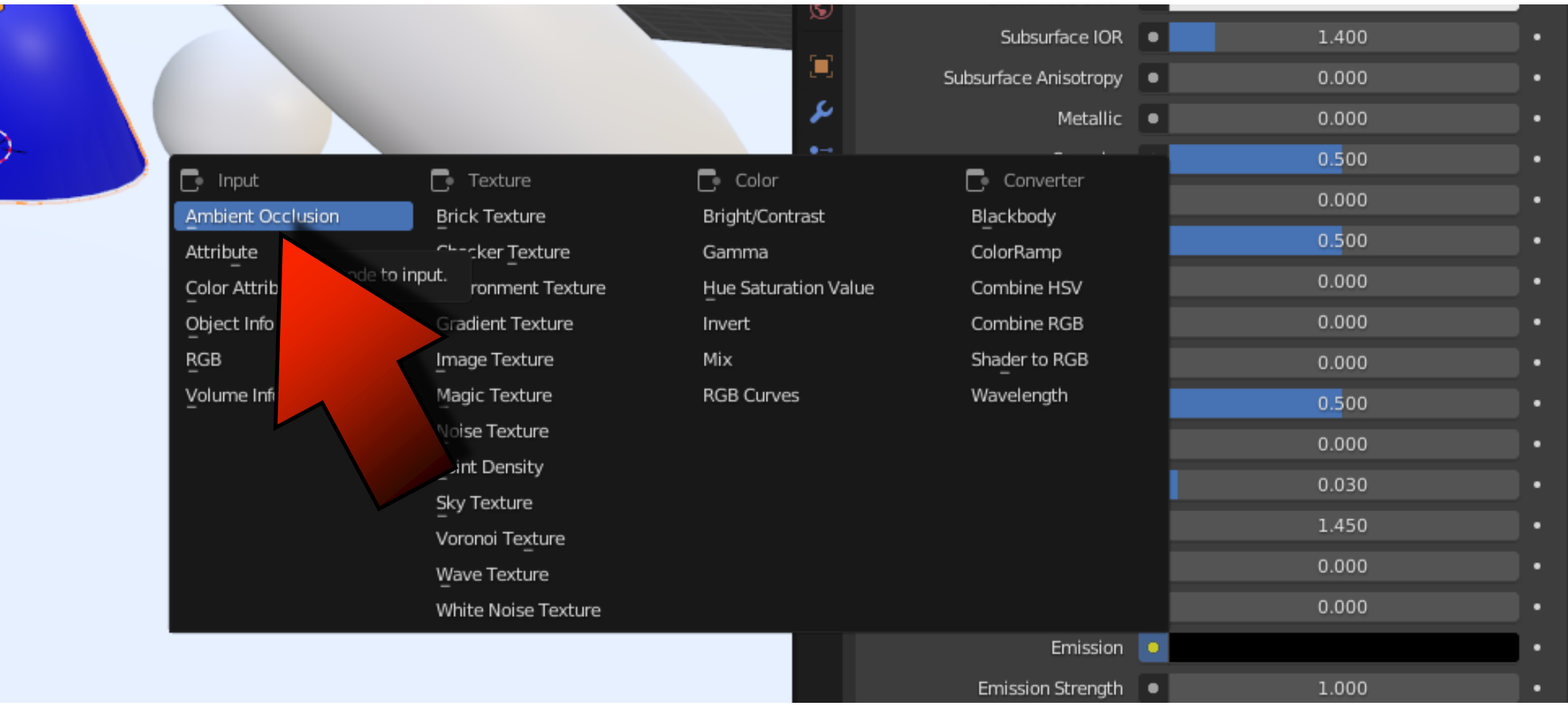


WE HAVE NO LIGHTING

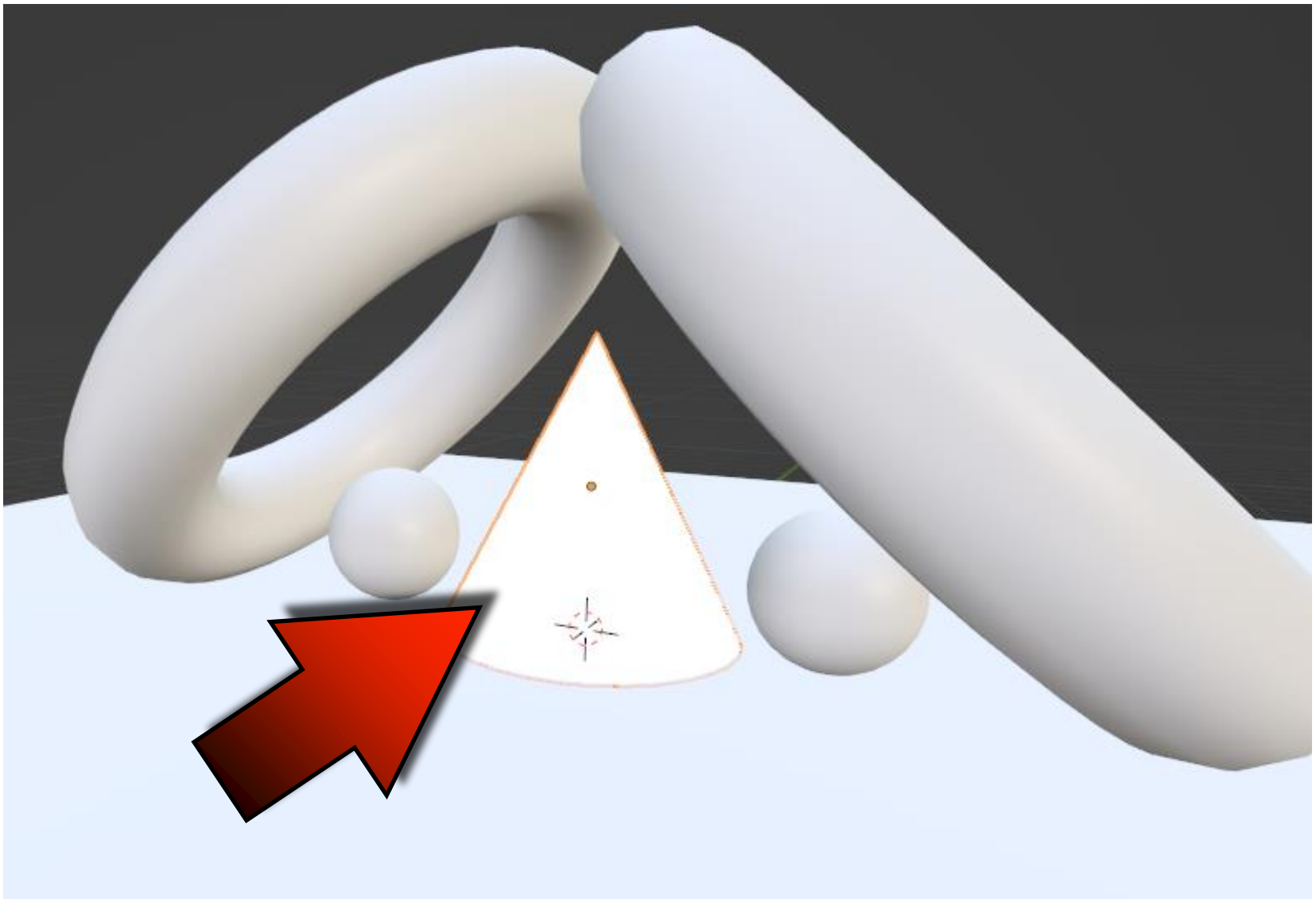


CLICK ON THE DOT AT THE EMISSION

CHOOSE AMBIET OCCLUSION WHICH SETS THE SHADOWS IN THE CORNERS



THE CONE WILL CHANGE ITS LOOK



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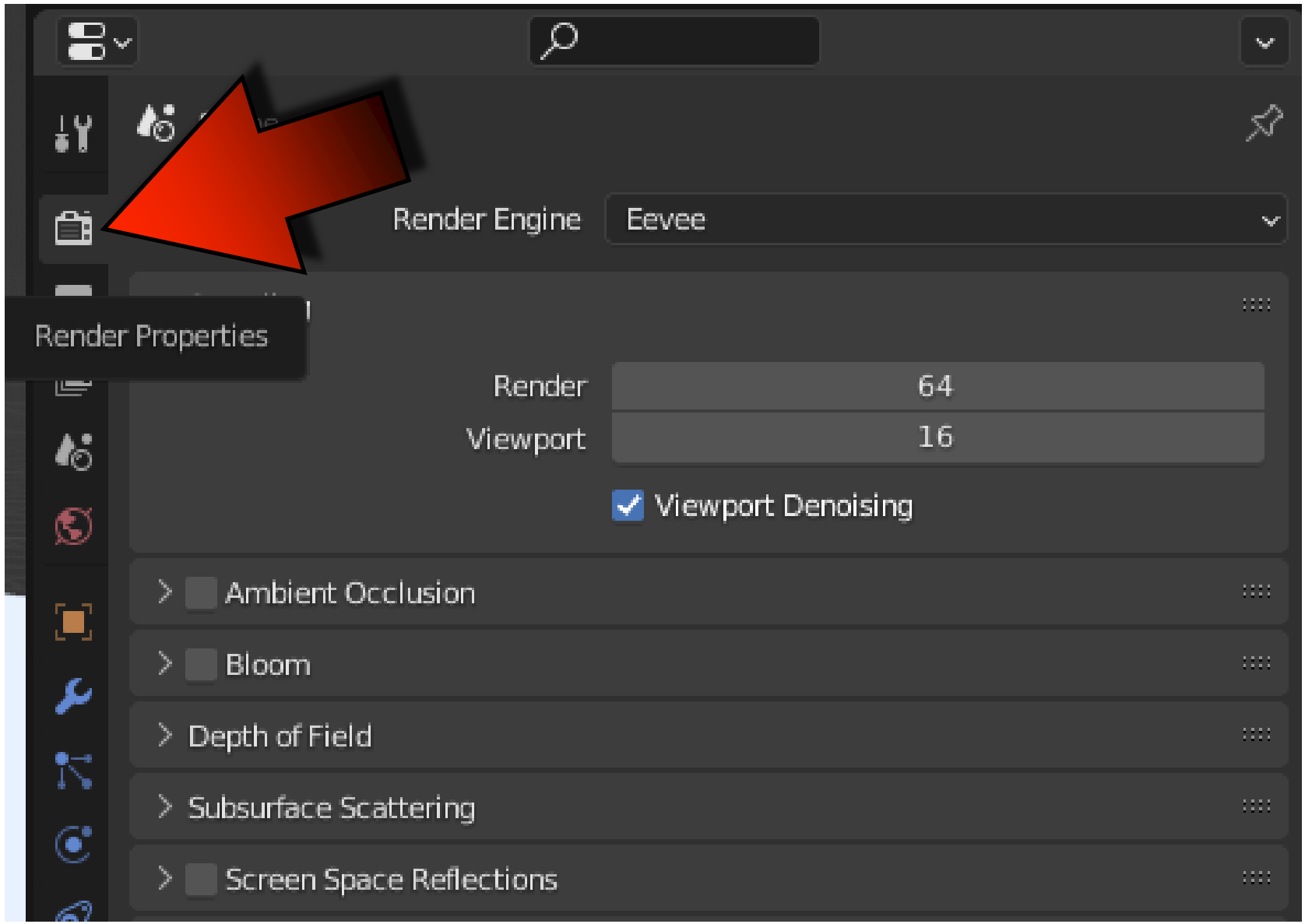
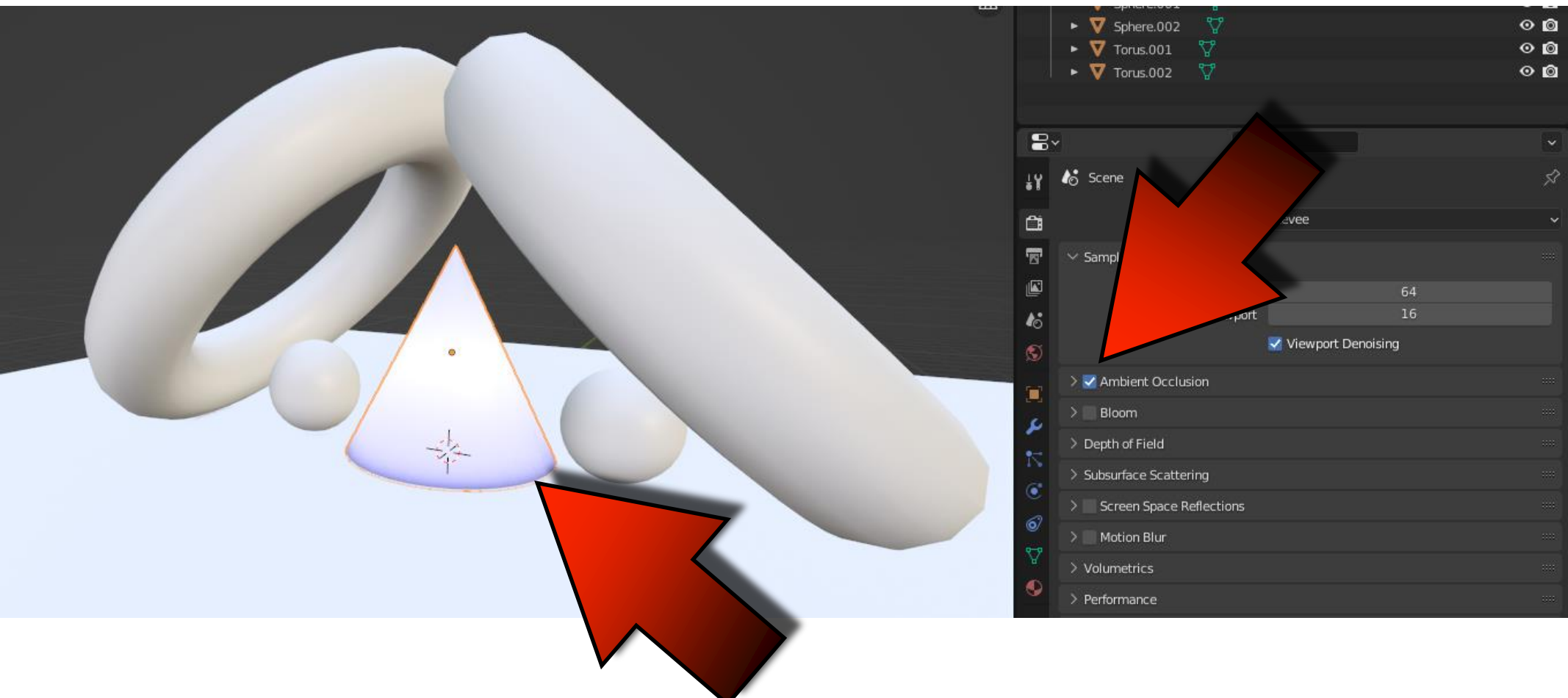
GO TO RENDER PROPERTIES

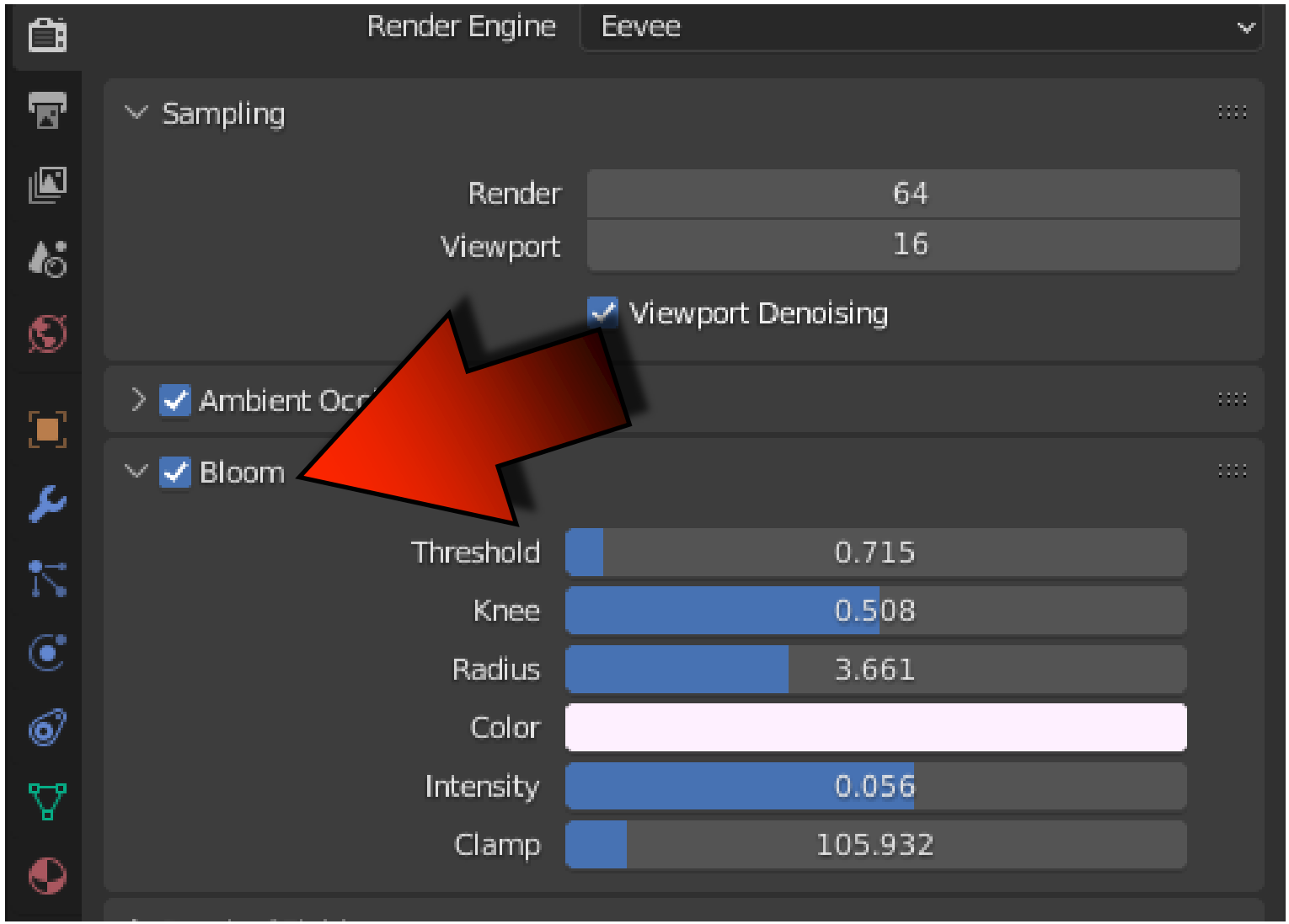


SELECT AMBIENT OCCLUSION



LIGHT

BLOOM CHANGES GLOW



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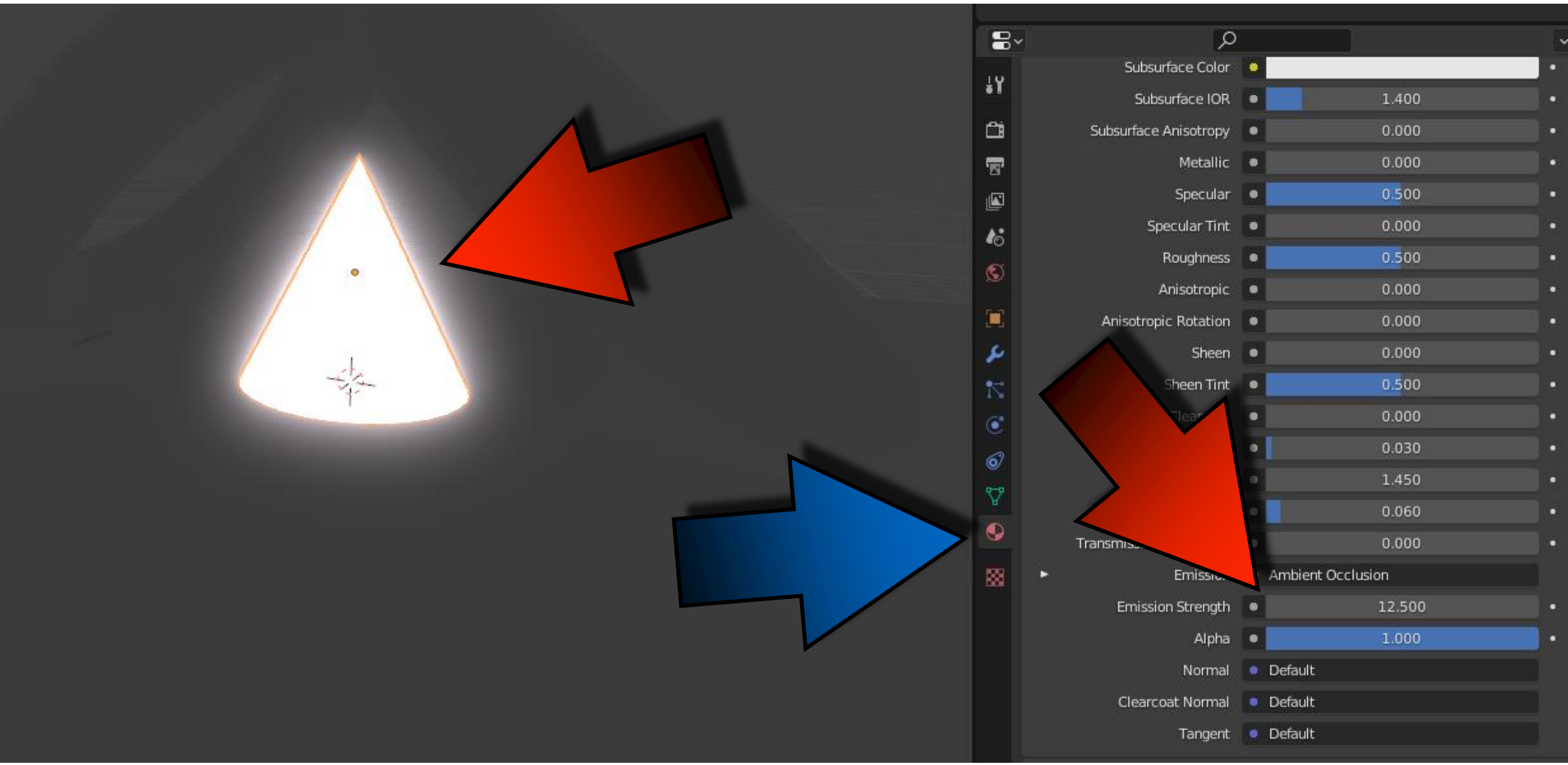
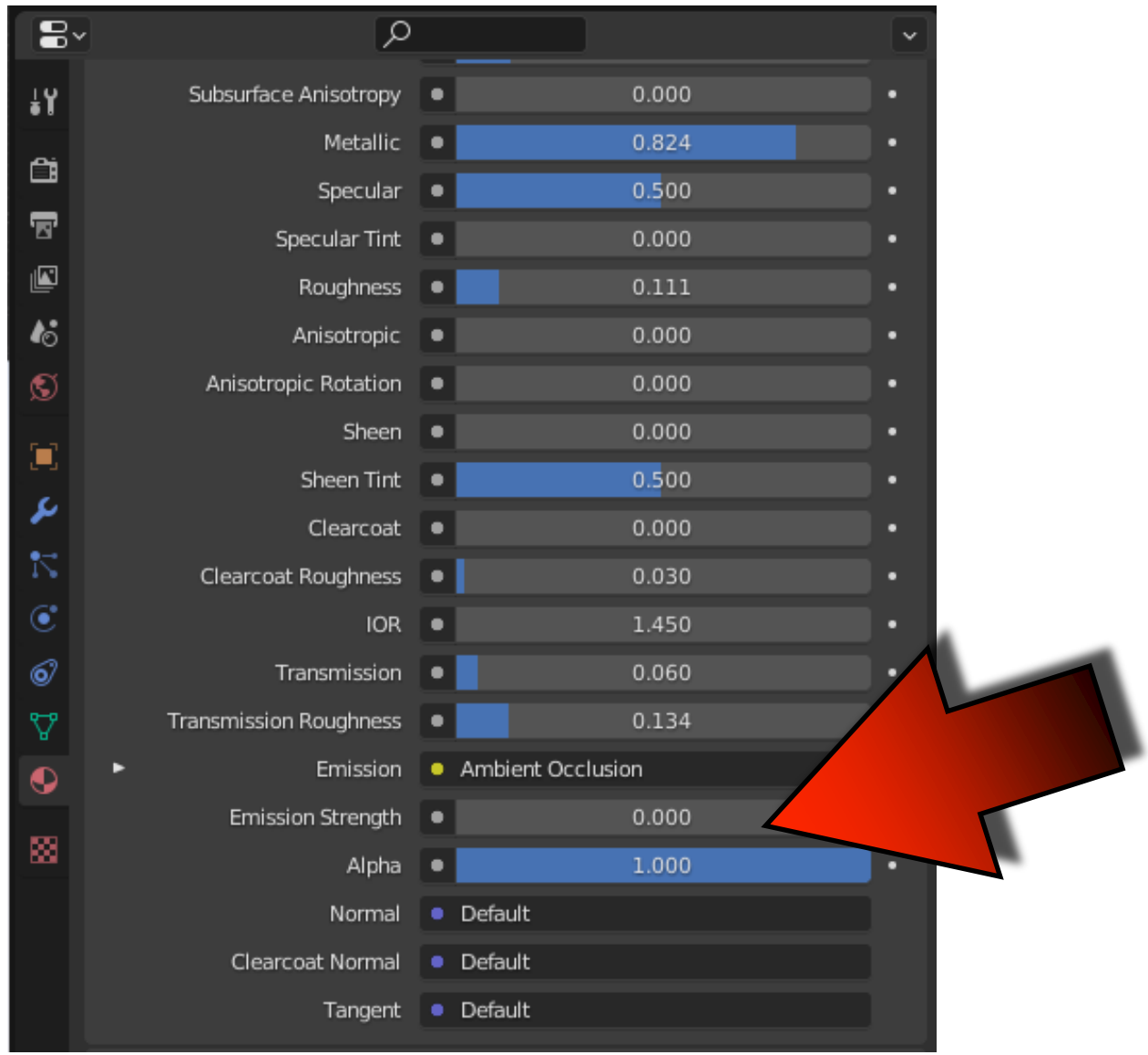
POWER OF AR AND VR

IN MATERIAL CHANGE EMISSION STRENGH

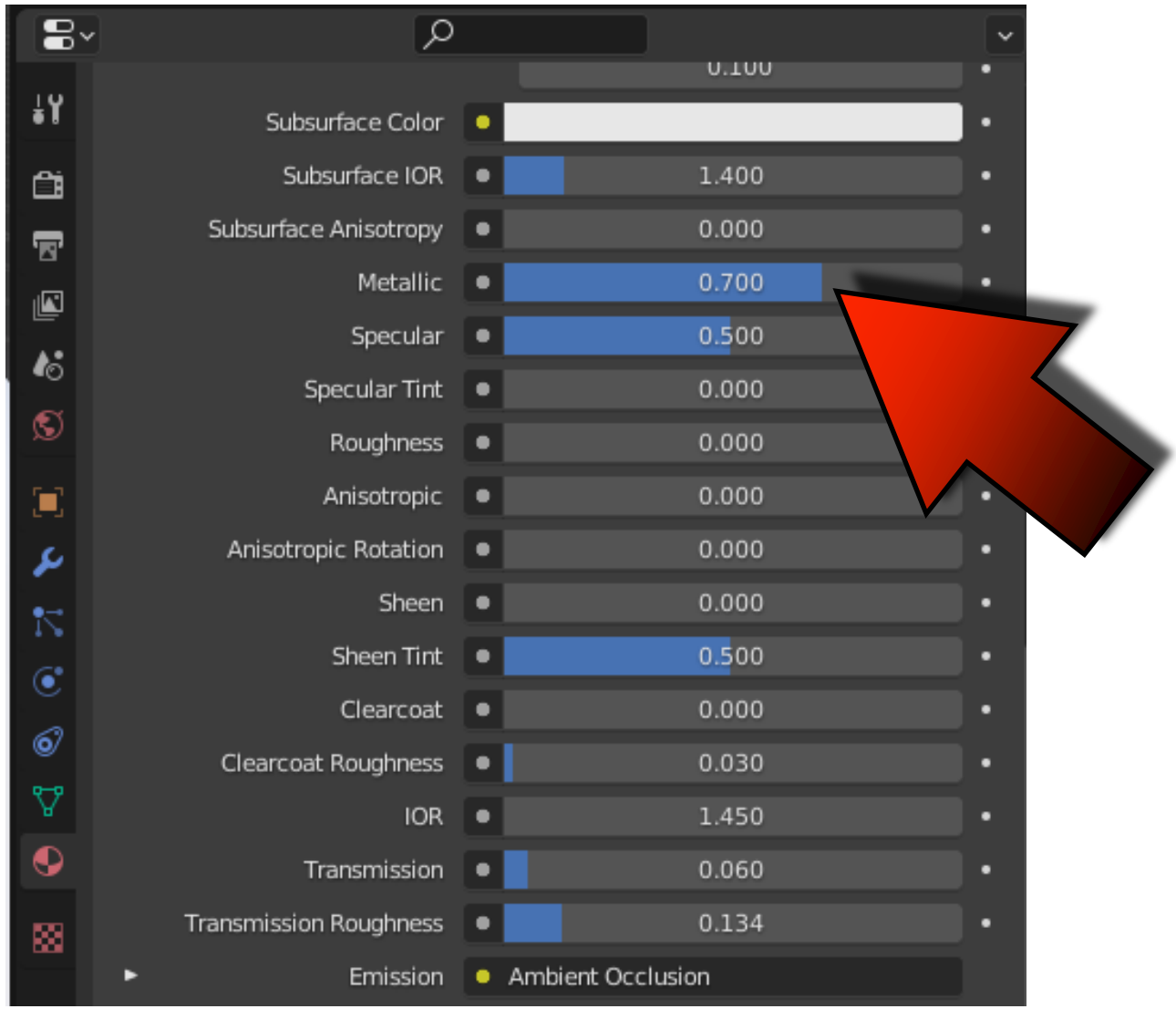


LIGHT

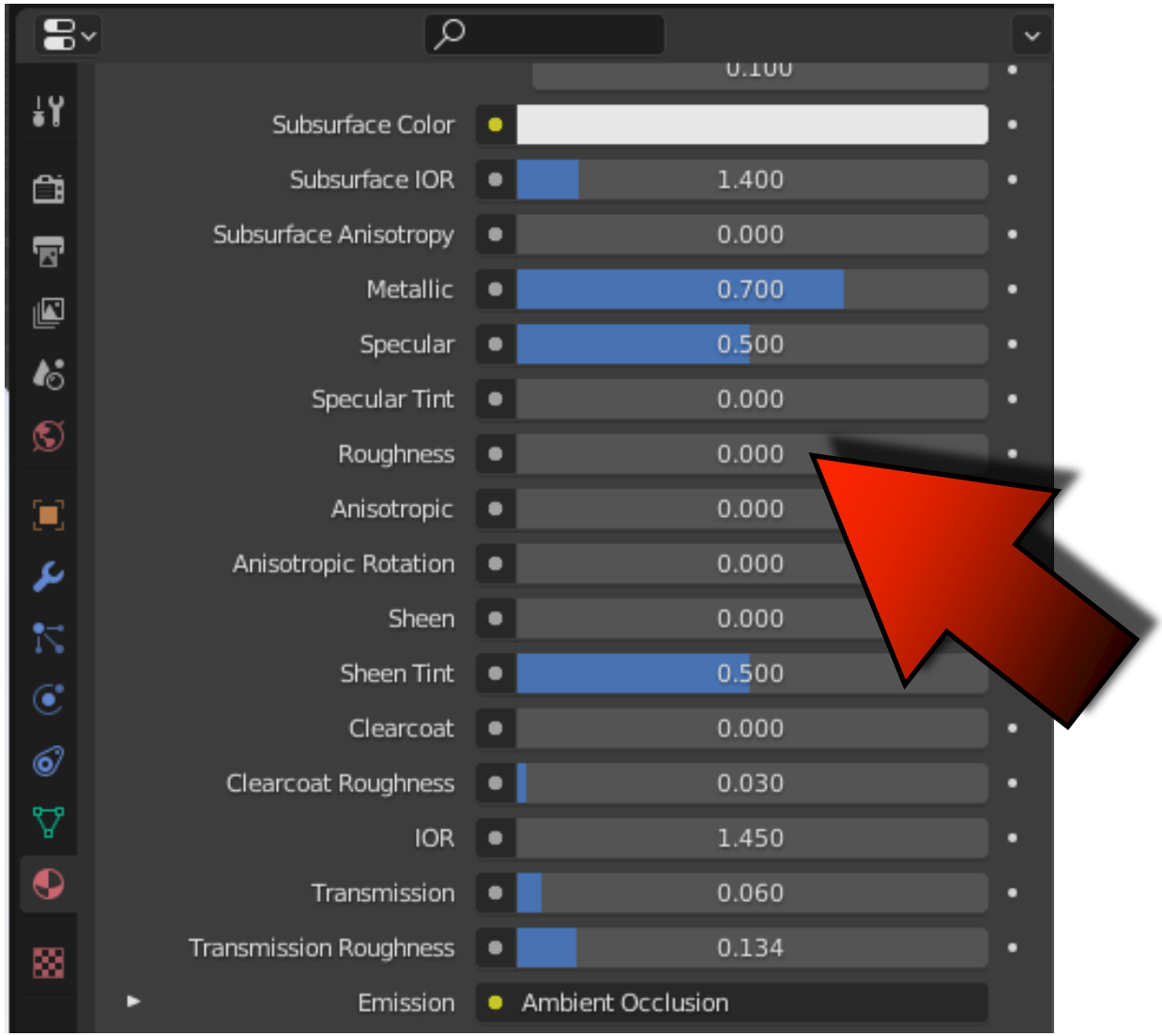
SET EMISSION STRENGHT=0



SET METALIC=0.7



SET ROUGHNESS=0



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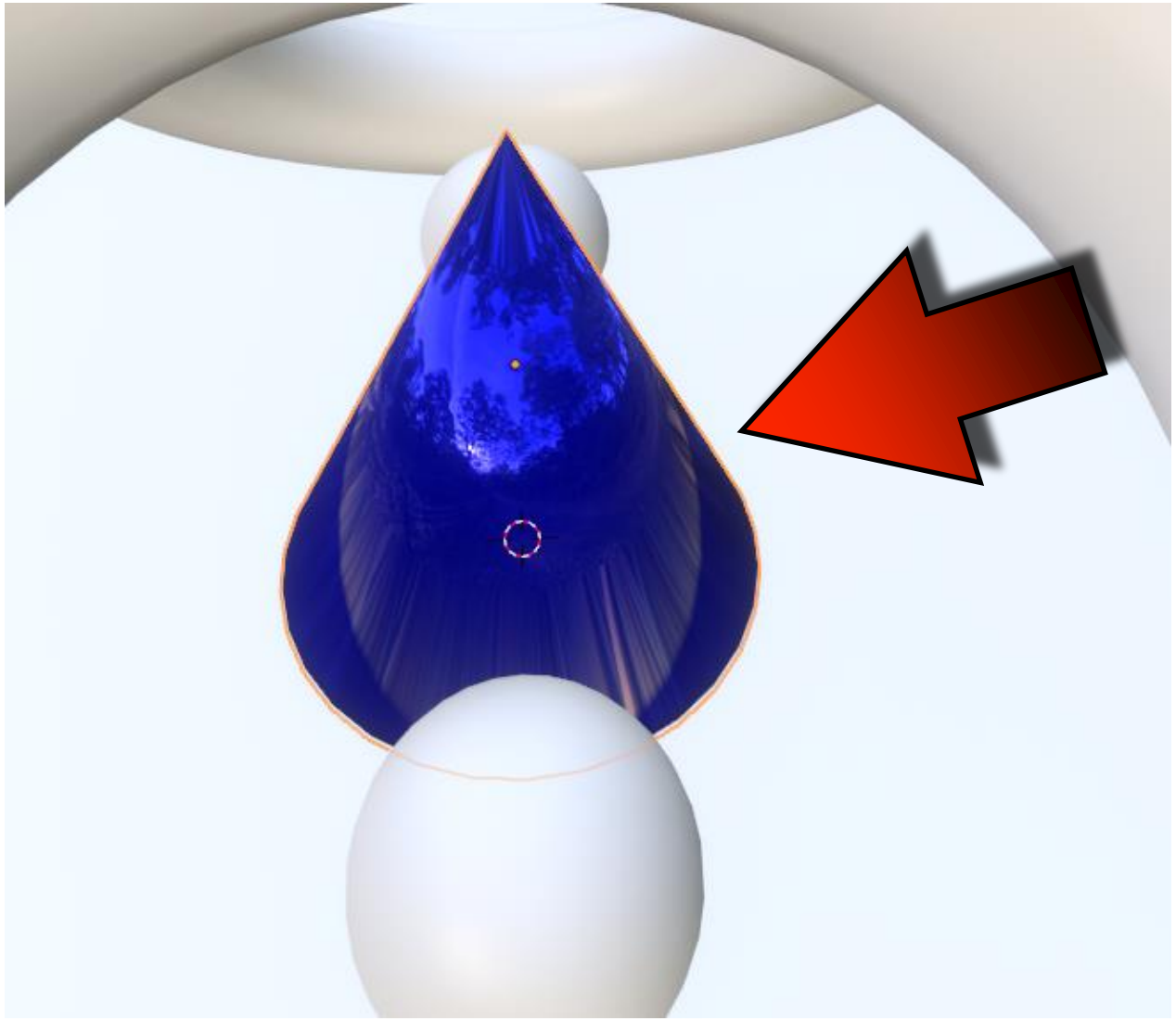
POWER OF AR AND VR

YOU WILL SEE THIS EFFECT



LIGHT

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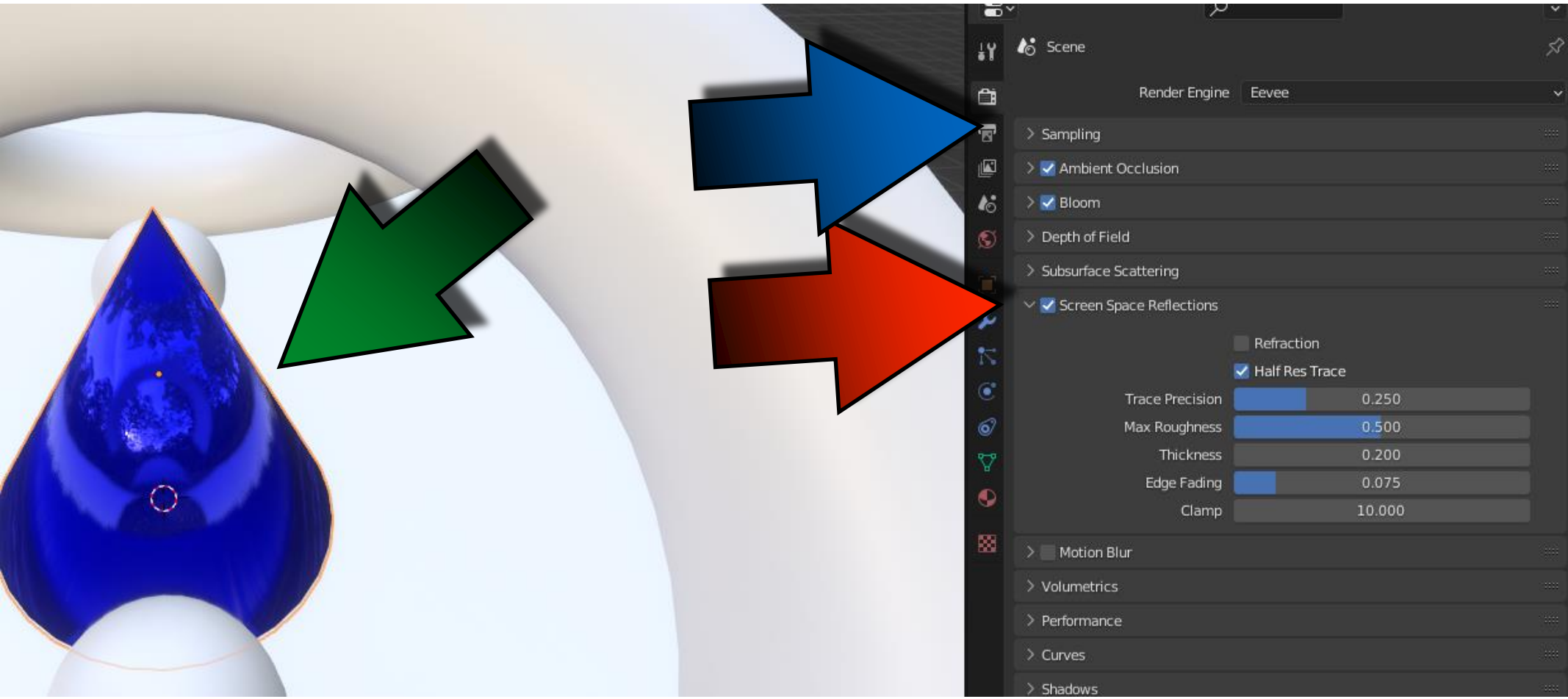
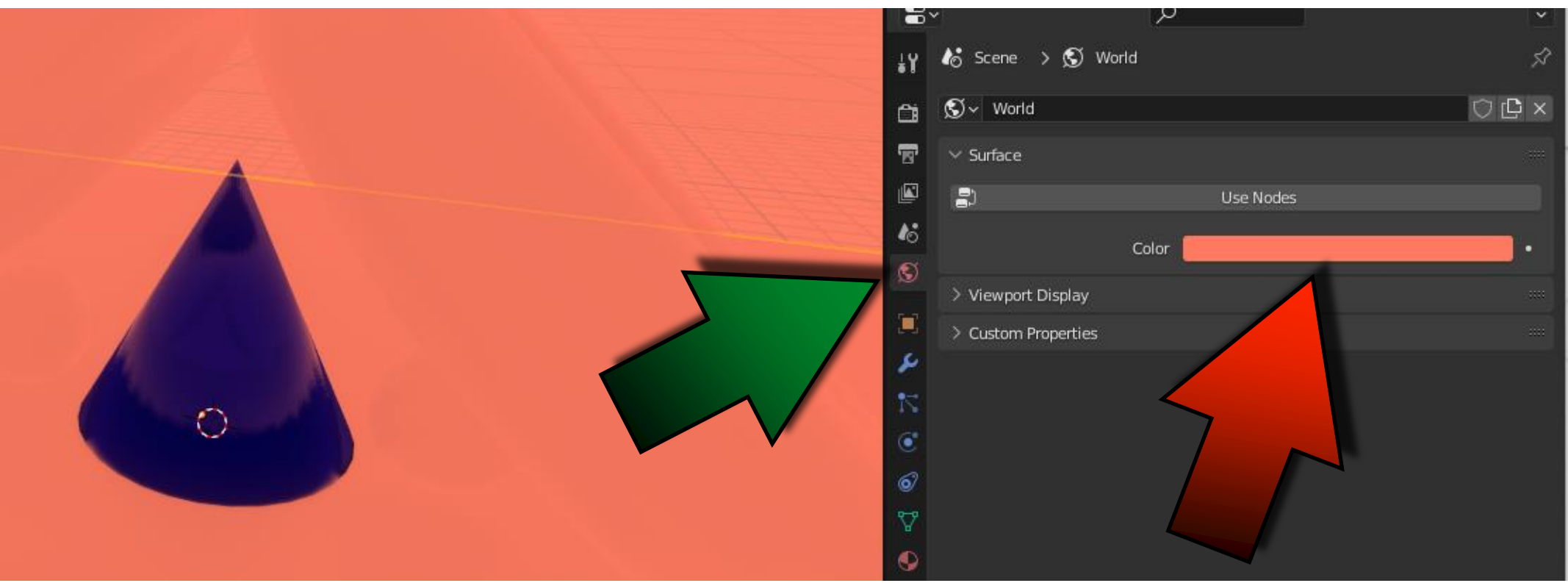
POWER OF AR AND VR

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

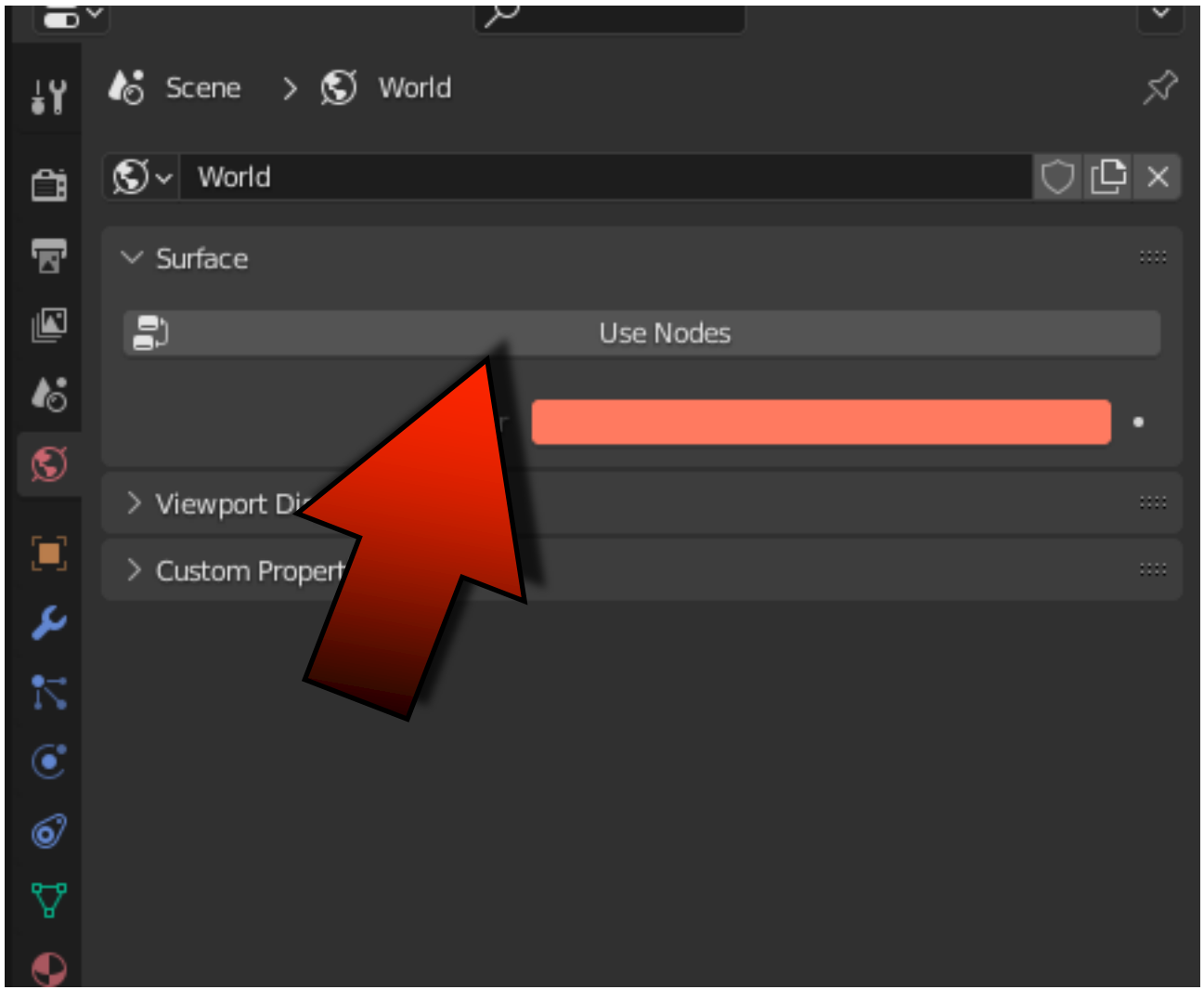


LIGHT

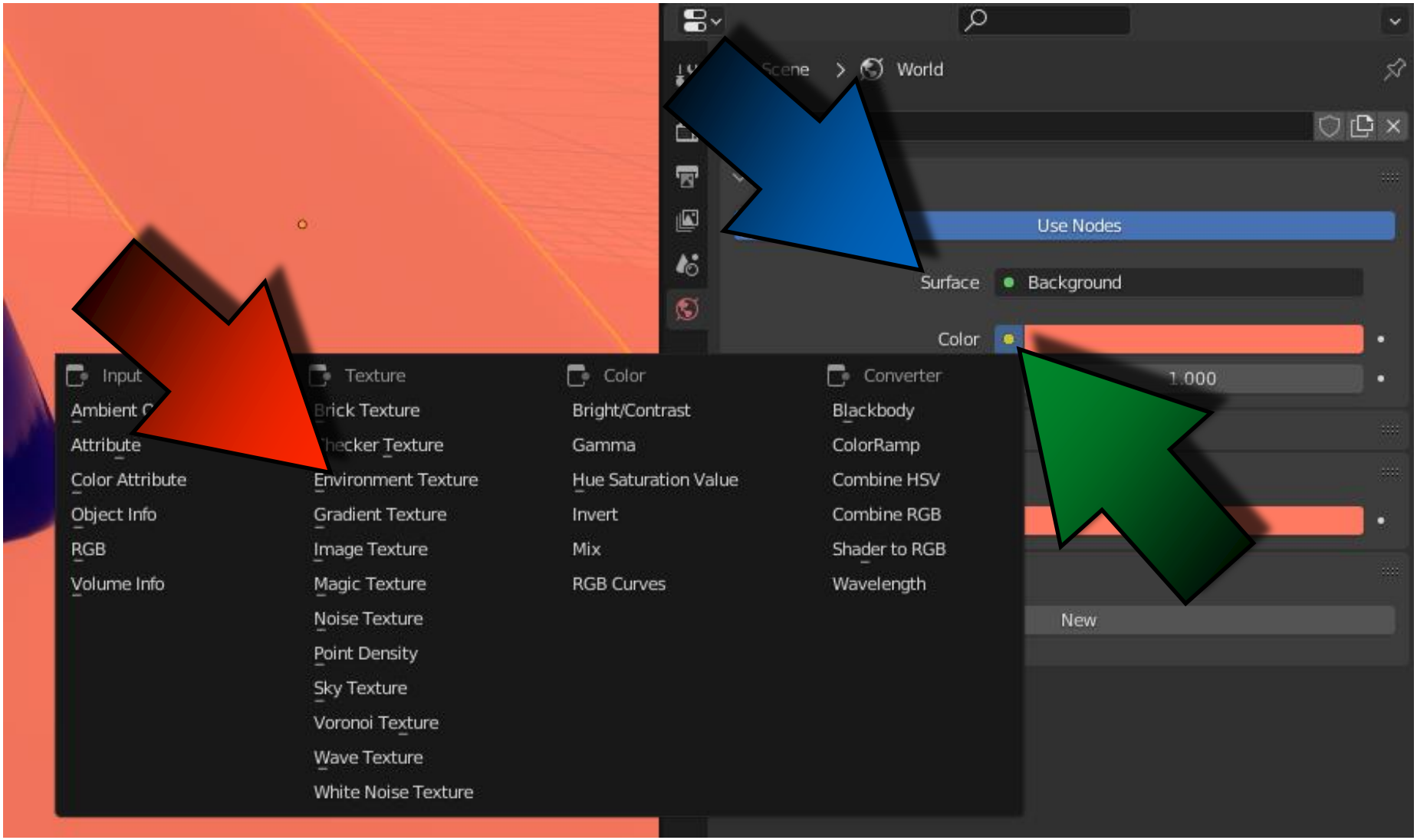
IN THE WORLD TAB WE CAN CHANGE THE BACKGROUND COLOR



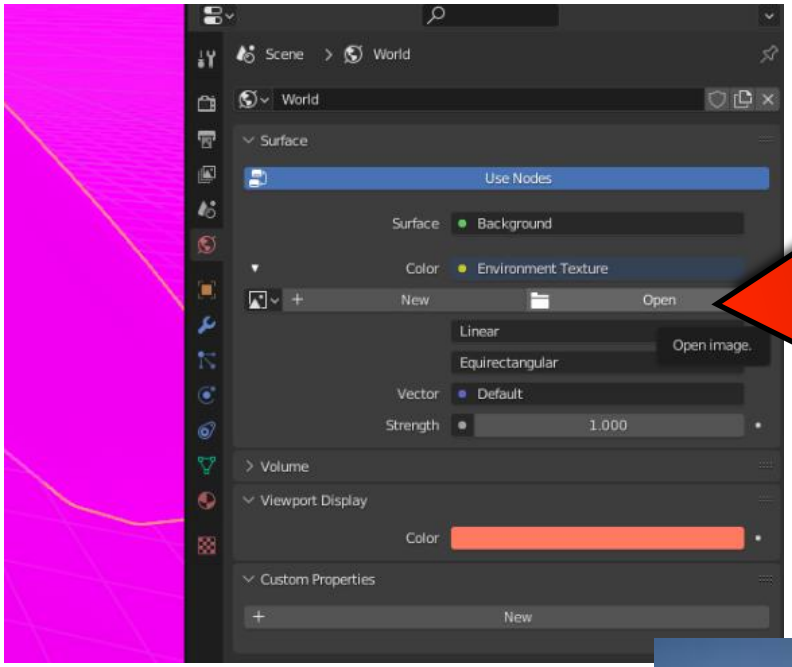
IF OFF CLICK ON USE NODES



SELECT ENVIRONMENT TEXTURE FOR SURFACE BACKGROUND AS A COLOR

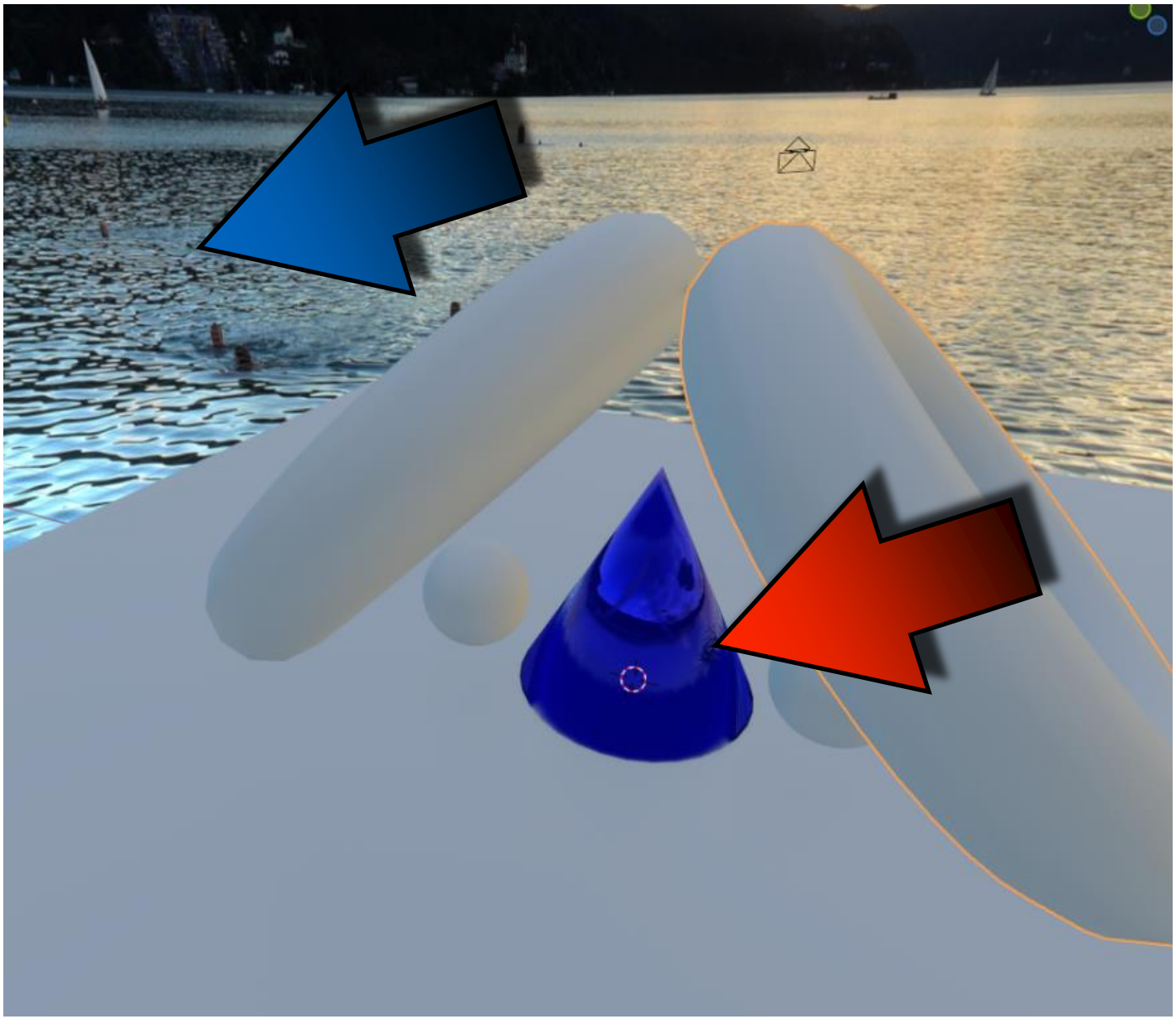


THEN DOWNLOAD THE FREE HDR FILE AND CLICK OPEN AND LOAD IT



LIGHT

THE CONE WILL REFLECT THE PANORAMA



START ANIMATION

YOU CAN ANIMATE CAMERA

https://youtu.be/mGkSIkd5oG8

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

YouTube

https://youtu.be/OWjzavK8CyI

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POWER OF AR AND VR

WHICH WE USE FOR BROADCASTS, CONCERTS AND MANY OTHER EVENTS

LIGHT

THANK YOU FOR YOUR ATTENTION

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