



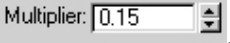








Controlling Light

- Open the file **Attenuation.max** downloaded with this tutorial.
- Press **Quick Render** . (Notice how the scene has a constant illumination with the bottom left corner rather bright)
- Press the **Select by Name**  tool. (This opens a floating window)
- Chose **Global Light** and press **Select** . (This selects the light source that is illuminating the entire room)
- Under the **Modify Tab**  set the **Multiplier** to **.15** . (This dims the overall light)
- Press **Quick Render** . (Notice how the scene is darker but the bottom left corner is still bright)
- Press the **Select by Name**  tool. (This opens a floating window)
- Chose **Ball Light** and press **Select** . (This selects the light source that is illuminating the Ball)
- Under the **Modify Tab**  open the **Intensity/Color/Attenuation**  group.
- Under **Far Attenuation** check on the **Use** and **Show** checkbox.
- Set the **Start** to **2** and the **End** to **7**.
- Press **Quick Render** . (Notice how the scene appears to be illuminated by the Ball)

