The goal of this assignment is to light your opposites scene paying explicit attention to how your lighting choices can support your composition and theme. Recall the lighting checklist we covered in class:
- Color (for conveying time of day/season, for emotion/symbolism)
- Directing the viewer's eye (by emphasizing different regions of the image)
- Motivation (lighting with pictorial concerns instead of logical ones)
- Depth (by creating layers of light and color, planes of light, and lighting objects to accentuate their shape)

Begin by fixing up your existing opposites scene in terms of models, shaders, and layout of objects in front of the camera. I encourage you to address the comments I made in your project evaluations and/or those that came up in class.

When you're happy with your composition, render what you have. Study the image closely and imagine how you can use each of the items in the above checklist to make your image **more clear** and **more supportive of your chosen opposite**. As secondary but also important goals, consider how to make the image more vivid, more visually interesting, and more expressive.

Plan an approach to lighting your image. How many lights? Roughly where do you want them? What light types are you going to use (distant, point, spot)? What are their colors and relative intensities? Where do you want the key light's shadows to fall?

Adding and manipulating lights can get very confusing, so start with a clean copy of your scene file. Add the lights one by one, trying to achieve what you want from each light before adding the next one. Save your scene often, and use increasing scene file numbers so you don't write over old work!

You may find it helpful to reduce the ambient intensity to 0% in the **global illumination** panel, available off of the light properties panel. Ambient light makes things easier to see, but tends to flatten out objects and work against creating depth.

When you move a light where you want it, be sure to hit "Return" twice to lock it into place. Placing lights is just like placing other objects.

Don't trust the real-time lighting display. Render frequently to determine the impact of the new light on your scene. Turn off antialiasing* and reduce the size of your final image if you want to speed up renders.

Hand in only the final rendered and lit image, and please make sure it is in TIFF format. Be sure to render it with antialiasing* set to medium. The assignment is **DUE on Monday, October 15** at the beginning of class.

You may find portions of chapter 32 of the Lightwave manual ("Shadow and Light") helpful. Specifically, I recommend pages 32.1 – 32.15 and 32.30 – 32.31. Page 32.1 corresponds to page 939 of the pdf file.

Antialiasing is a property of the camera, available in the camera properties panel.