

# Lighting Seashore House

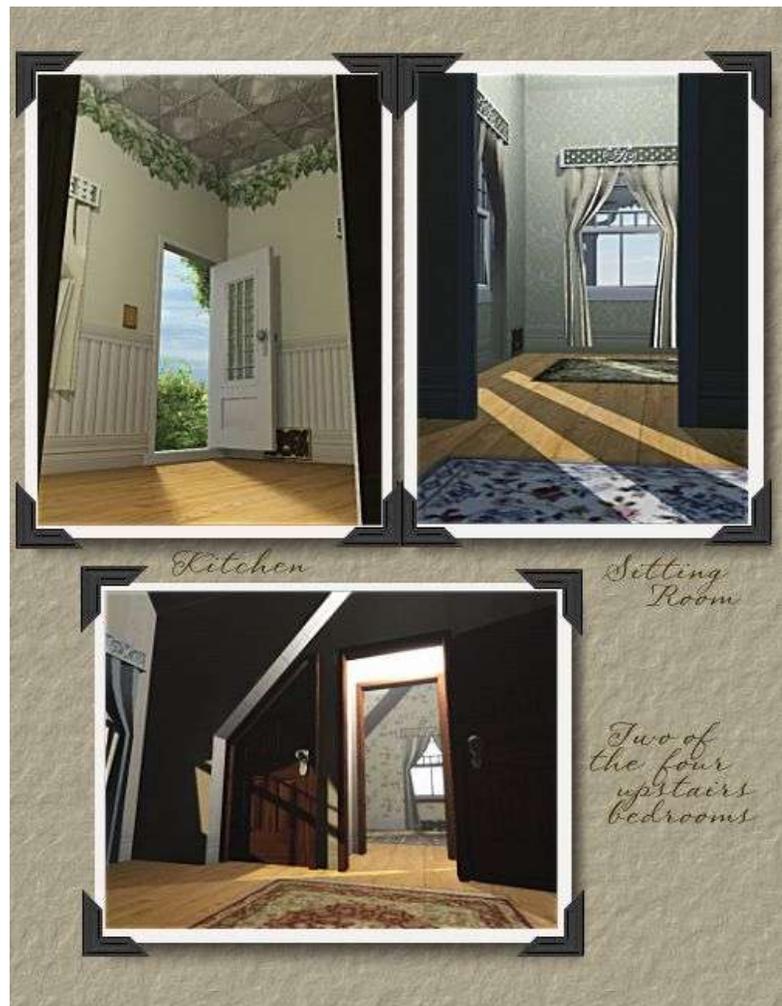
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## A lighting tutorial by Ken Gilliland

3D Lighting is a specialized art. Many people with the 3D world will confide that while they may be experts in modeling, textures or composition—their biggest weakness is lighting. That's why good lighters make small fortunes in creating light sets for general use and entire books have been written on the subject.

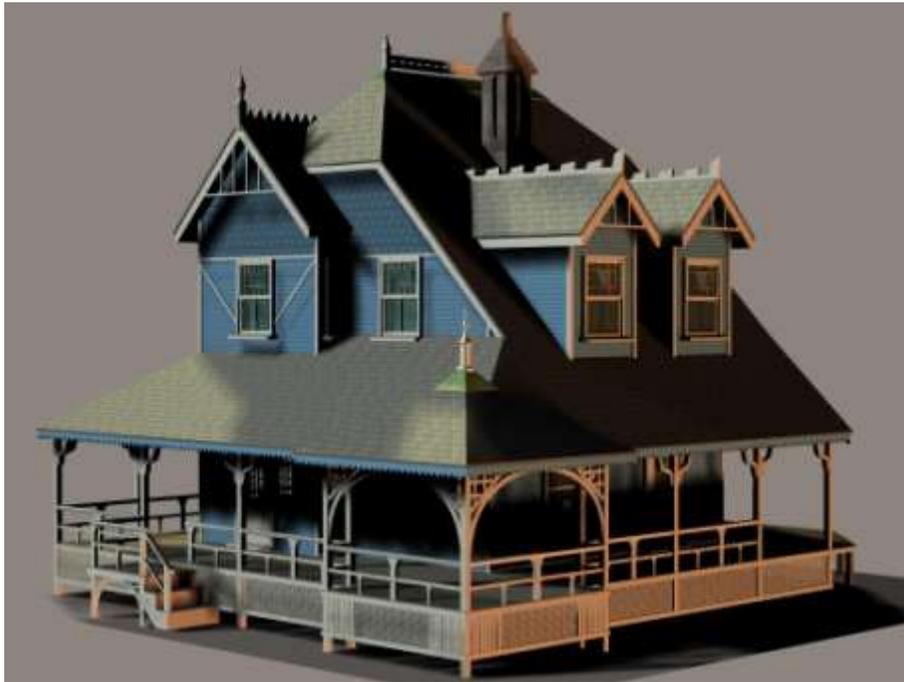
I don't claim to a lighting expert; my successful forays into lighting are 33% technical skill, 33% artistic vision and 34% dumb luck. Seashore House is a complex model with interior and exterior views. Approaches to lighting those views will be completely different.

First off, how were those images done in the advertising for the product? Vue 6 Infinite Pro was used for the majority of the imagery. With Vue being a landscape renderer which it emulates natural sun light, it was an easy solution to provide professional results with little effort. The lighting systems used in the advertising renders were that used Ambient Occlusion and/or Global Radiosity. Other programs such as Carrara and Bryce will produce similar results with some work.



Poser and DAZ|Studio present greater challenges in lighting. With the advent of later versions of Poser, professional based lighting solutions such as Ambient Occlusion and Global Radiosity have become available. DAZ|Studio, while still in infancy is quickly catching up. For this tutorial, we'll be looking at Poser 5+ and using free or inexpensive light systems to light Seashore House.

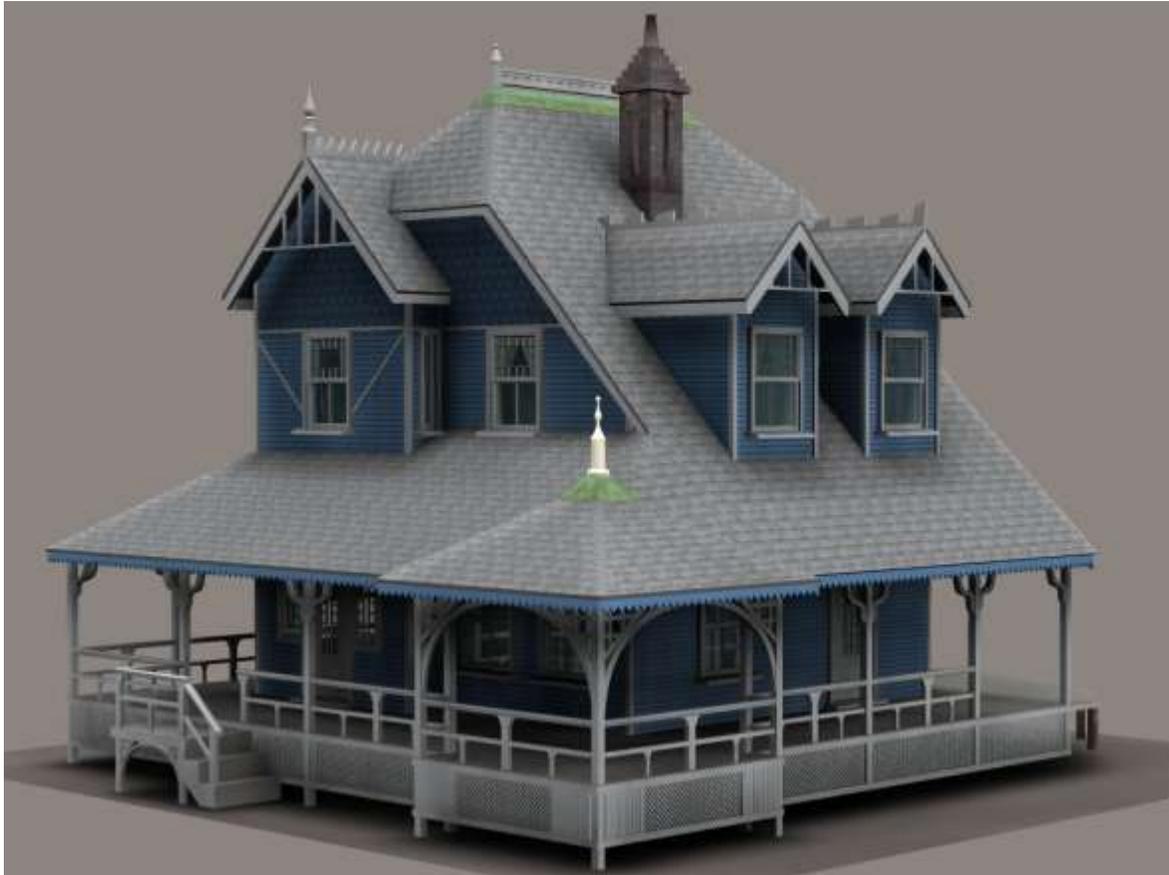
We'll start with lighting the exterior. By loading Seashore House and selecting the "Main View" camera setting and using Poser's default lighting, we end up with this:



Not terrible, but not great... The default Poser lights have two issues; one is over dramatic colors and the second is that all 3 lights have shadows turned on to 100%. Using my simple [default lighting 3-light set](#) which uses grays and only one light which shadows we get the more even color, a one shadow approach...



Using the “DAZ Globals Outdoors” from the DAZ Millennium Environment or DAZ Platinum Club’s “True Global” from “Complex Global lighting Packs” can create almost Vue-like lighting...



What about IBL (Image based lighting)? IBL has its' place— for Seashore House I didn't have good results.... First, here's my 3-light system on the porch view...

It's not terrible the shadows on the deck work well, but the blacks in the window and window sills don't work at all. This could be corrected by adjusting one of the non-shadow producing lights or adding spot light to reduce the jet black shadows.



Next, I decided to see what add IBL system would do. I loaded an IBL set I had in my runtime (sorry don't know the vendor's name), and here the results I got using the Light system called "Sun Right IBL AO". You'll notice the shadowing of the porch, which I feel is one of the strengths of Seashore House (the play of light dark) is almost missing.



By reducing the strengths of the all lights in this lighting system. the result was better but still was no match for the DAZ complex lighting system we used on the full exterior. It's hard to believe it's the same image as above...



# The Interior

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While the exterior proved to have some challenges the Interior shots were much more difficult. I first decided that if the DAZ Complex Global work so good outside—why not render an interior with it?

Well, it looked fine for the no one is home look but I guess that's why it's called Global Outdoors.



Using Image based Lighting with Ambient Occlusion

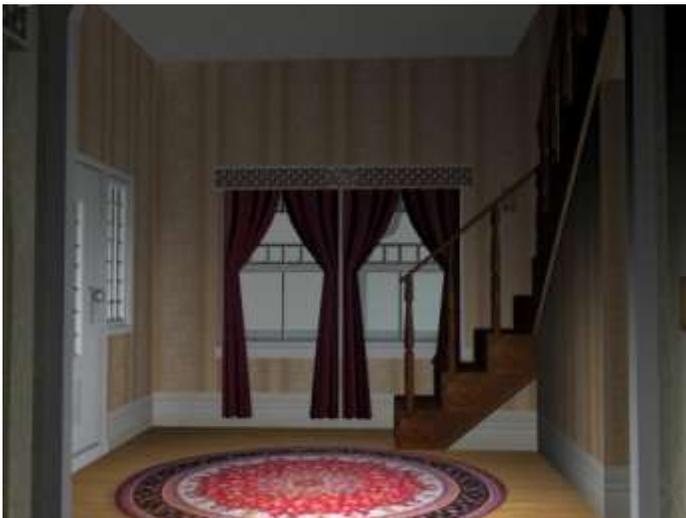


Using DAZ's Complex Global Outdoors

Going to the IBL AO approach was better but not perfect. Dark lines appeared at the ceilings and floors.

The feel of the dark Complex Global test just looked better to me so I adjusted few spot lights named "Main..." that seemed to have been turned off to light the room. I first turned the lighting up 60 to 80% on two of the lights. I then positioned one on the ceiling pointing straight down at the floor and opened the "Angle End" to 160, emulating a ceiling light. The other I pointed at the far wall and again opened the "Angle End" to 160. The result to the right has the more natural look of the Global test with the light of the IBL test.

Hopefully this will get those who have had trouble with lighting the Seashore House get started. Perhaps someone and even I will one day build a light system exclusively for the interiors.



Final Version: Global Lighting with two additional spot lights