

·Light Control

There are five sliders in this box, the top slider controls the amount of ambient light, a value of 1 is a good starting point. The four sliders below this control the brightness of the four point light sources. The point lights are $\frac{1}{4}$

«1.000, -1.000,1.000» -

«0.000, 0.000, 3.000» -

«1.000, 1.000, 0.00» -

«-1.000, -1.000, 3.000» -

The position of the lights does not change as the object is rotated. All lamps are currently white, the color cannot be changed, and the point lights follow the inverse square law. Note: Because of the way RenderMan handles objects, the object will not self shadow, this will hopefully be fixed in a later version.