

Lighting in ModelPro's Angled View Window

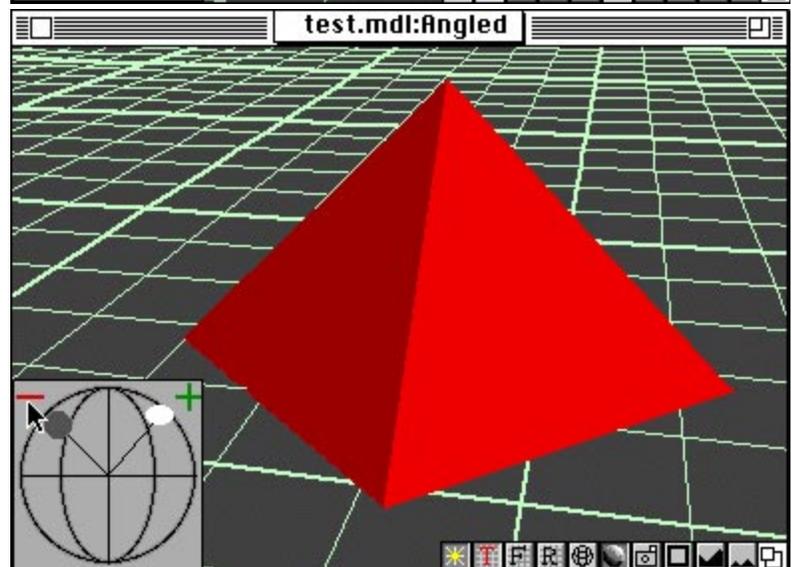
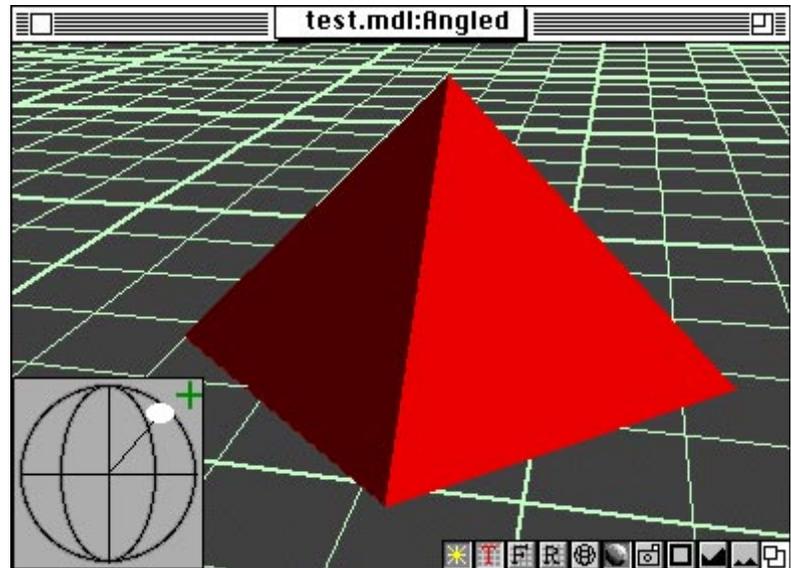
Enabling the Lights button

Adding a light

Deleting a light

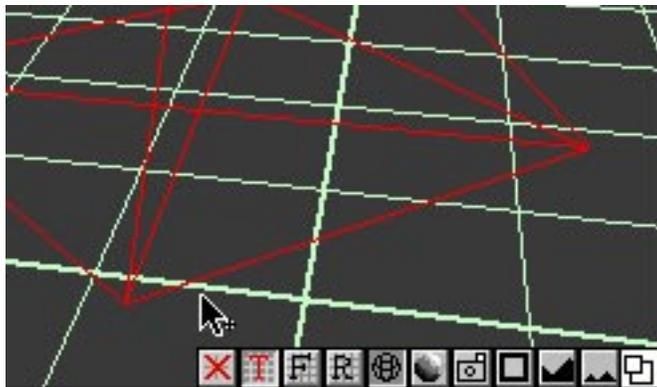
Positioning a light

Changing a light color

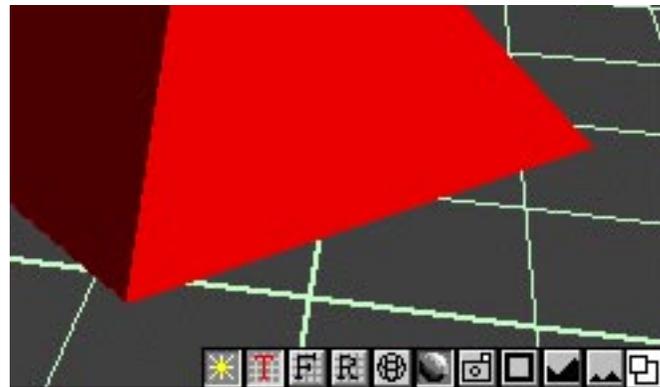


Enabling the Lights button

The Lights button is enabled only when the shaded view button is "on." If the wireframe view is "on," the Lights button shows with a red X across the button.

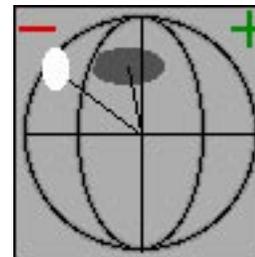


Lights button "off"
in the Angled view
window



Lights button "on"
in the Angled view
window

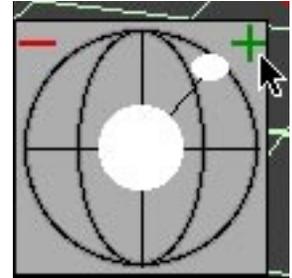
When the Lights button is "on," click on it to display the intuitive lighting interface which will appear in the lower-left corner of the Angled view window. The default is to a single white light (two lights are shown here).



The interface is a wireframe sphere. The light(s) float on the surface of the sphere pointing toward the center (center of the model).

Adding a Light

Click on the green plus sign (+) in the upper-right corner of the lighting interface to add a light. The new light will appear centered in the interface window.

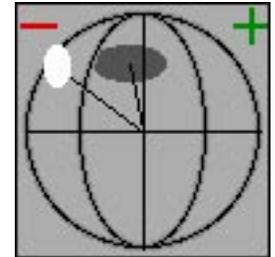


Deleting a Light

Select the light you wish to delete, then click on the red minus sign (-) in the upper-left corner of the lighting interface to delete the light.

Positioning a Light

Click-drag the light you wish to reposition. Note that lights which are on the “back side” of the sphere appear to go behind the wireframe.



Changing a light color

Double-click on a light to access its standard color dialog box.

