

To add a light source, click one of the three **Light Switch buttons**. This adds a numbered circle in the preview box (the box beside the Light Switch buttons). You can position the light source by dragging this circle inside the preview box. The sphere inside the box represents the beveled object.

1. Click the Light Switch 1 button.
2. In the preview box, drag the numbered circle to the bottom-right corner of the wireframe box.

3. Click the Apply button to see the effect created by the light source.