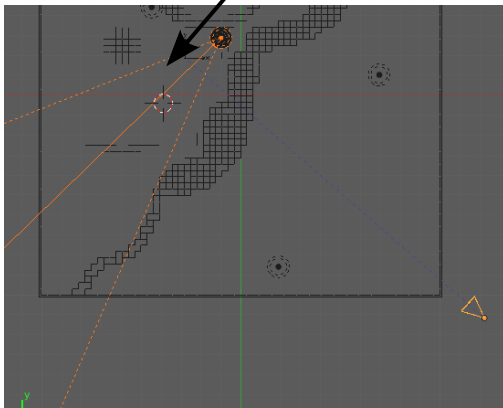


## Lighting Up Your Landscape

What is a lighthouse scene without a light shining out through the fog? Open your "**Lighthouse Scene**" and place the 3D cursor directly in the middle of the lighthouse where the spotlight should shine. Use your 3 principle views (#1,3,7) to place the cursor in a good location. After the cursor is located, check to see if you are in the *front view* (#1) and add a **Spot Lamp** (Shift"A"-Add-Lamp-Spot). Rotate the lamp as necessary so it is pointed across your scene and not directly at the camera.



After the lamp is added, go to the *Lamp buttons* and make sure it is set to **Buffer Shadow**. Adjust the **Energy** to about **1.2**. In the *Spot Shape* panel, adjust the **Size** slider to about **10**. This will give you a narrow beam that is about 10 degrees wide. Also turn on the **Halo** button. Render an image. Fine tune the spot light with *Distance* and *Energy* setting and the *Halo Intensity* slider.

Your final rendering should look something like the image below. Looks good, but something is missing. There should be something in the middle of the lighthouse emitting that light. We'll do something simple, but effective for that next.

