

## Meta Shapes- Lava Lamp Practice Exercise

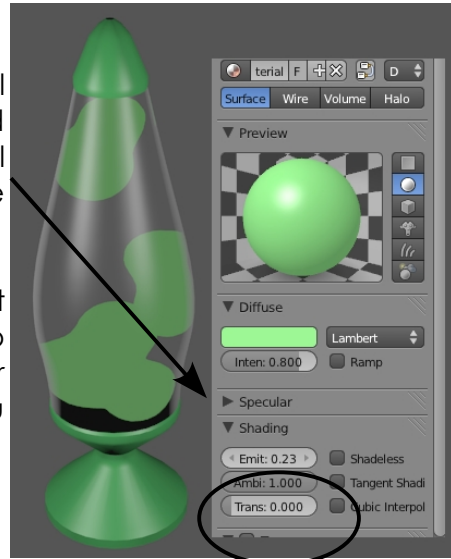
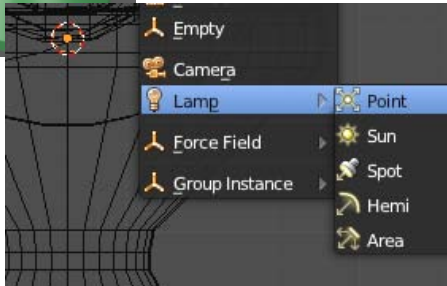
P  
R  
A  
C  
T  
I  
C  
E



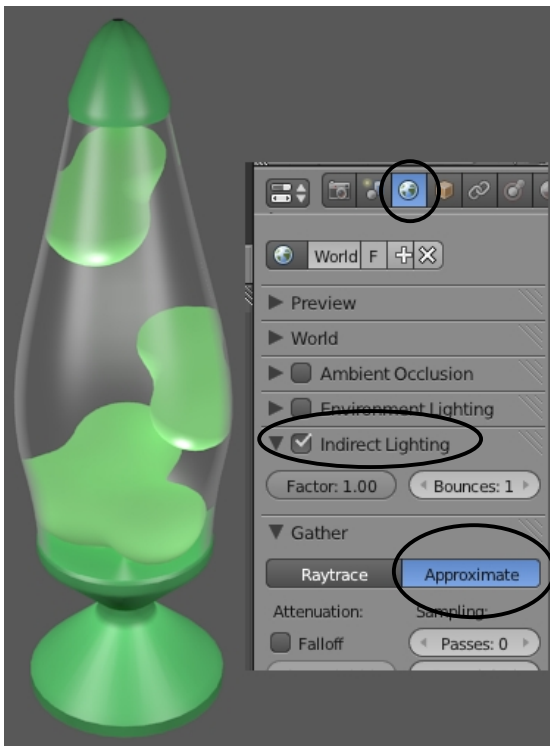
Your lava lamp should look something like the image to the left. Even though you applied a material (I used green), the meta shapes will probably appear black. This is due to the lighting effects and the ray-tracing on the bottle.

To fix this, go back to your *Material* settings on the meta shapes and find the *Emit* slider under *Shading*. This will now give you a green color, but the shapes will look flat.

Our next step is to add a *Point Lamp* at the bottom of the bottle. In the lamp settings, turn off all shadow effects for this lamp. At your next render, you should see some effects on your lava.



Looking better, but we can make use of the Indirect Lighting features discussed back in chapter 6. Because we used the material *Emitter* feature on the lava, by making some changes in the World buttons, it will glow.



Go to the World button and select "*Approximate*" in the *Gather* panel. Check the box in the *Indirect Lighting* panel to use the feature. Render an image and check your results. Fine tune your adjustments if needed.

If time allows, animate your lamp and make a movie.

**\*\* Call the instructor when finished \*\***

E  
X  
E  
R  
C  
I  
S  
E