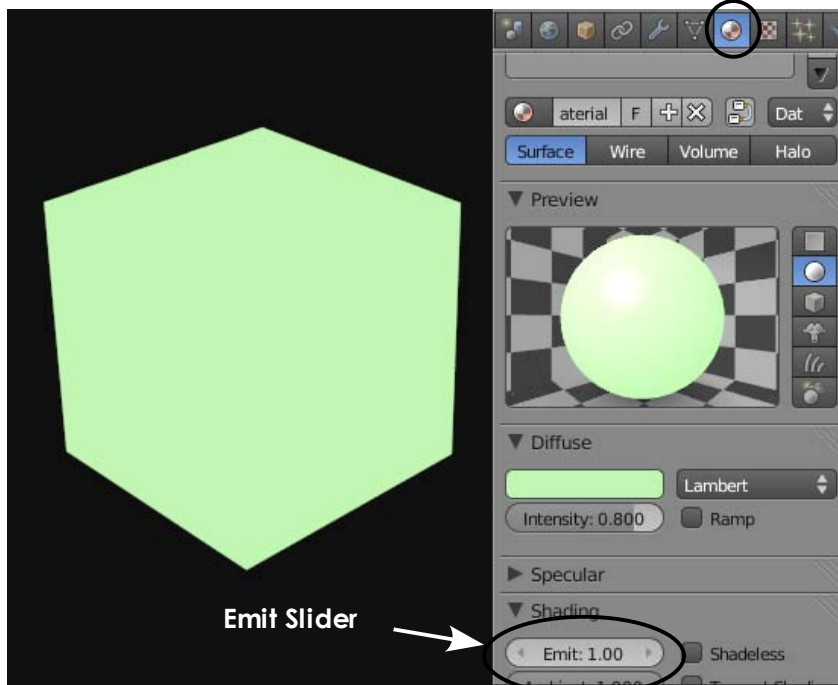


Chapter 6- Lighting and Cameras

Indirect Lighting

New to Blender 2.5/2.6 is the ability to make objects emit their own light. Indirect light is light that bounces off other objects, like real life. There has always been an *Emit* option in the Blender material settings so an object could glow, even when light wasn't hitting it, but it could never light up things around it. It now can. First, let's set up the material with the *Emit* feature on. For the scene below, I have removed all lamps and the default *World* from the scene. The only reason why the cube glows in the render is due to the *Emit* setting. The plane that it is resting on is not illuminated.



This is what Blender could do before this version. In order to turn on indirect lighting, I need to add a *World* back into the scene. I set the Horizon and Zenith colors to black for added effect. In the World settings, find the panel labeled *Gather* and turn on *Approximate*. This will then open a panel called *Indirect Lighting*. Check and open the panel. You will see a *Factor* (influence) slider and *Bounces*, which will control how many times the light bounces. A rendered scene now shows reflection on the floor plane

and a sphere sitting beside the cube, invisible before indirect lighting was applied.

