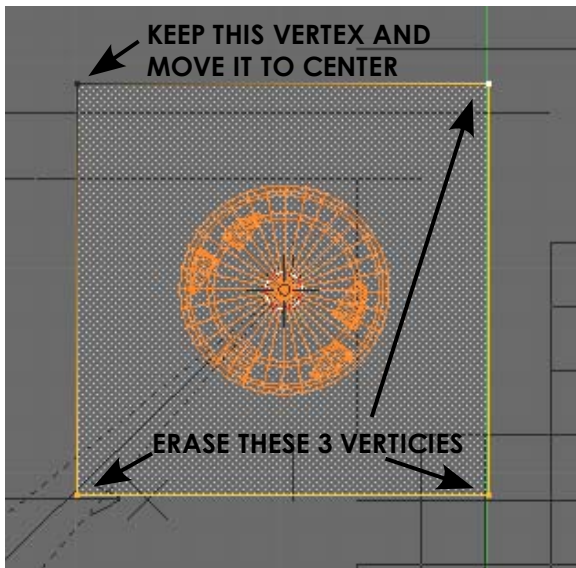


Lighting Up Your Landscape

PRACTICE

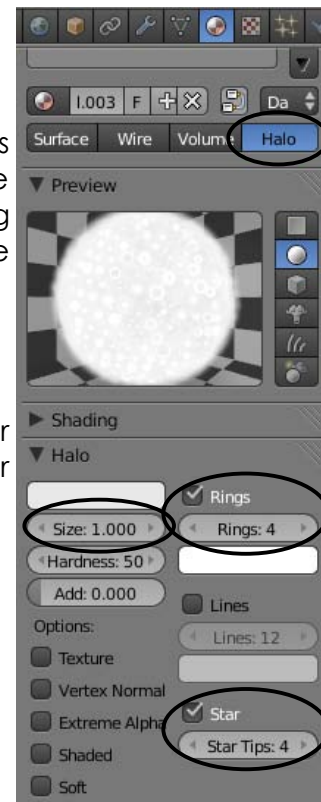


Now it's time to add something in the middle of that lighthouse. Basically, we're going to add a mesh with a single vertex and place a *Halo Material* on it.

Start by making sure the 3D cursor is still in the middle of the lighthouse top. If it isn't, an easy way to get it there is to select the spotlight and hit "**Shift-S**" and select the option "**Cursor to Selected**". This is a great command to use and use often. In the *top* view, add a plane. Enter Edit Mode (tab) and delete *all* but one vertex. Move that remaining vertex to the center of the lighthouse. After you move the one vertex, exit Edit Mode (tab).

Now go to the Materials buttons and Add a new material. Press the Halo button. Here, you will see some Halo settings. Adjust the Halo Size (try 1.0 or more), turn on Rings and Star, and try adding more Rings and Stars. You may want to try adjusting the Hardness and Add sliders.

Your end result should look something like this with a ring and star in the center of the lighthouse. You may need to darken your world setting a bit to get the best effect.



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



EXERCISE