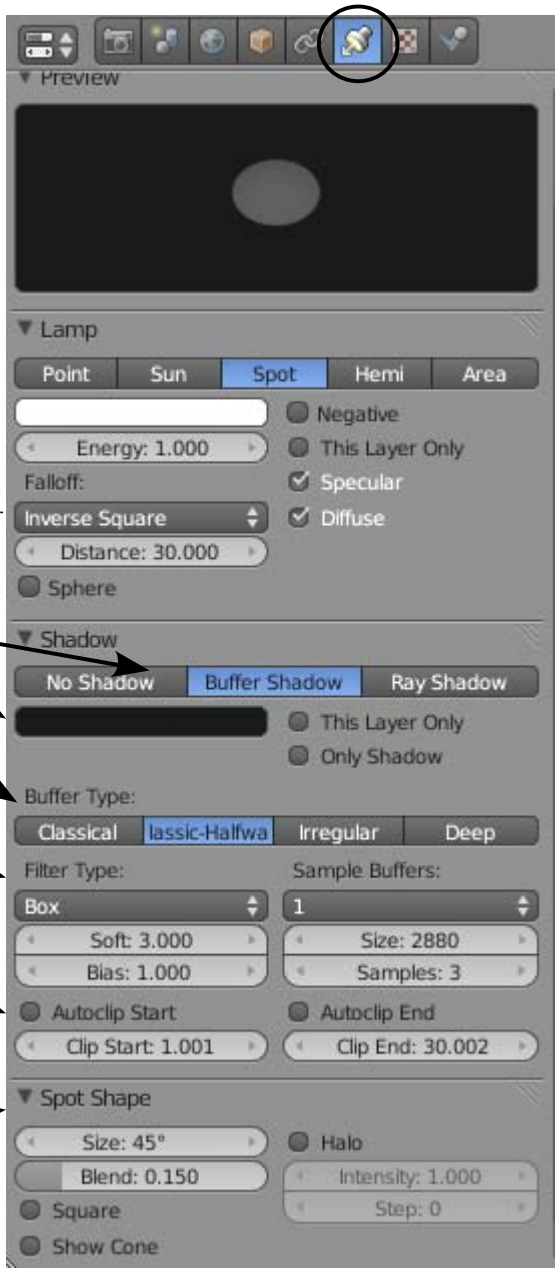
Spotlight Settings:

Spotlights are unique in that you can simulate a foggy scene with them and cast shadows in the traditional Blender program. Ray-tracing (discussed in a later chapter) can cast shadows for all lamp types, but because of the more complex rendering calculations that need to be performed, renders much slower. If you watch professionally made animations on T.V., you will see that ray-tracing with reflections is not always used because of the rendering time. It is only used when needed. You can do the same thing. Again, we will focus on using the *Buffer Shadow* settings. *Ray-trace* shadows will be discussed later. Here are your spotlight settings:



Shadow Type: Buffer is the old style and fastest.

Shadow Color: Adjusts the color of the shadow.

Buffer Type: By holding your mouse over these buttons, it will tell you the benefit of each style (i.e. *Deep* supports transparency and better filtering, but slower).

Filter and Sample: These settings can be used to refine your results, but could add to your render times.

Clip Start and End: Gives a range for calculating shadows. *Represented by a line down through lamp. Keep this line as short as possible to give the best shadowing. New to this release is the Autoclip options to set these for you.*

Spot Shape: Set the Angle Size, Blend (edge softness), and Shape (round or square). You can also give it a haze with the *Halo* settings and intensity.

***RoboDude Asks:* Why can't I see my shadows or why do they look bad?** *If you have shadows, but look bad, try a larger Clip Start number to shorten up the area of calculation or adjust the Sample Buffers Size and Samples. If you don't see any shadows at all, you might need to go to the Render buttons and turn on Shadows under Shading.*

Different lights can be used to get different effects. As mentioned before, try not to add too many lights to your scene. It is better to keep it down to 3-4 and play with their locations and setting, rather than flood the scene in light. Think of it in terms of real lighting situations.