Sheet No.	**3**
VE 3ds max Lab 3: Introduction to 3ds max 4: continued	
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VE 3ds max Lab 3: Introduction to 3ds max 5: continued

Introduction:

Welcome to the third virtual environment laboratory. During this laboratory you will become familiar with the effects of lighting. During labs 1 and 2 you completed tutorials 1, 2, 3 and 4 (listed below) from the **3ds max 5** online help.

The 5 tutorials are:

1. **Animated Still Life tutorial**
2. **Modeling a Space Scene tutorial**
   - **Model a Space Scene**
   - **Modelling the Planets**
   - **Creating an Asteroid**
3. **Modeling an Apple tutorial**
4. **Introduction to Materials and mapping tutorial**
5. **Introduction to Lighting** tutorial

During this lab you will complete tutorial 5. If you have finished this tutorial early proceed to lab 4, where you will deign the models for your virtual environment.

Laboratory Learning Outcomes:

By the end of this session, a successful student will become familiar with the concept of lighting in 3ds max by:

- Finishing tutorials 3 and 4 if you haven't already done so, then continue through tutorial 5.
- Completing the tutorial '**Introduction to Lighting**'

Stategy:

1. Open **3ds max 5**. Click on Help → Tutorials. Work through the '**Introduction to Lighting**' tutorial (see Figure 1), which will introduce you to the effects of lighting, such as trying to imitate shadows, reflections, or the play of light on surfaces. If you master the control of lights, your scenes and animations will look spectacular. In this tutorial, you will use lights to create a variety of shadows and caustic lighting effects. You will make a shadow-casting omni light, two lights to fake radiosity, and a shadow-casting spotlight with a zero multiplier to create a caustic effect.

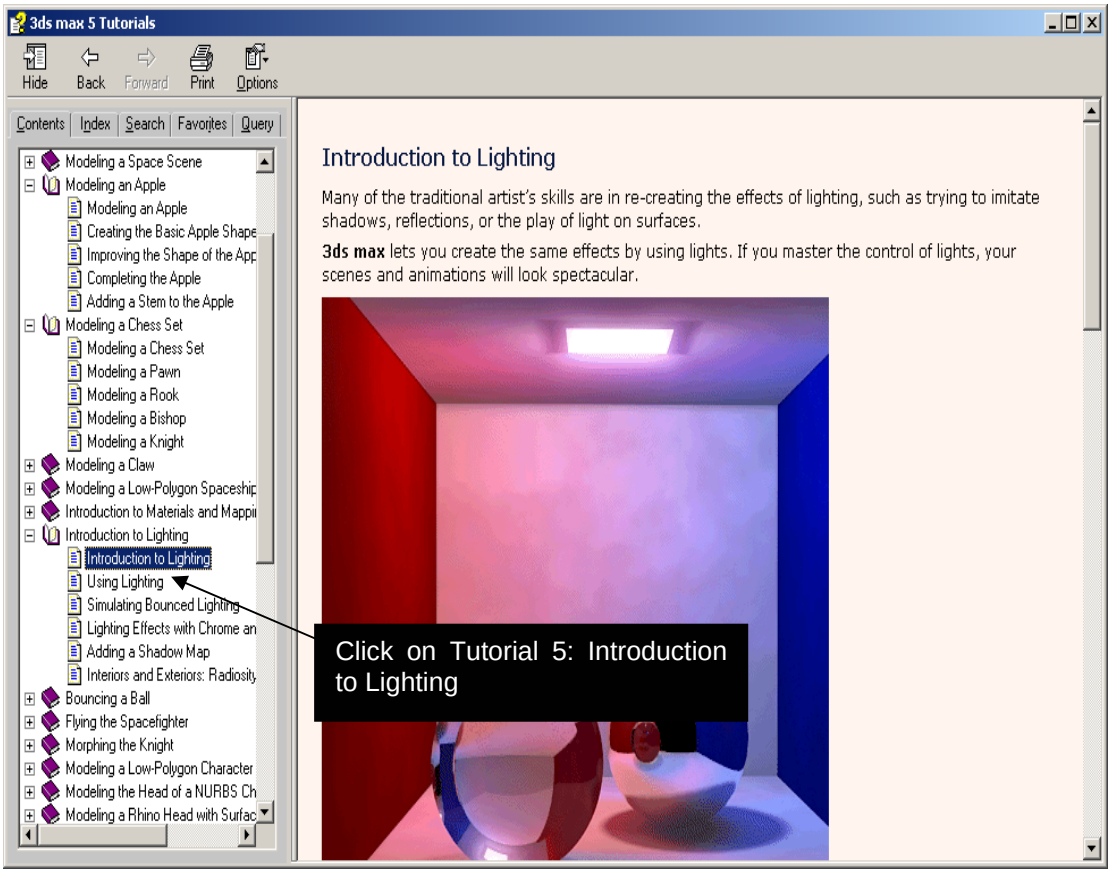

Figure 1 Tutorial 5: '**Introduction to Lighting**'