

CINEMA 4D XL 7

Lighting Manual

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Lighting

3D

가

...

가

가

..

8.0

7.0

8.0

가

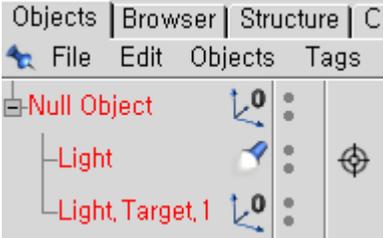
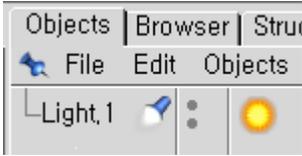
가





(SUN)

Cinema4d 3

 Add Light Object	 Add Light With Taget	 Add Sun Light
	가	
		

Light - 1. General

Color Table
 RGB 0%, 100%
 HSV 0%, 100%
 RGB 0, 255
 HSV 0, 255
 RGB 0, 65535
 HSV 0, 65535

Color Table
 칼라종류별 옵션

Light Type
 라이트의 종류

Shadow Type
 그림자의 종류

Visible Type
 볼륨라이트의
 종류

Noise Type
 볼륨라이트의
 옵션 조절

No Light Radiation : 실제로 라이트가 생성되고 눈에 보이지만
 물체엔 영향을 주지않는다(체크시)

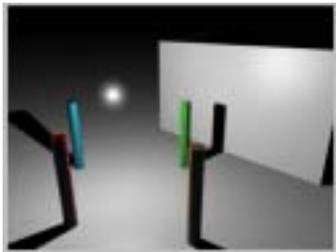
Show Illumination : 정확한 기능은 잘 모르겠습니다..다중에 다시 올리죠 /(-.-;)
 Show Visible Light : 화면상에서 볼륨라이트의 영역이 나타난다.
 Show Clipping : 화면상에서 라이트의 detail한 영역이 나타난다(뒤에서 다시설명)

General - Type(light)

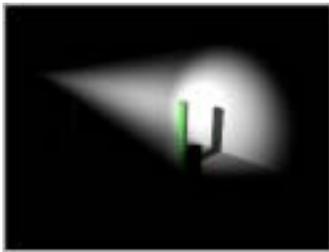
- Omni
- Spot (Round)
- Spot (Square)
- Distant
- Parallel
- Parallel Spot (Round)
- Parallel Spot (Square)
- Tube
- Area

Omni 360°
 Spot (Round) () 가
 Spot (Square) Spot (Round)
 Distant
 Parallel 가
 Distant 가
 Parallel Spot (Round) 가
 Parallel Spot (Square) Parallel Spot (Round)
 Tube
 Area

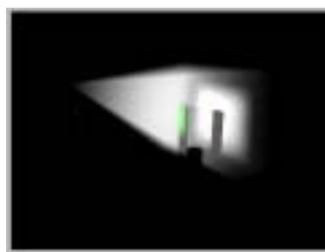
Omni



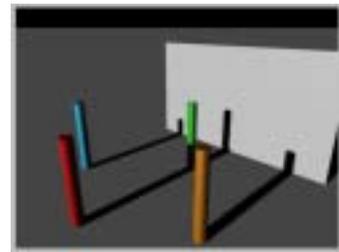
Omni



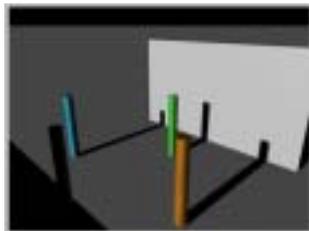
Spot (Round)



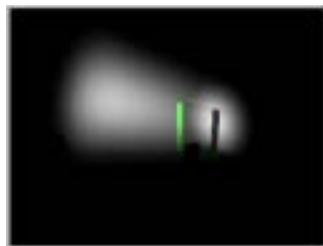
Spot (Square)



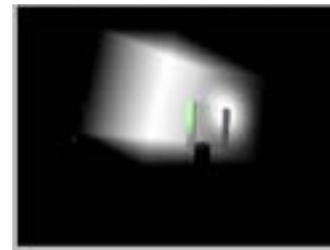
Distant



Parallel



Parallel Spot (Round)

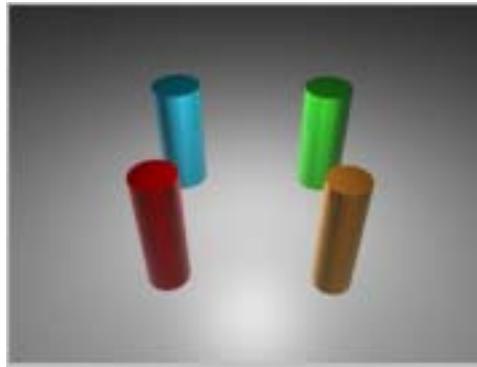


Parallel Spot (Square)

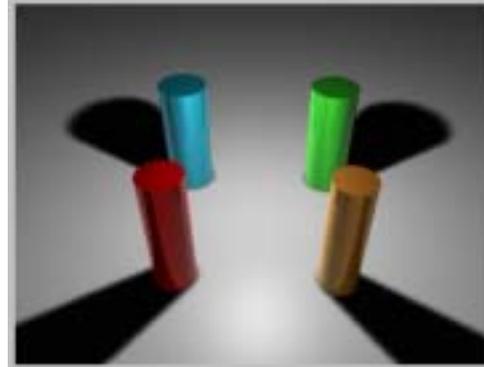
General - Shadow (

None
Soft
Hard
Area

None

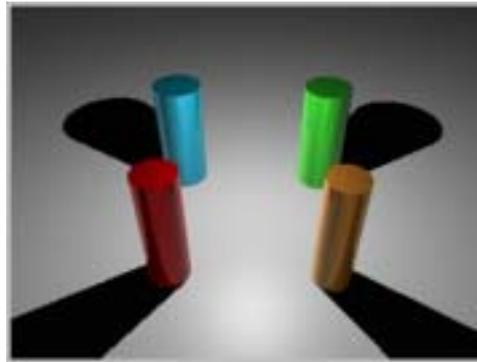


Soft

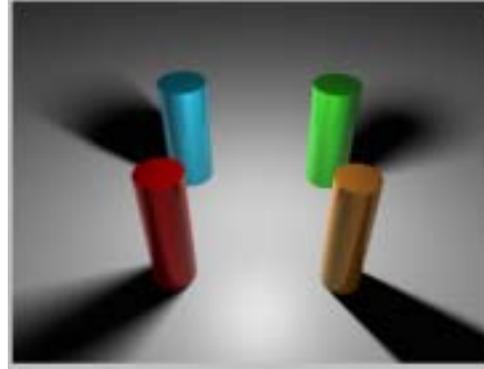


가

Hard



Area



가

Soft

TIP! Soft Area : 3D

Area . Area

Hard

가

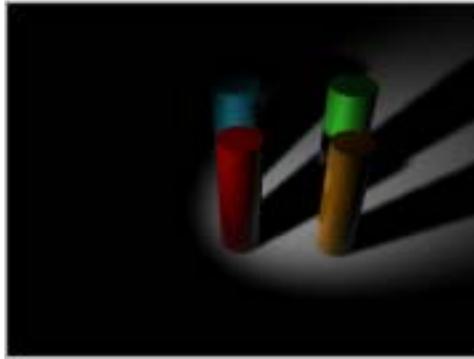
Soft

가

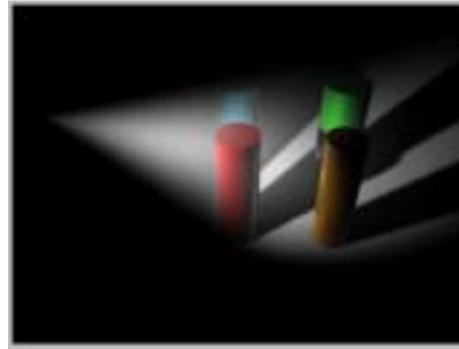
General – Visible Light (

-)

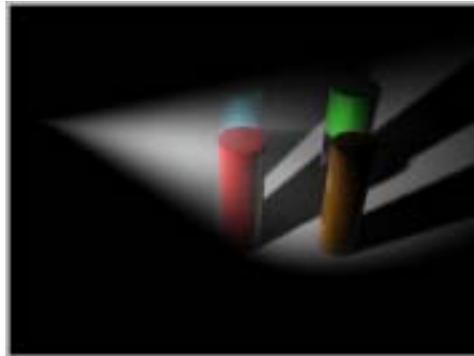
- None
- Visible
- Volumetric
- Inverse Volumetric



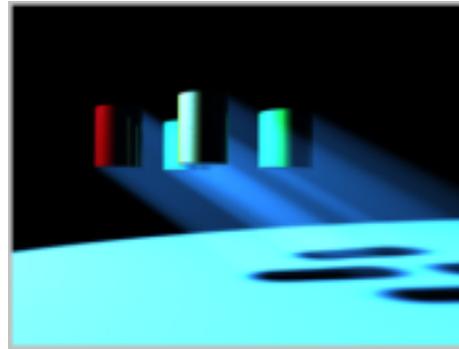
None : Visible Light가



Visible : Visible Light가



Volumetric : Volumetric Light가

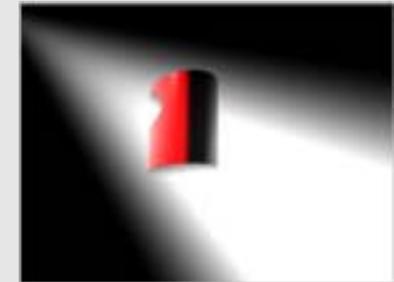


Inverse Volumetric : Visible Light가

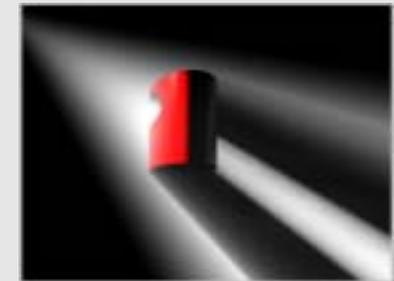
Visible Light Volumetric Light

Visible

Volumetric



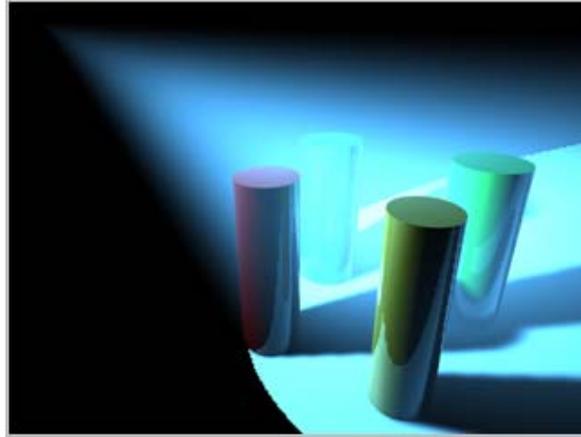
Visible Light



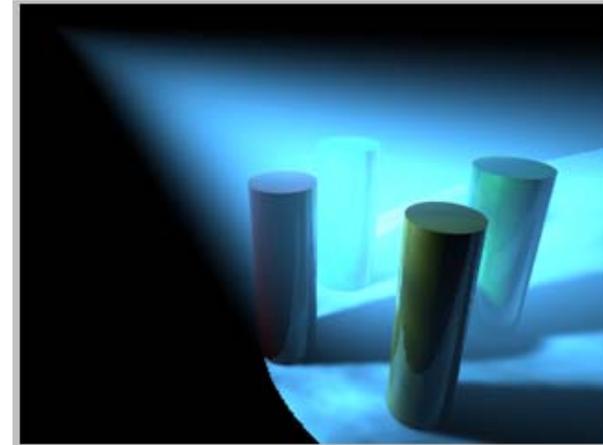
Volumetric Light

Noise - Visible Light

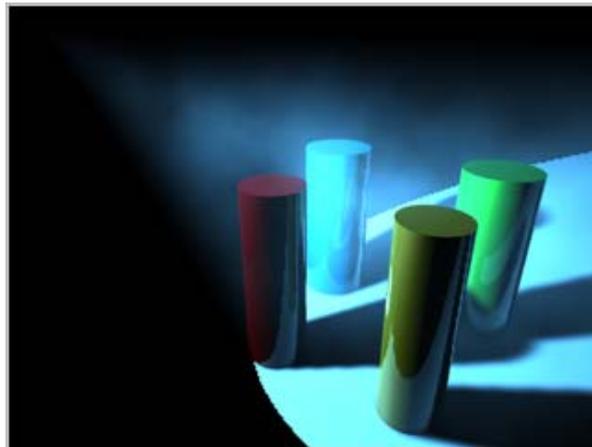
- None
- Illumination
- Visibility
- Both



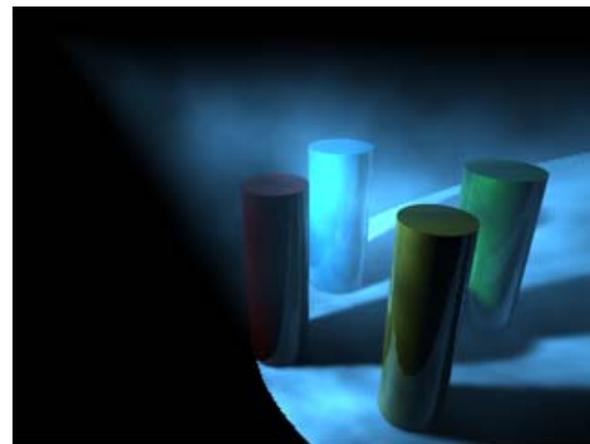
None : Visible Light 가 .



Illumination : 가



Visibility :



Both : 가 .

Light - 2. Detail

* . (^) 가 가

Tool . (^) 가 가

Inner Angle, Outer Angle
: Inner
Angle Outer Angle

Aspect Ratio : Y

Brightness :

Contrast :

Falloff :

Inner Distance, Outer Distance
: Falloff

Inner Color :

Colored Edge Falloff :
Inner Color

Near Clipping : 가
-From, To : Near Clipping

Far Clipping : Near Clipping
가
-From, To : Far Clipping

Ambient Illumination :

No Diffuse : 가 ()

No Specular :

Separate Pass :

Light [X]

General Details Visibility Shadow Caustics Noise

Inner Angle 0 m Inner Color []

Outer Angle 100 m Colored Edge Falloff

Aspect Ratio 1 Near Clipping

Brightness 100 % From 0 m

Contrast 0 % To 10 m

Falloff **None** Far Clipping

Inner Distance 0 m From 90 m

Outer Distance 500 m To 100 m

Ambient Illumination

No Diffuse

No Specular

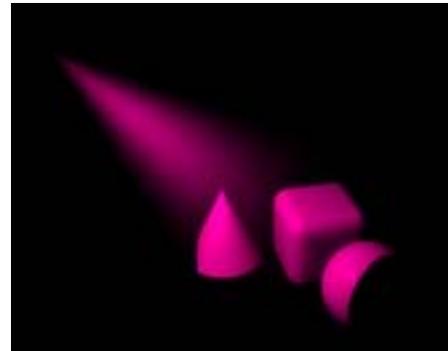
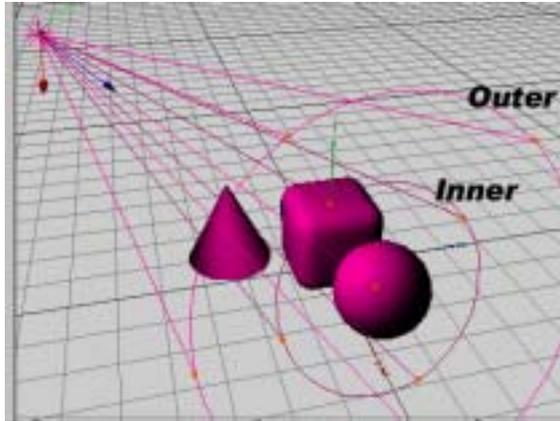
Separate Pass

OK Cancel

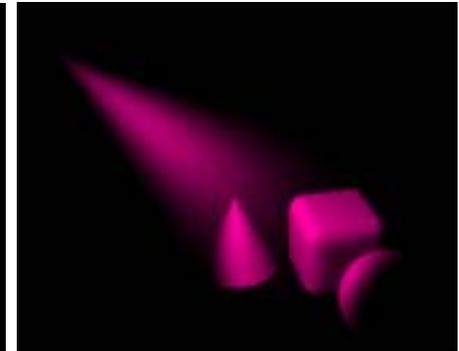
None
Linear
Inv.
Inv. Square
Inv. Cubic
Step

Inner Angle, Outer Angle

Inner Angle
Outer Angle



Use Inner : OFF

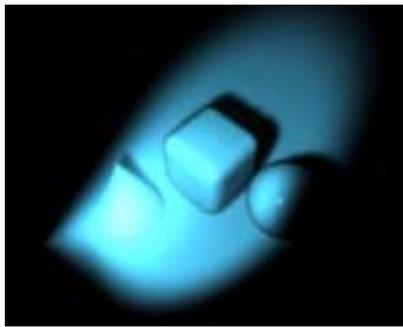


Use Inner : On

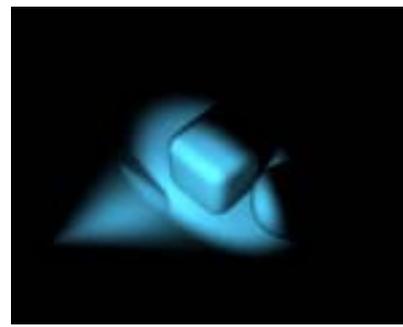
*Tip : Use Inner Omni

Aspect Ratio

가 1- 가
1+가 가



Aspect Ratio : 1.55

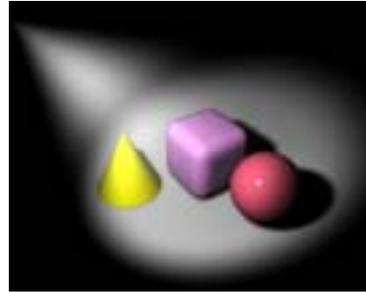


Aspect Ratio : 0.55

Brightness



Brightness : 57 %



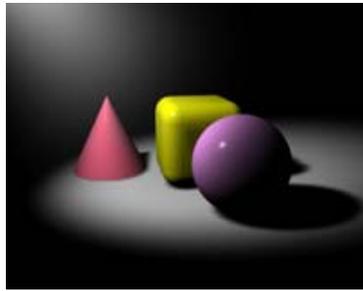
Brightness : 100 %



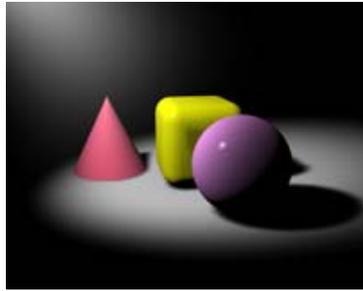
Brightness : 207 %

Contrast

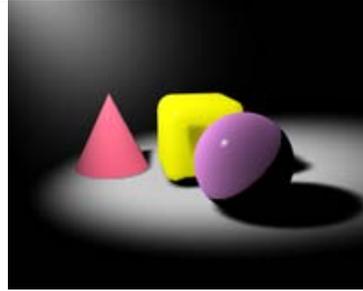
가



Contrast : 0 %



Contrast : 50 %



Contrast : 200 %

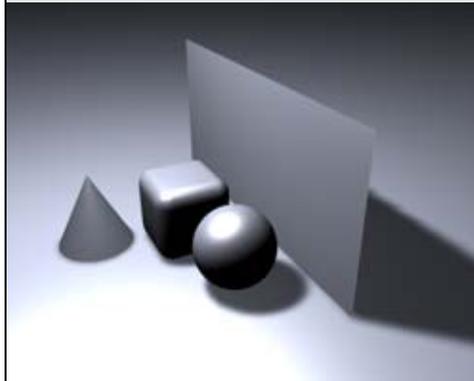
Falloff :

(

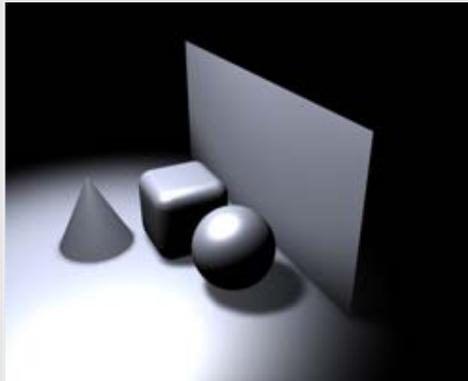
.)

가

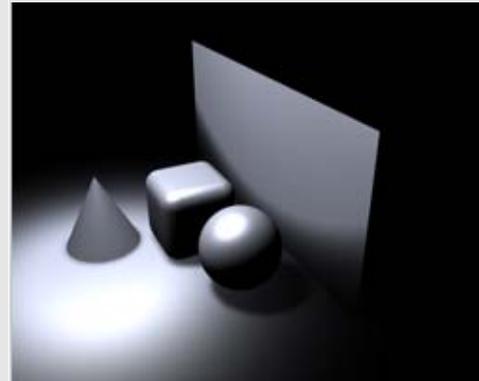
가



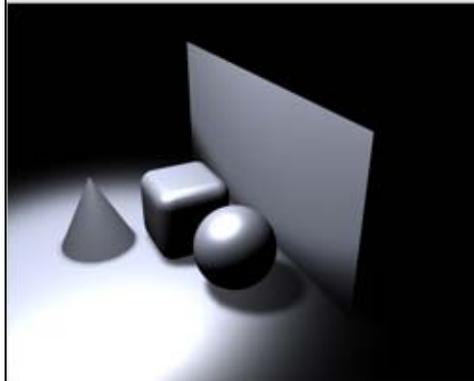
None



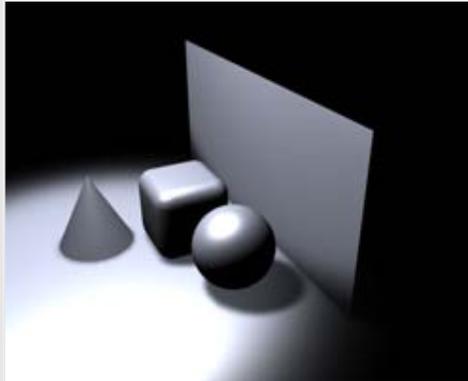
Liner



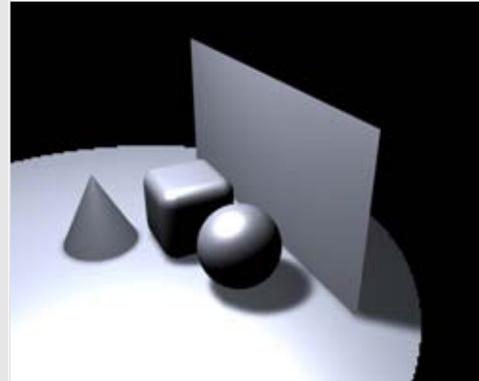
Inverse



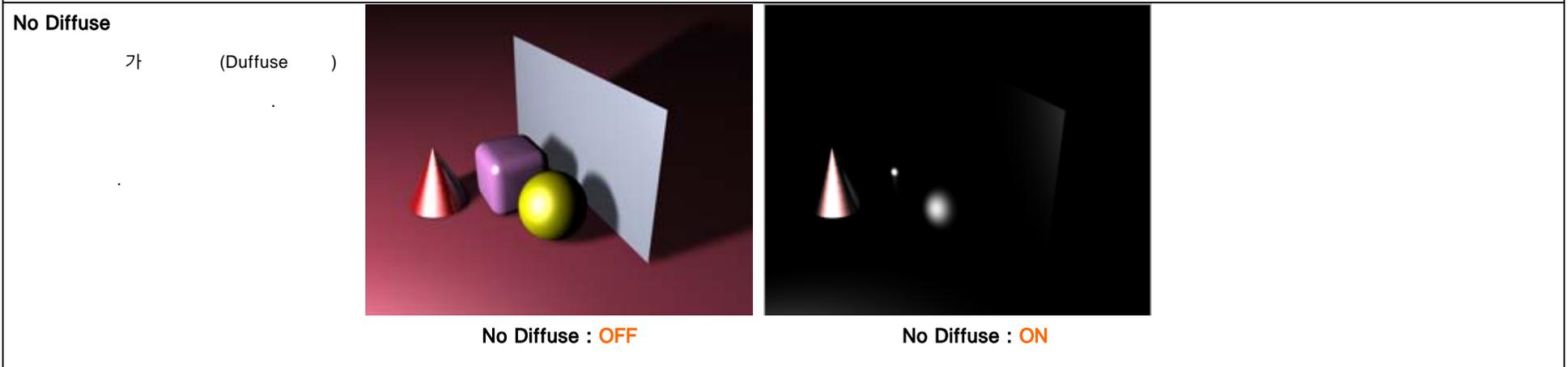
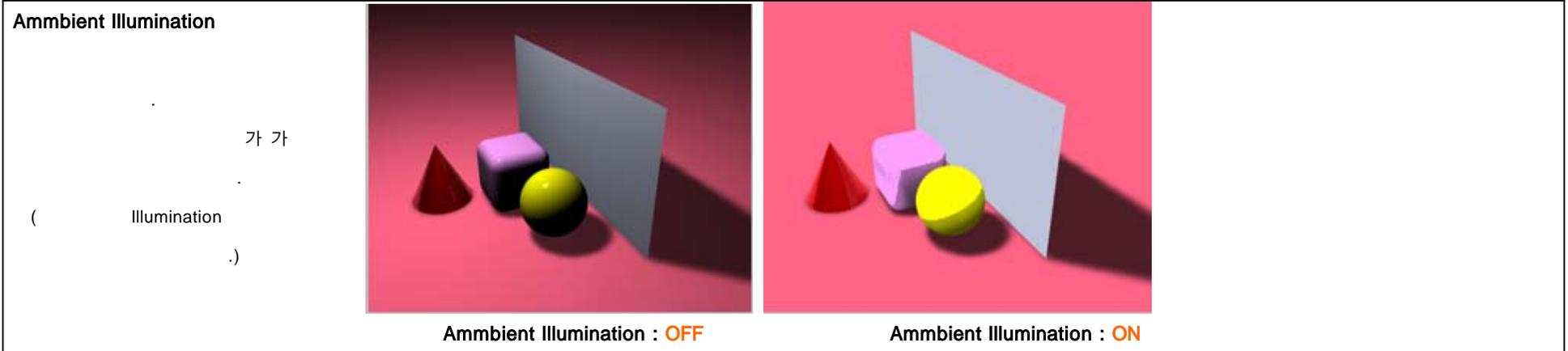
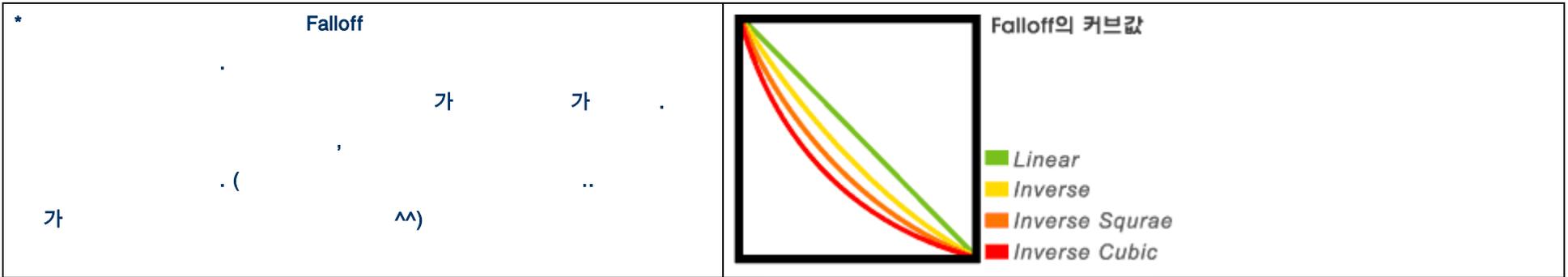
Inverse
Squarae

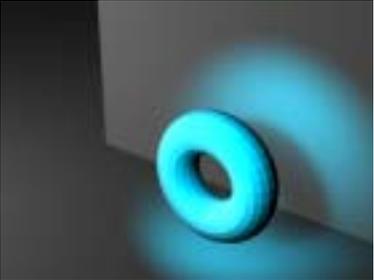
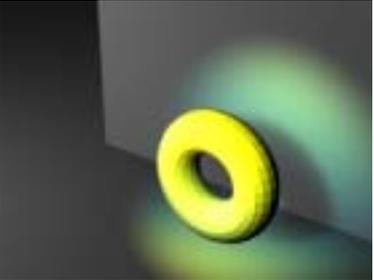
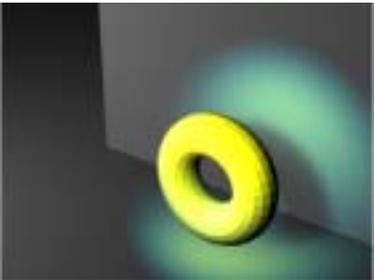
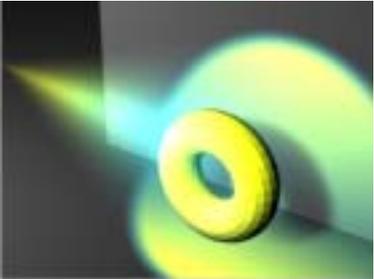
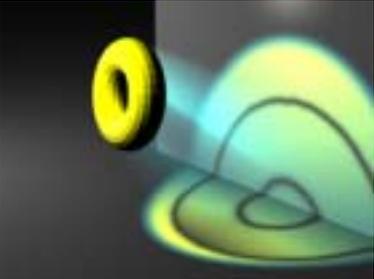


Inverse
Cubic



Step



<p>No Specular</p> <p>가</p> <p>가</p>	 <p>No Specular : OFF</p> <p>No Specular : ON</p>		
<p>Inner Color</p> <p>Colored Edge Falloff</p> <p>Inner Color</p> <p>가</p> <p>()</p>	 <p>Light Color : Sky Blue</p> <p>Inner Color : OFF</p>	 <p>Light Color : Sky Blue</p> <p>Inner Color : ON</p>	 <p>Light Color : Sky Blue</p> <p>Inner Color : ON + Colored Edge Falloff</p>
			<p>Inner Color + Colored Edge Falloff</p> <p>가</p>

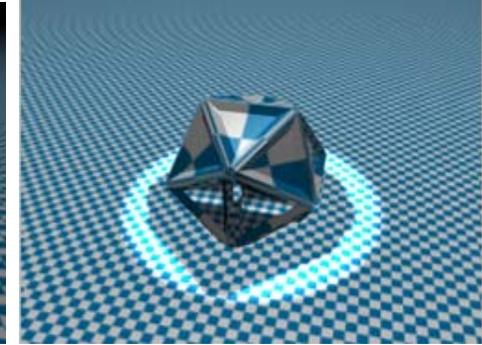
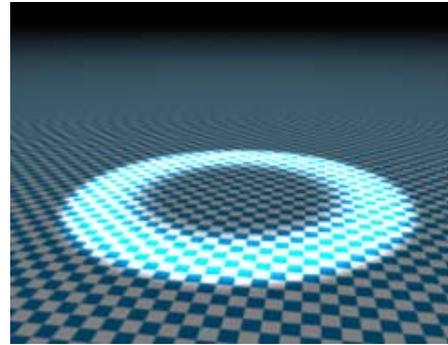
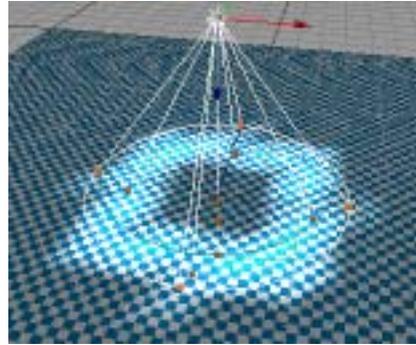
Near Clipping

가

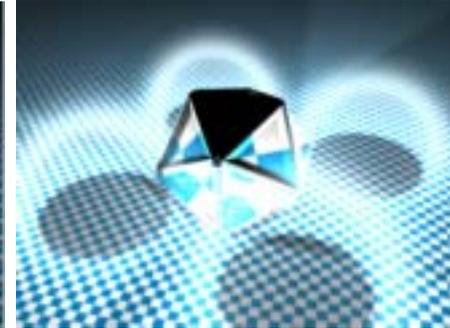
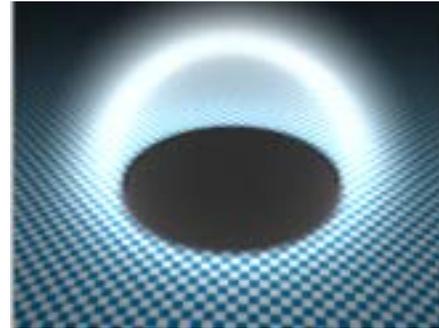
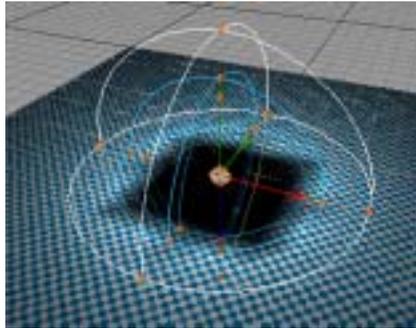
가

가

-From, To
Near Clipping
()



Sport light * Near Clipping : From 434.864 m - To 616.864 m



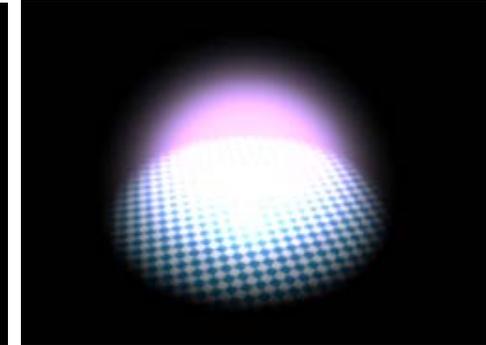
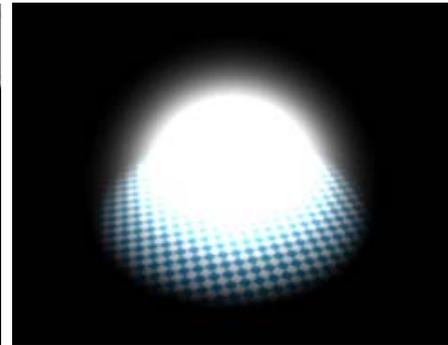
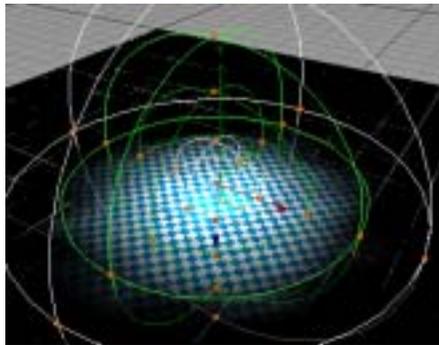
Omni light *Near Clipping : From 277.54 m - To 333.973 m (*)

Far Clipping

Near Clipping

가

-From, To
Far Clipping



Visibility

Fallof

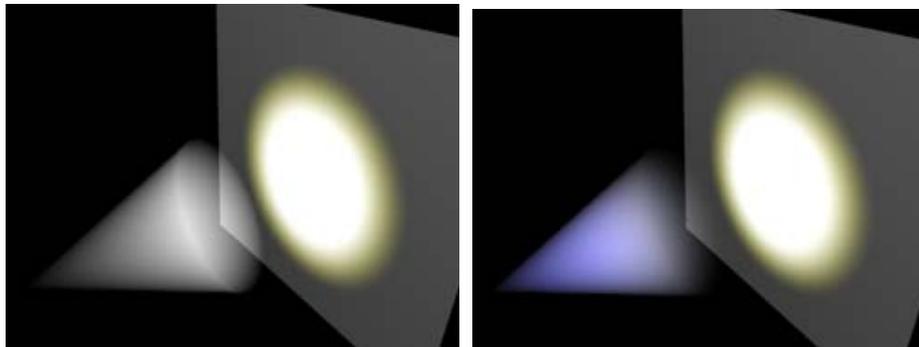
Detail Falloff

Custom Color

Visibility(Visible, Volumetric, Inverse Volumetric)

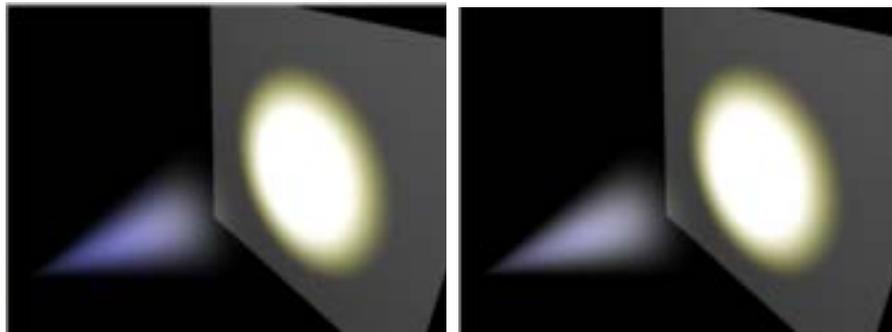
(Detail Inner Color)

-Fallof Edge Falloff Color Edge Falloff



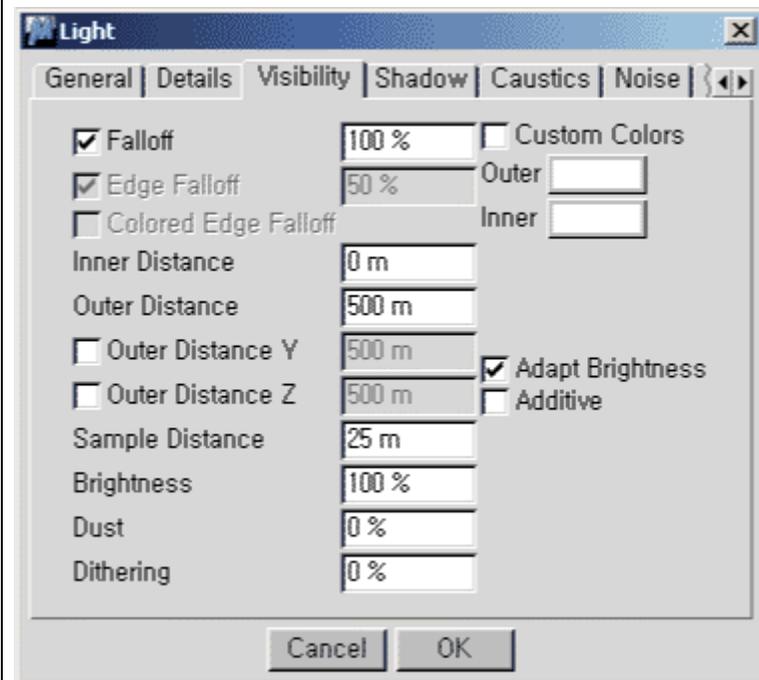
Custom Color

Custom Color + Falloff



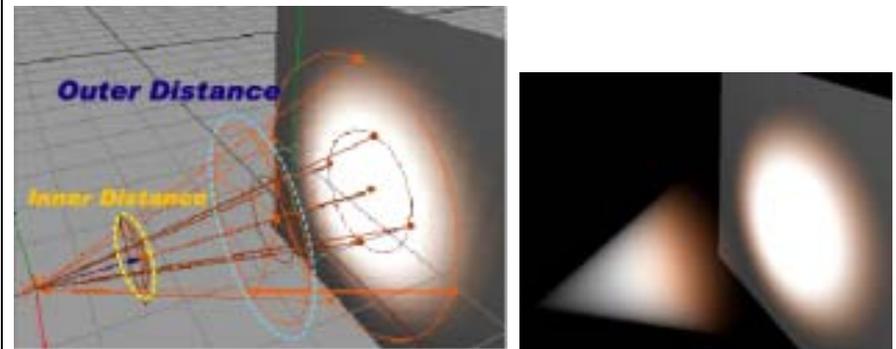
Custom Color + Falloff+ Edge Falloff

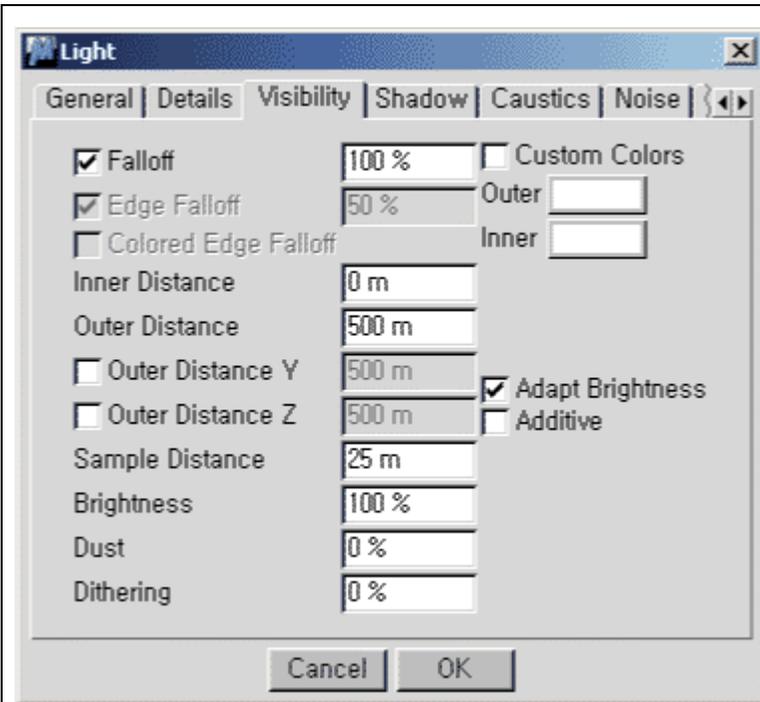
Custom Color + Falloff+ Edge Falloff + Colored Edge Falloff



Inner Distance, Outer Distance

Color (Custom Color)



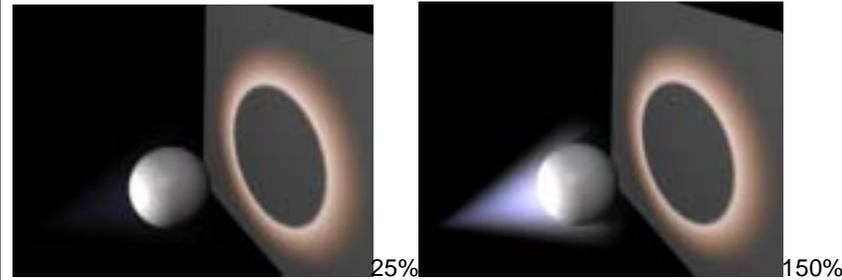


Sample Distance

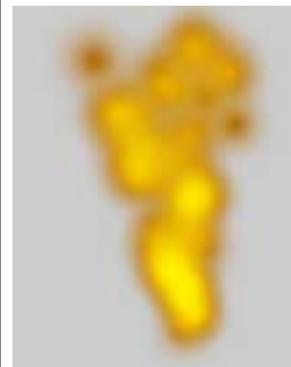
1~100

Brightness

가



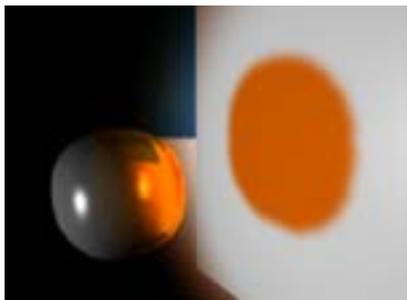
Dust



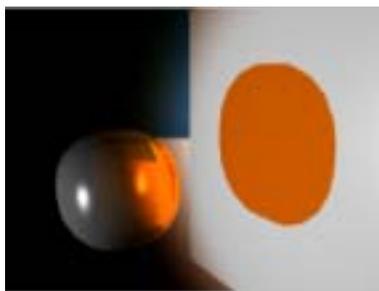
Soft Shadow

Map Size : Soft Shadow

(가 Hard Shaow 가), X,Y-Resolution

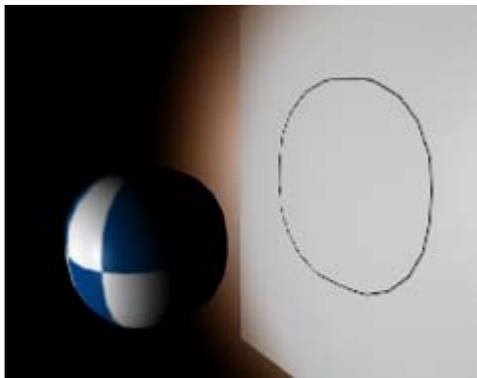


250X 250



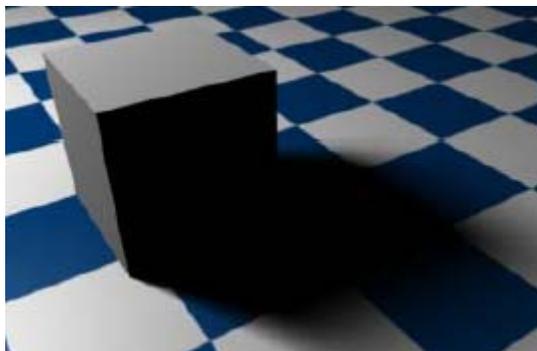
2000 X 2000

OutLine Shadow

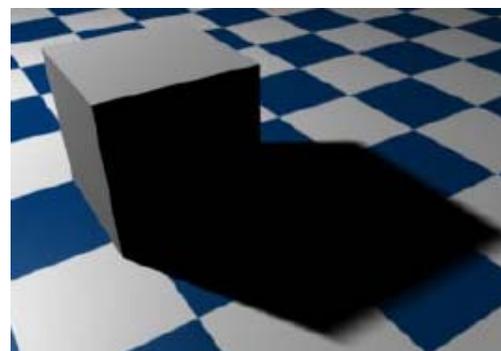


Area Shadow

Area Shadow



300m



50m

8.0

.98%

가

.^^

.^^

Attributes Mode Edit User Data

Light Object [Light]

Basic	Coord.	General	Details	Visibility	Shadow
Caustics	Noise	Lens	Scene		

Basic Properties

×Name Light

Visible in Editor Default

Visible in Renderer Default

Attributes Mode Edit User Data

Light Object [Light]

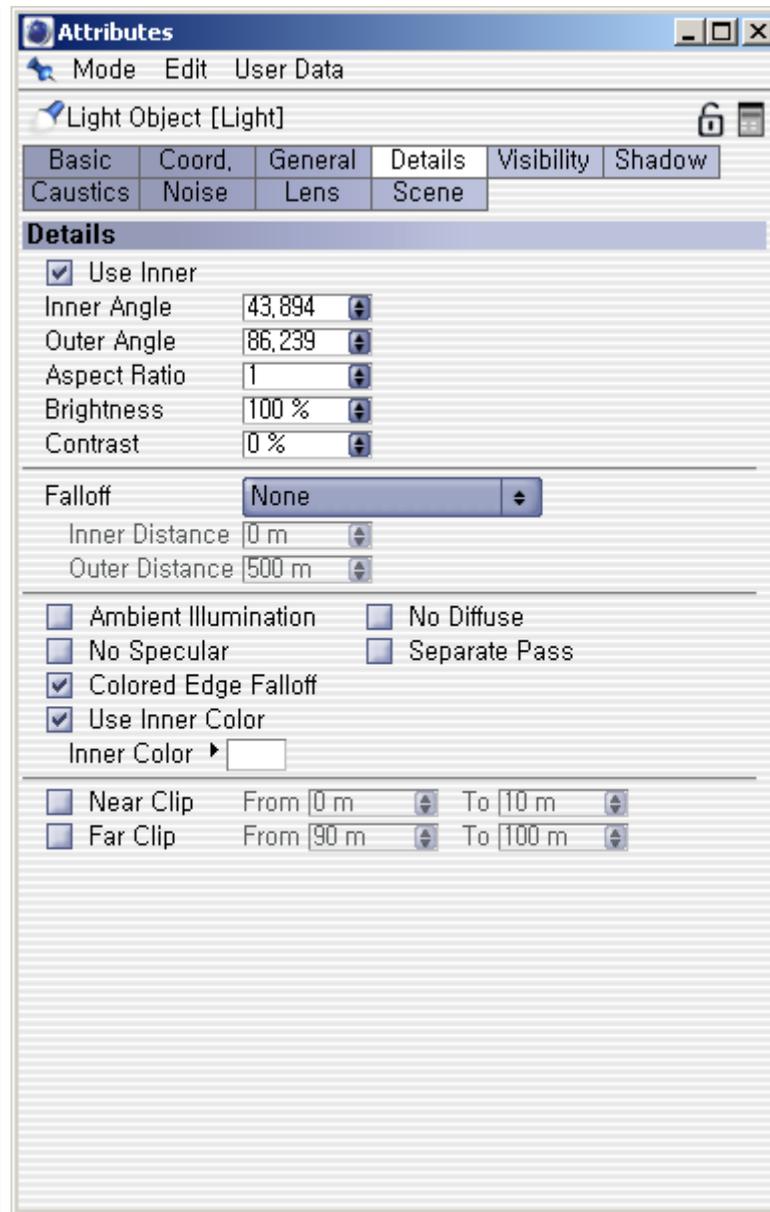
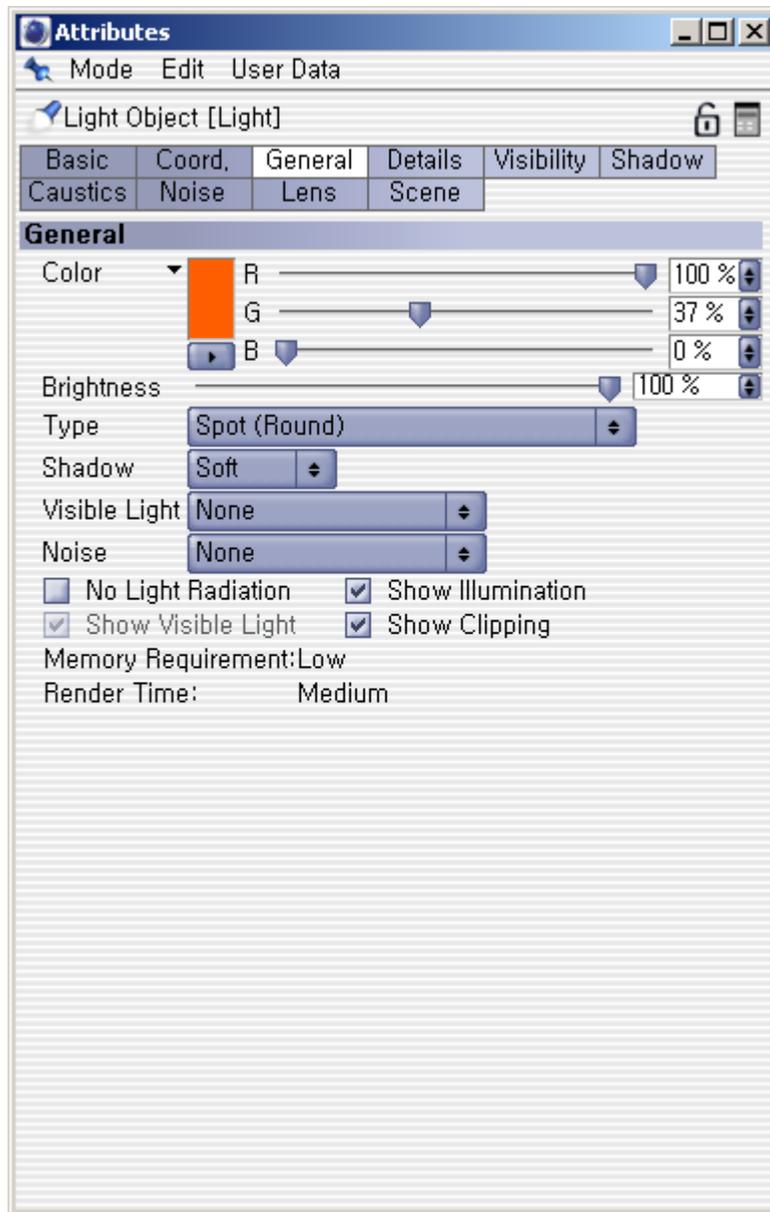
Basic	Coord.	General	Details	Visibility	Shadow
Caustics	Noise	Lens	Scene		

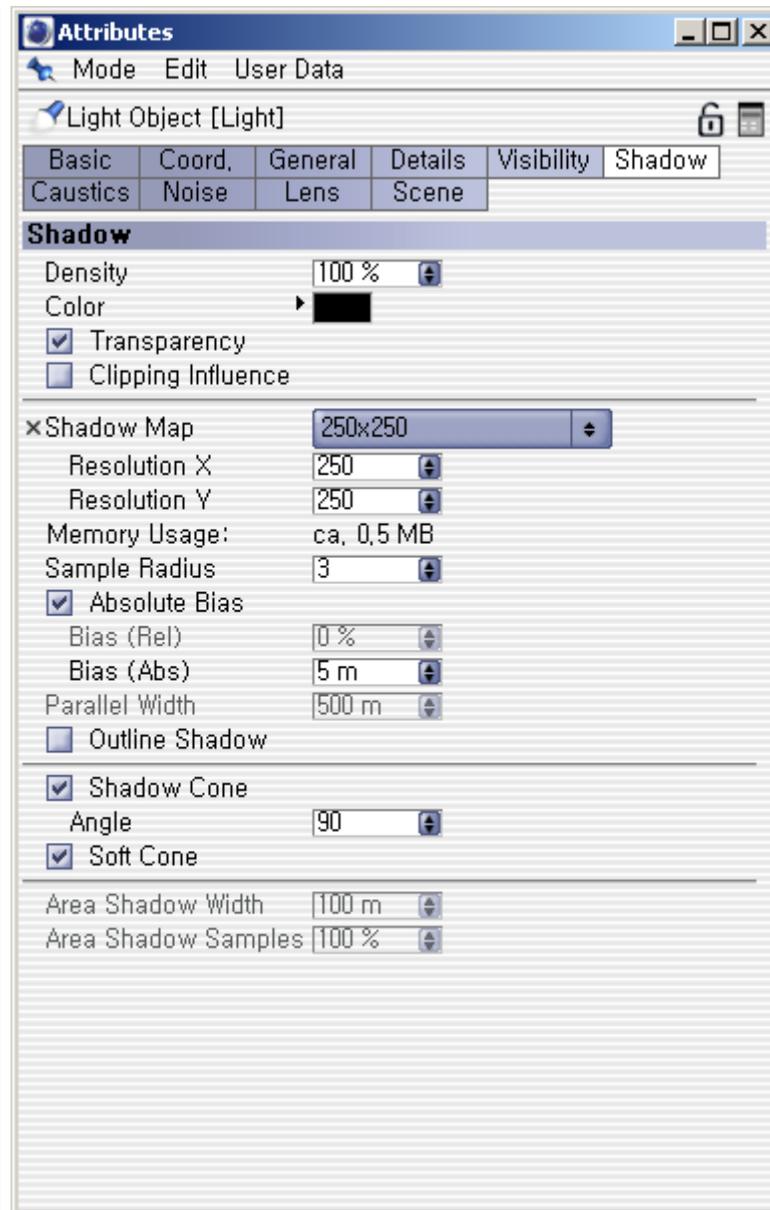
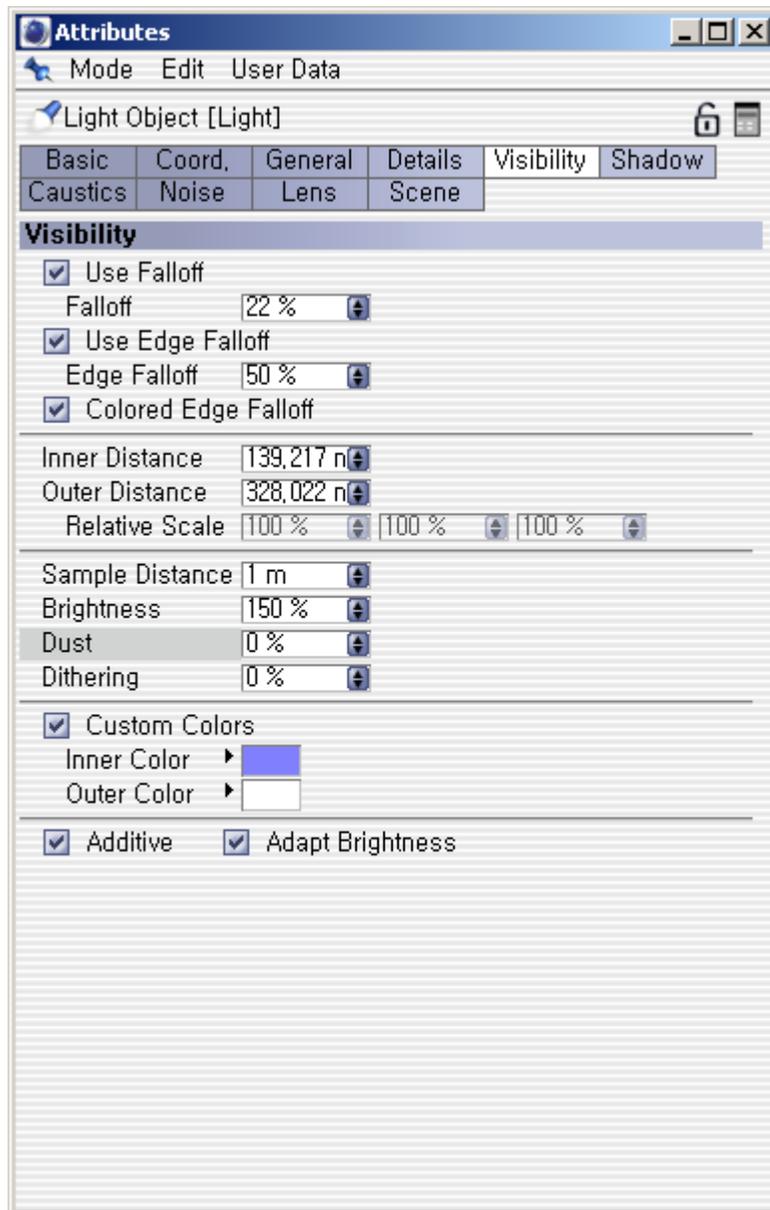
Coordinates

P . X [2,055 m] S . X [1,174] R . H [0]

P . Y [0,942 m] S . Y [1,174] R . P [0]

P . Z [-513,325] S . Z [1,174] R . B [0]





Attributes Mode Edit User Data

Light Object [Light]  

Basic	Coord.	General	Details	Visibility	Shadow
Caustics	Noise	Lens	Scene		

Caustics

Surface Caustics

Energy 100 % 

Photons 10000 

Volume Caustics

Energy 100 % 

Photons 10000 

Falloff None 

Inner Distance 0 m 

Outer Distance 1000 m 

Attributes Mode Edit User Data

Light Object [Light]  

Basic	Coord.	General	Details	Visibility	Shadow
Caustics	Noise	Lens	Scene		

Noise

Type Soft Turbulence 

Octaves 4 



Velocity 25 % 

Brightness 0 % 

Contrast 100 % 

Local

Visibility Scale 100 m  100 m  100 m 

Illumination Scale 4 

Wind 1 m  0 m  0 m 

Wind Velocity 0 m 

