
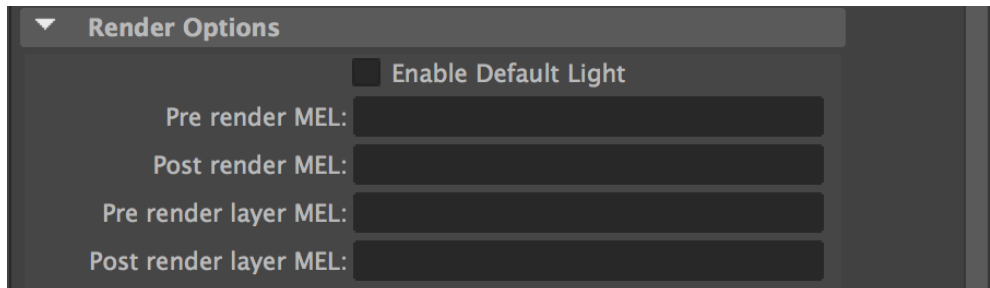


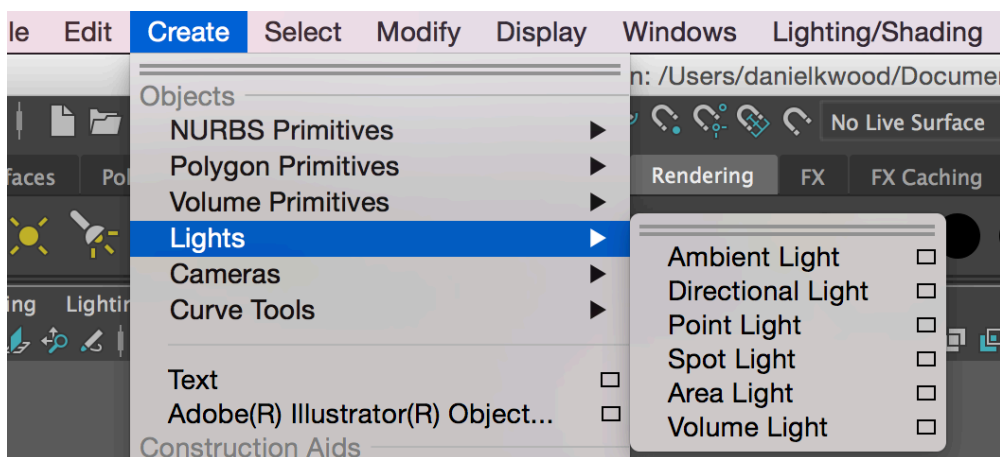
Adding light decay in Maya

Adding a Point Light

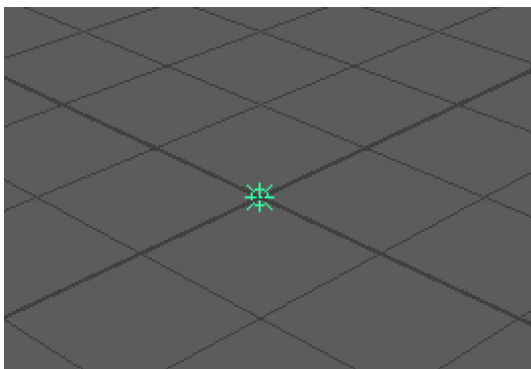
1. Go to **Render Settings**  and scroll down to **Render Options**. Make sure that *Enable Default Light* is unchecked. This will allow you to create new lights and use them.



2. Click on **Create > Lights > Point Light**.

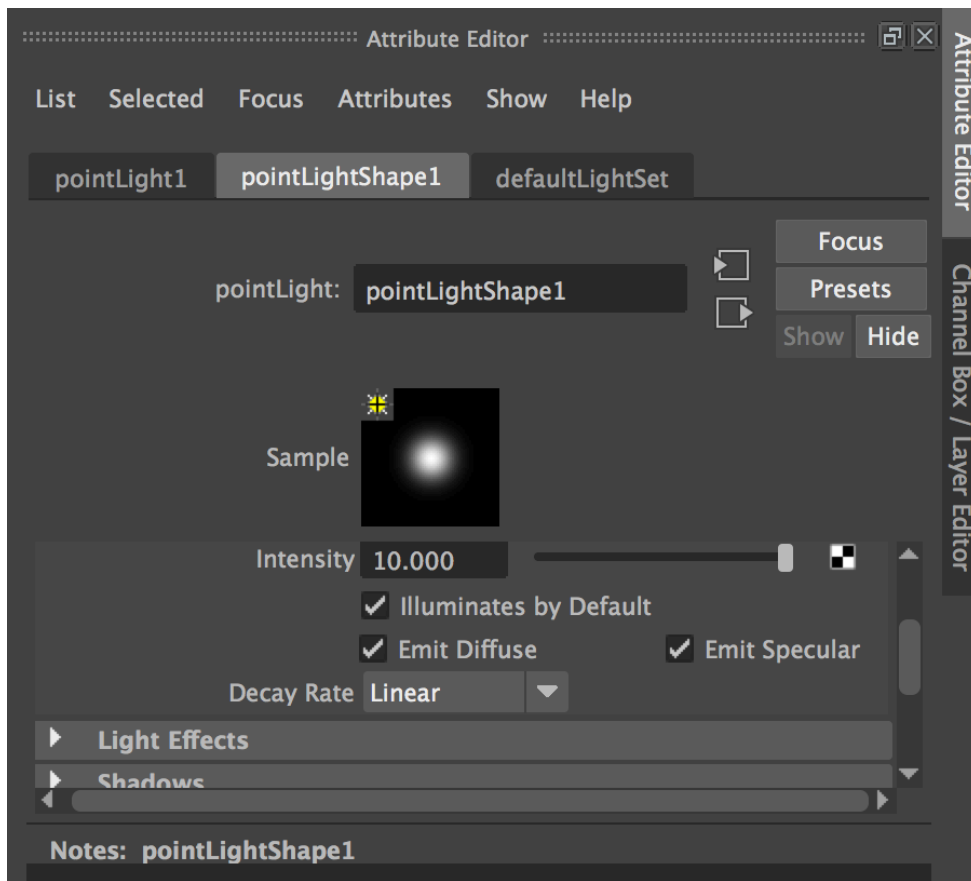




3. If your object is in the centre (at 0 on X, Y, and Z axes) then the light might be inside it. Use the Move tool to move the point light. You can also use other lights. If you have the Point Light inside your object, then light will appear to emit from that object.

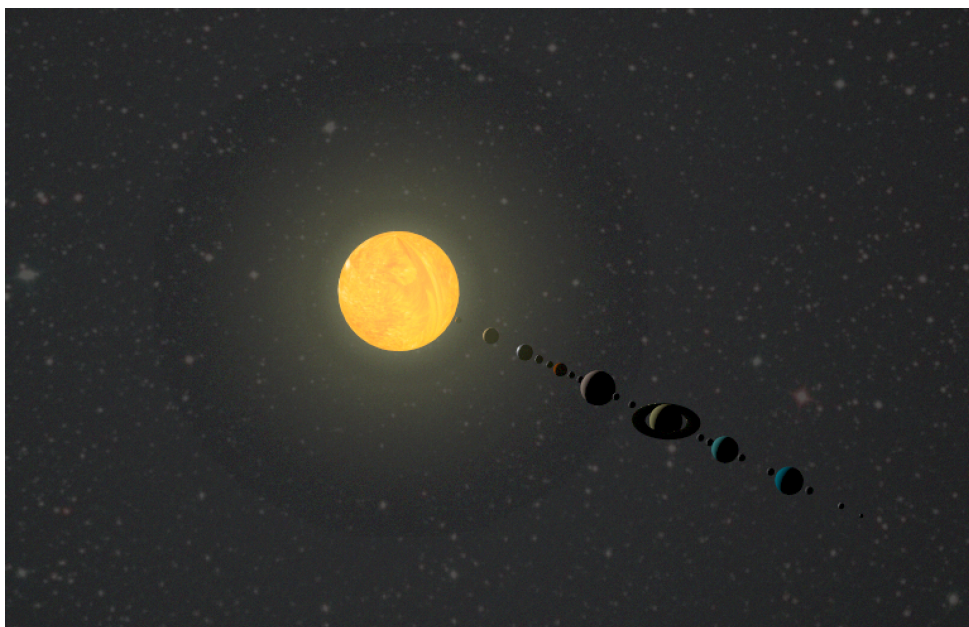



Adding Light Decay

4. Select the Point Light in the Attribute Editor. Set the Intensity to maximum (10.000) and then set Decay Rate to Linear.



5. Click on **Render View**  and then **Render the Current View** .



6. To render the project to a movie file or image sequence, click on Batch Render  on the Rendering menu tab after ensuring that all your render settings suit your preferences.

7. Check your Maya folder for your rendered files.