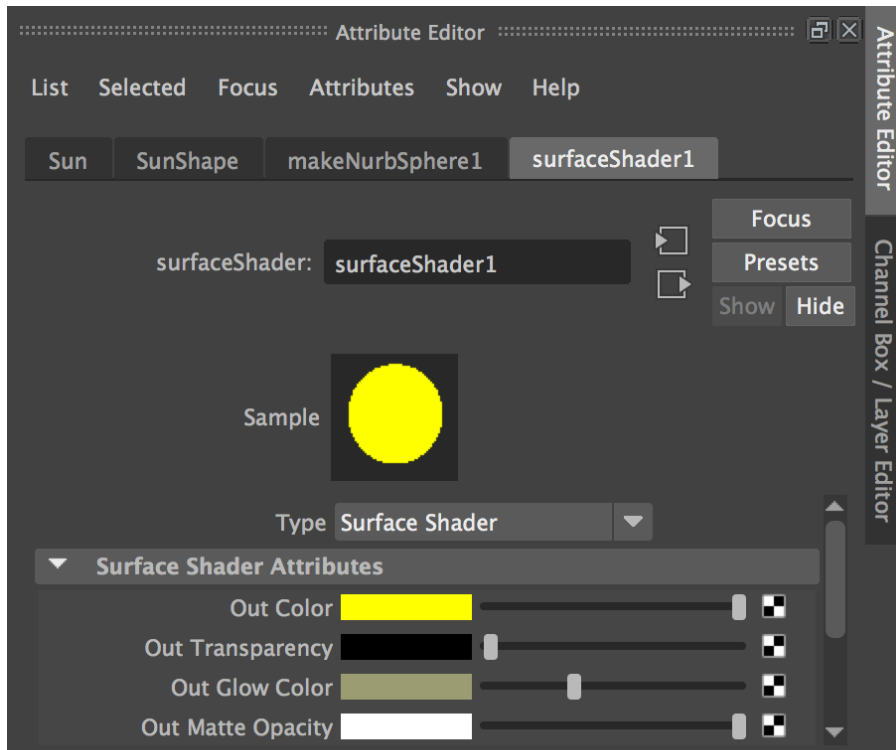


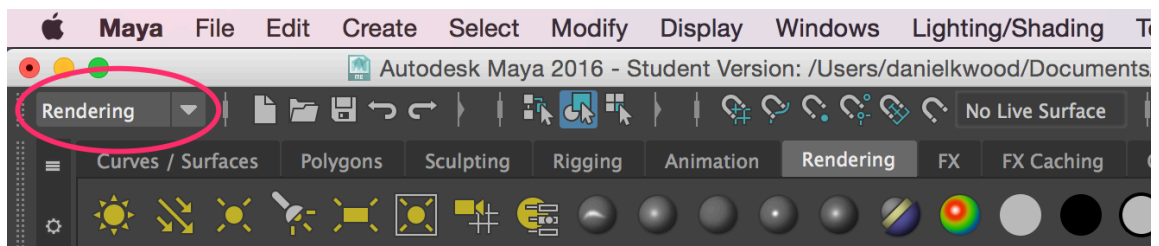
Making an object emit light in Maya



Making your object glow

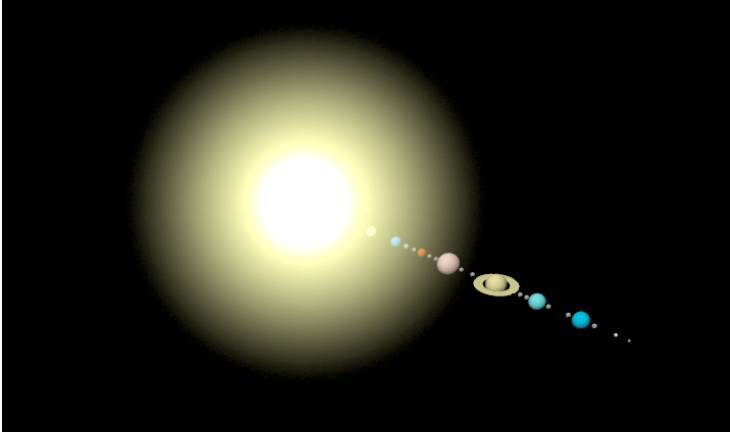
1. Create your object that you want to make glow (eg. a sphere).
2. Right-click the object and click on **Assign new material** > **Surface Shader**.
3. In the **Attribute Editor**, select *SurfaceShader1* and change **Out Colour** to bright yellow with the slider bar all the way to the right.



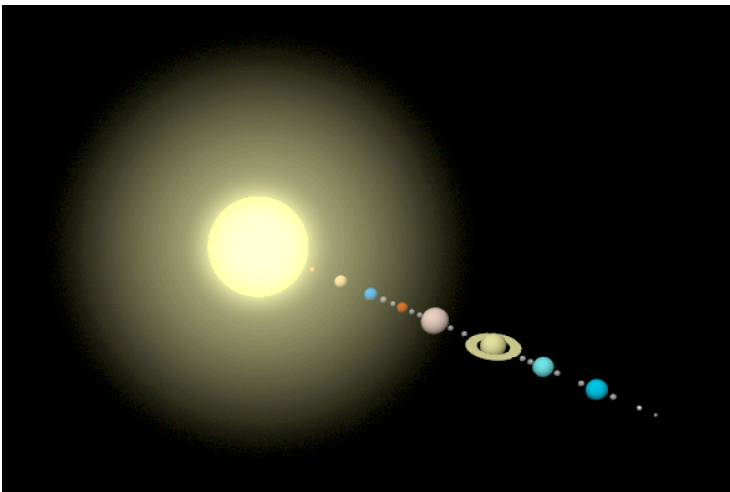
4. Change the **Out Glow Colour** to a soft yellow (almost white) and drag the bar all the way to the right.
5. Make sure the Rendering toolset is active.




6. Click on **Open Render View**  and then click on **Render the Current Frame** .

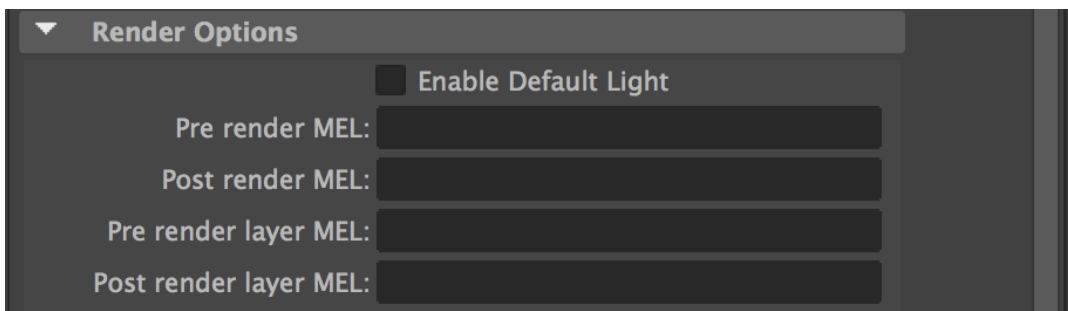


7. Change the settings until you are happy with what you see in the **Render View**.

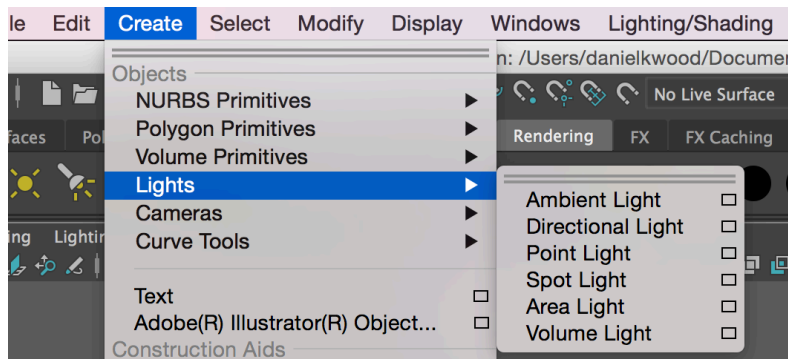


Adding lights to the project

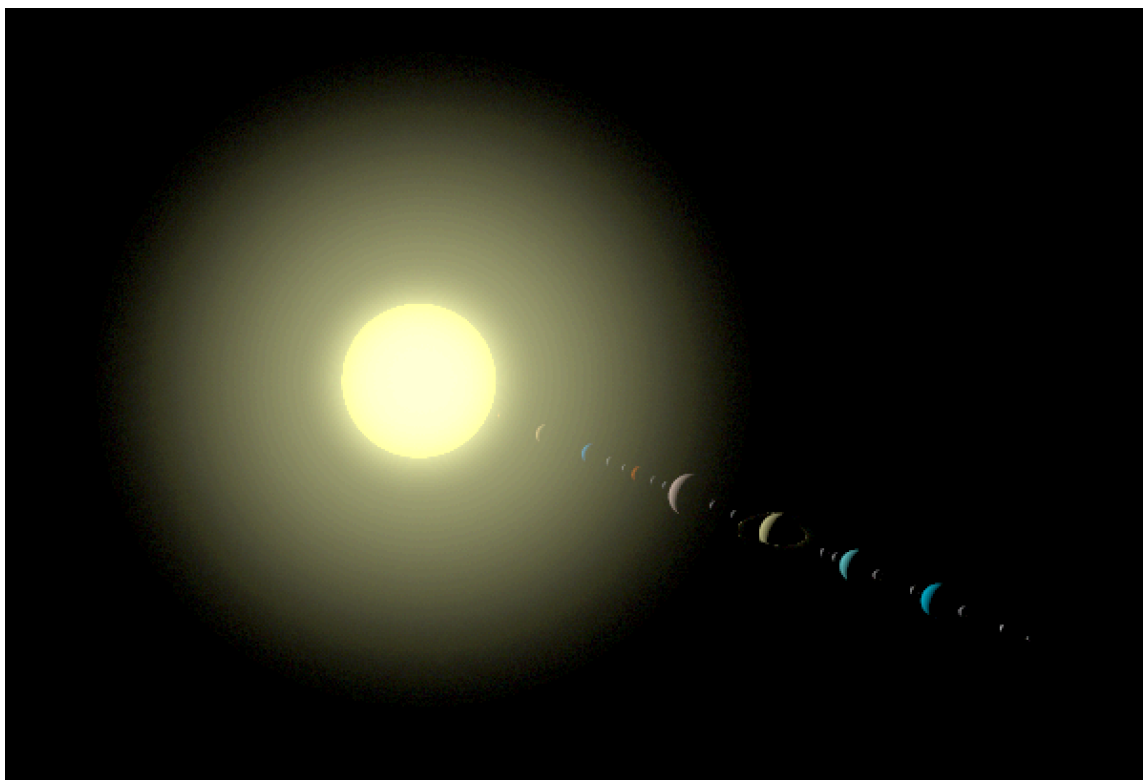
8. Now go to **Render Settings**  and scroll down to **Render Options**. Make sure that *Enable Default Light* is unchecked. This will allow you to create new lights and use them.




9. Click on Create > Lights > Point Light.



10. 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.
11. Render your project's current frame in Render View.



12. To render the project to a movie file or image sequence, click on Batch Render  after ensuring that all your render settings suit your preferences.
13. Check your Maya folder for your rendered files.