

Creating a Studio light with a emitter material with a Brolly Reflector created in Blender for use in the Indigo Renderer

Please note that the following was done in Blender 2.49b/Blendigo 2.2 stable & Indigo v2.2.12

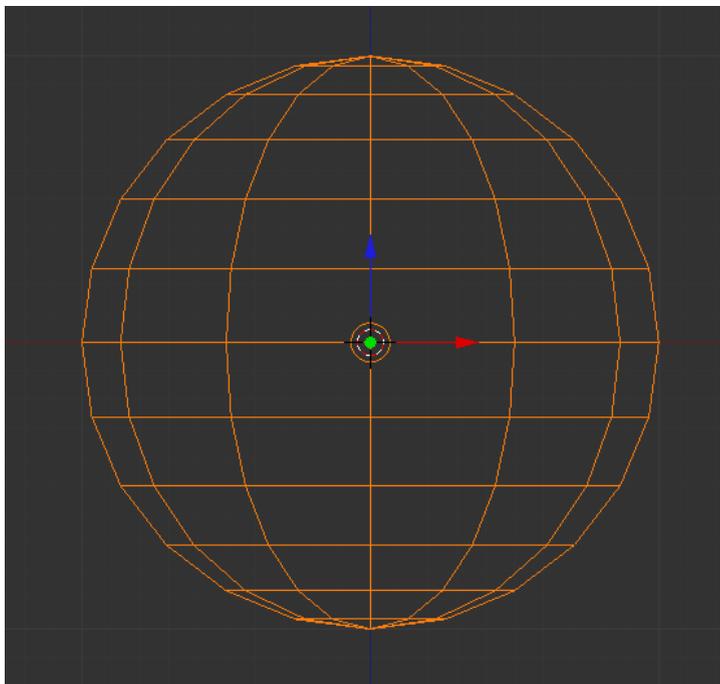
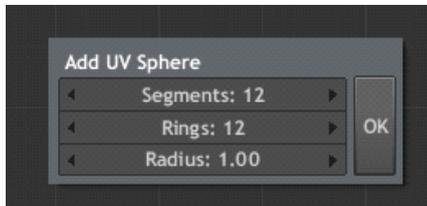
Conventions used - keyboard/menu commands are in italics & bold

Some previous basic knowledge of Blender, Blendigo and Indigo is assumed/required

First we select *File/NEW* from the menu to create a blank blender file.

Next we make sure we are starting in the front viewport (*place the mouse over the viewport window and press 1*). Next we centre the 3D cursor so that we are working/modelling in the middle of the blender workspace (**SHIFT+C**)

First create a UV Sphere. (*Space bar - Add/Mesh/UVsphere*) with the following settings.

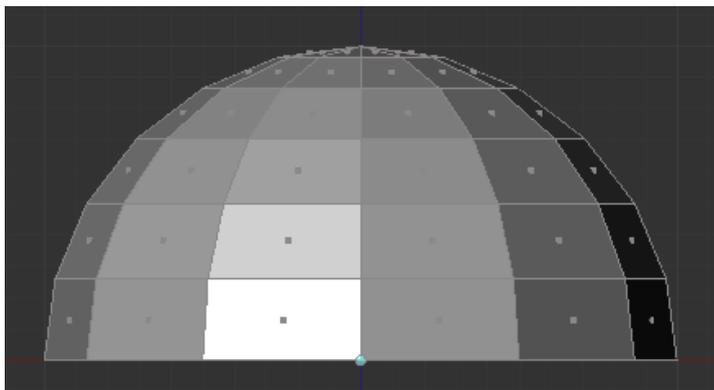
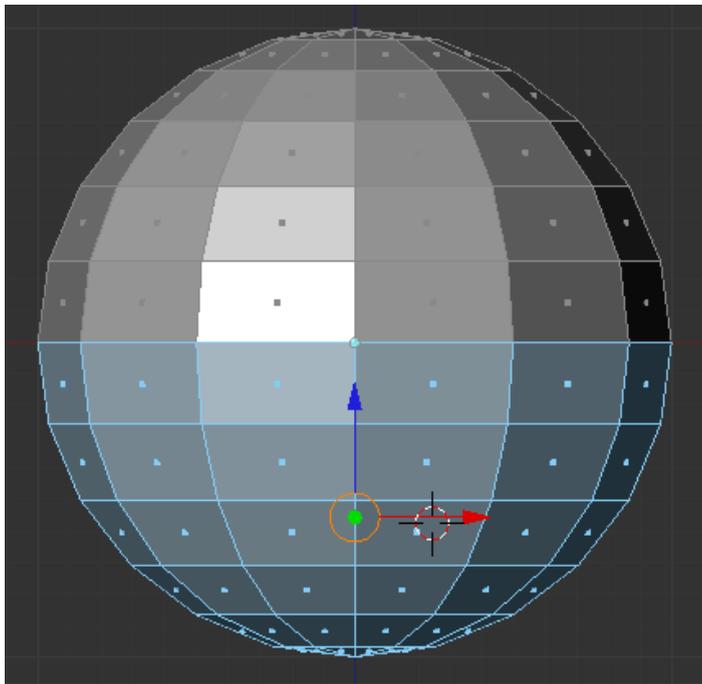


Enter edit mode and select the bottom half of the sphere and delete the faces

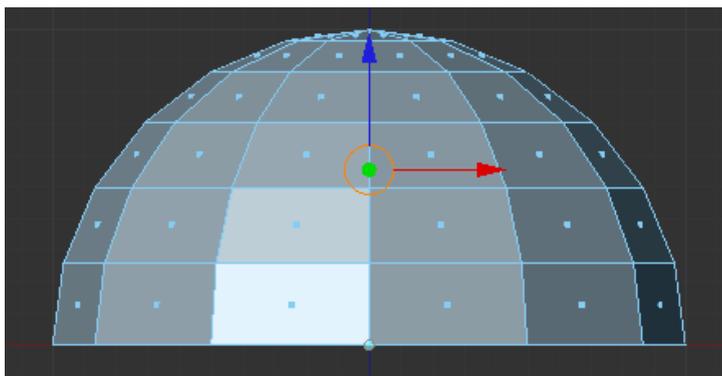
(**TAB** - press **A** to deselect all.

CTR-TAB-3 to enter face mode.

Then press **B** to use box selection and select bottom half of UVSphere)



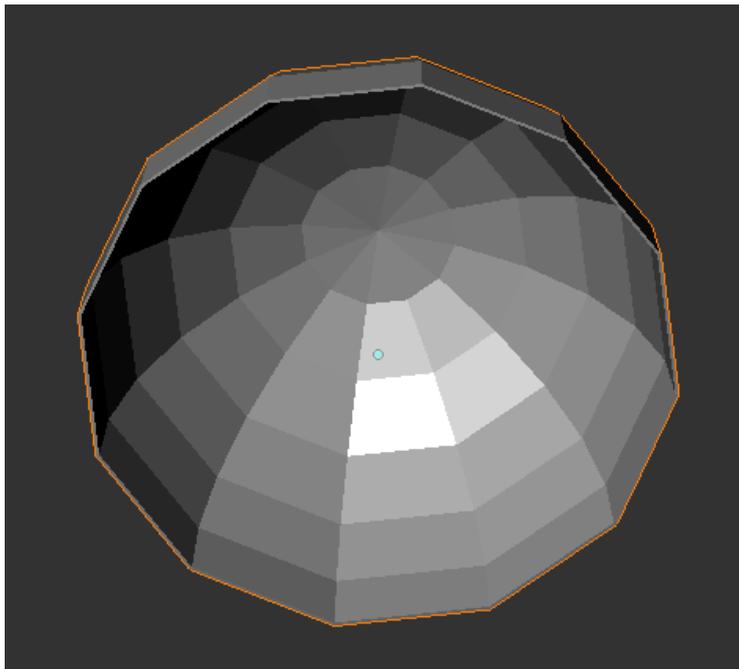
You should now be left with half a sphere. Whilst still in edit mode select all the remaining faces (Press the **A** key)



Now we are going to make this a more solid object (Select from the Mesh/Scripts menu '**Solidify Selection**' and change the '**Thick:**' section to **-0.010**.) Now make sure all the faces are pointing the right way (press **A** twice to select all the faces and then press **CTR+N** then **RETURN**) This will ensure all the faces are facing the right way



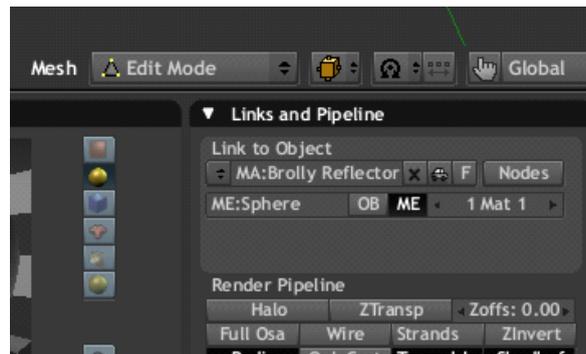
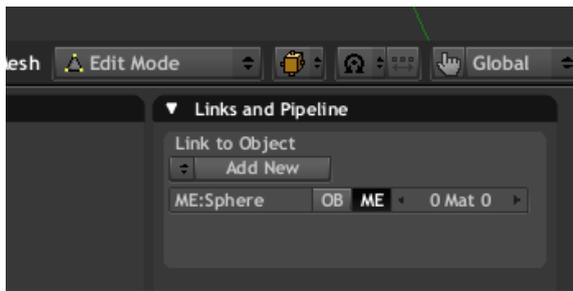
You should now be left with a mesh that has the shape of a Reflector Brolly as used in Photographic Studios



While still in edit mode select all the faces of the entire mesh (**Press A**) and add a new material to it and call it something like 'Brolly_Reflector'.

(press **F5** and select 'Add New' from the button below the 'Link to object' text.

To rename from the default 'material' name just click in the area where 'material' is and just overtype with your new name and then press **RETURN**)

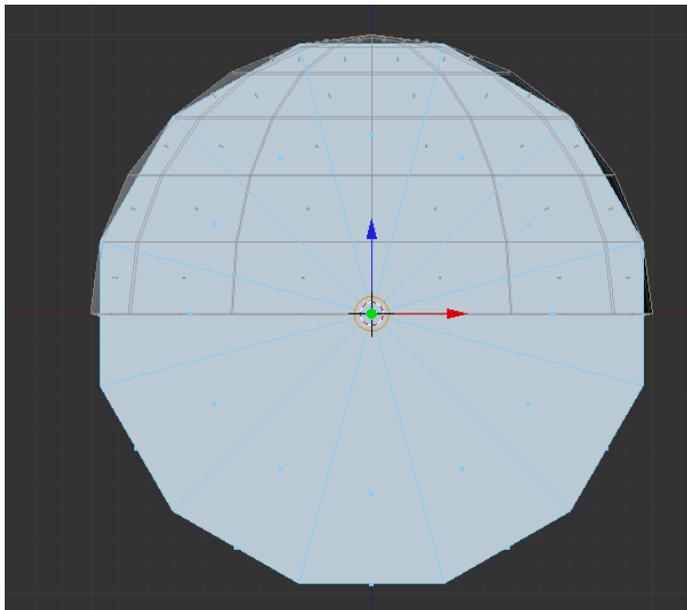


Now we create the Light itself - so first we deselect all the faces (**press A**)

Now we create a cylinder (**Space Bar - Add/Mesh/Cylinder**) with the following settings



This should give you a large cylinder in the wrong place in your mesh



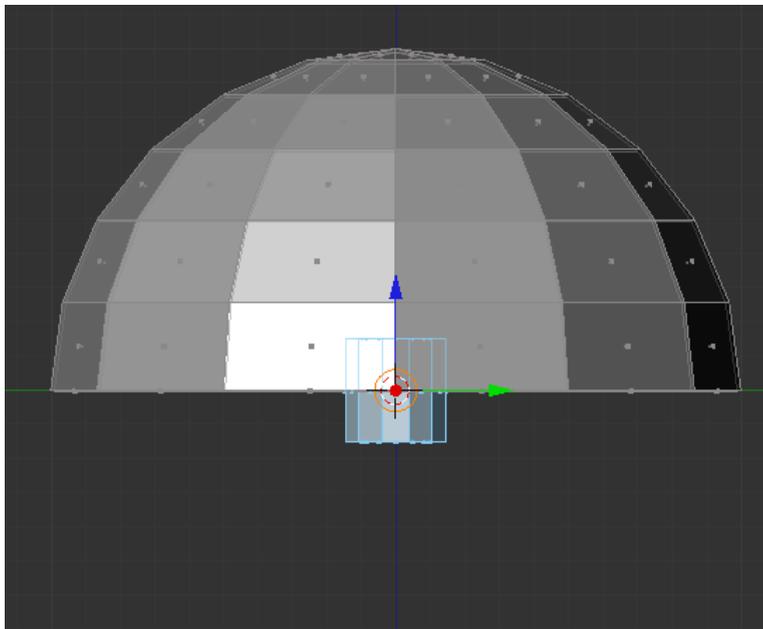
We fix both the size and rotation in the next few steps

First we will switch to the side view (*place mouse over viewport and press 3*)

Next we'll scale it (*Press S then 1.5 and then RETURN*)

Now we need to rotate into the correct position (*press R then 90 then RETURN*)

After all this you should have the following in your viewport



We now have the basis for a simple studio light with brolly reflector

For the moment lets hide the brolly so we can focus on the light source

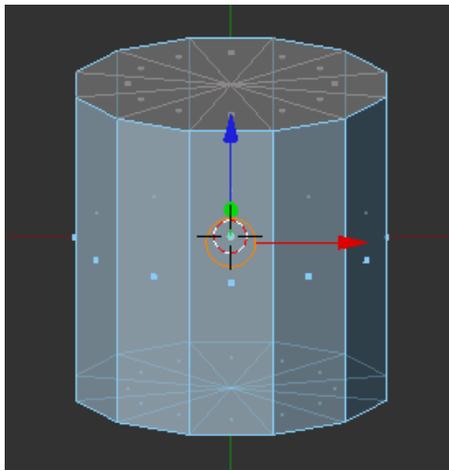
(*Press CTR+H and then H*)

We are now left with just the studio light aka the cylinder we just created. We only really need the top faces of the cylinder to use as the light emitter so we will delete the rest of the faces

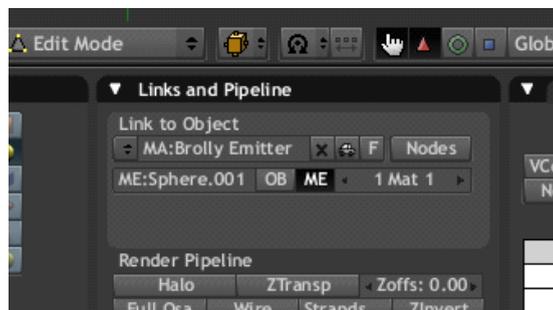
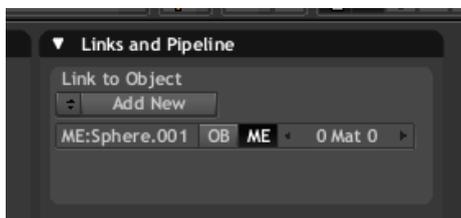
We should still be in edit mode with NO faces selected so lets just select the everything apart from the very top faces (*press B to use box select and use it to select all but the top faces of the mesh*)

As in the example below we should have selected everything but the top faces

Now we delete all the selected faces (*press DEL and then select FACES from the list*)



We should now be left with a simple disc with the faces pointing in the right direction. Select the remaining faces (*press A*) and we will add a new material to this which will be used as our emitter/light source. Name it something that will easily enable you select it later - I chose 'Brolly Emitter' (*press F5 and select 'Add New' from the button below the 'Link to object' text. To rename from the default 'material' name just click in the area where 'material' is and just overtype with your new name and then press RETURN*)



OK we can now unhide our brolly (*press ALT+H*) You should now have a completed simplistic studio light with a brolly reflector that looks something like the following image . That is pretty much it for the modelling

