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How to create torch lighting
Goals

► Learn how to create the lighting for a torch.
► Learn how to create an image plane with a fire graphic.
Step 1
Step 2

Light Properties

- Clear All Lights
- Lights in Scene: 1
- Global Illumination

Current Light: Light

- Light Color: 255 255 255
- Light Intensity: 100.0%
- Intensity Falloff: Off
- Range/Nominal Distance: 1 m

Light Type: Distant Light

- Affect Diffuse
- Affect Specular
- Affect OpenGL
- Affect Caustics

- Lens Flare
- Volumetric Lighting

Linear/Area Light Quality: 4
Spotlight Cone Angle: 30.0°
Spotlight Soft Edge Angle: 5.0°
Projection Image: None
Step 2

Light Properties

- Clear All Lights
- Lights in Scene: 1
- Global Illumination

Current Light: Light
- Light Color: 233, 255, 108
- Light Intensity: 50.0%
- Intensity Falloff: Off
- Range/Nominal Distance: 1 m

Light Type: Point Light
- Affect Diffuse
- Affect Specular
- Affect OpenGL
- Affect Caustics

Lens Flare
- Lens Flare Options

Volumetric Lighting
- Volumetric Light Options

- Linear/Area Light Quality: 4
- Spotlight Cone Angle: 30.0°
- Spotlight Soft Edge Angle: 5.0°
- Projection Image: (none)
Move the point light to the top of the torch.

Step 3
Step 3

Press p and click the Objects tab
Step 4

"CTRL+C"
Step 5

Select Light (2)
Step 5
Step 6
Step 6

Light Properties

Clear All Lights
Global Illumination

Current Light: Light (3)
Light Color: 255 167 088
Light Intensity: 30.0%
Intensity Falloff: Off
Range/Distance: 1 m

Light Type: Point Light

- Affect Diffuse
- Affect Specular
- Affect OpenGL
- Affect Caustics

Lens Flare
Volumetric Lighting

Linear/Area Light Quality: 4
Spotlight Cone Angle: 30.0°
Spotlight Soft Edge Angle: 5.0°
Projection Image: (none)
“CTRL+F1”  Step 7

Rename lights to their respective colors.
Following steps are for an image plane with a fire graphic applied to it.

Fire effects can also be created using volumetrics.

The tutorial for volumetric fire can be found on the Newtek website. (www.newtek.com)
Load an image plane and size accordingly.
Step 10

Luminosity and Translucency must be at 100%
Step 11
Step 12
Step 13
Conclusion

► Created the lighting effect for fire by using 3 point lights.
► Created an image plane with a fire graphic.
► Set up the proper alpha transparency for the fire graphic in the surface editor.

Thank You