Volumetric Lighting

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What is Volumetric Lighting

- Lighting that appears to illuminate particles in the atmosphere
How to enable Volumetric Lighting

- After you select the light you wish to apply volumetric lighting to, click on Item Properties
• Check **Volumetric Lighting**, then click on **Volumetric Light Options**
You will then be prompted with the a box for Volumetric Options which will have default values.
Putting Volumetric Lighting to use
Here’s a scene I made for the tutorial, this render is without Volumetric Lighting turned on.
Light Properties
(main light source)

- For this scene I used a **Spotlight** with these settings for the main light source coming from outside the window
Volumetric Options
(for the main light source)

- Change Quality to **Good**
- Turn on **Fade in Fog** and **Opacity Casts Shadows**
- Set the values to what I have here or change them to better suit your scene
Light Properties
(for the candle)

- For the candle tucked away in the corner I used a **Point Light** with these settings
Volumetric Options (for the candle)

- Leave the Quality at Medium
- Turn on Fade in Fog and Opacity Casts Shadows
- Set the values to something similar to what I have here
Render without Volumetric Lighting
Render with Volumetric Lighting
Is it needed?

• Volumetric Lighting isn’t needed in every scene, but it can be used effectively to enhance a scene

• It **increases** render time. With Anti-Aliasing on medium and Ray Trace Shadows turned on, it took about 3 minutes to render. The same scene without Volumetric Lighting on took 10 seconds to render
One more time