

Filename: Assign3_LastName_FirstName

1. Opacity maps and glazing techniques can play essential roles in the delivery of an experience that requires dramatic lighting. Use the given scene to further explore your knowledge of opacity maps. Supply the candle with a flame so that it may, in turn, light the rest of your scene. The bowl to the right of the candle should contain **at least 2 objects**, one of a round nature and the other of your choice. Use the techniques you learned in lecture to light and texture all of the components in the scene. Feel free to make alterations and additions to enhance the effectiveness of the scene.
2. Remember, the trick to glazing is working with a real **low opacity** and building color. Use analogous colors when building your opacity maps on top of each other (warm colors push forward, cool colors recede!). Think about your shapes and where they are receiving the most light... where should their shadows be?
3. Again, take advantage of your **Layers** and the **Preserve Transparency** tool. These two concepts are extremely important when glazing if you want to control the paint. Make sure your layers stay clean... pay close attention to which layer you are working on.
4. **Save your work often!!!** I must stress again.
5. Refer to the **Exporting Assignments** tab on the main website to export your piece in .jpg format correctly. **Remember** to give your file the name that is listed at the top of this page and please make sure you put it in the right section folder!