

How to: Lighting Effects

The Lighting Effects filter creates cast light and shadow effects. You can modify the light, color shape and source of light.

You can have up to 16 light sources in your photo, each with a different, color, intensity and angle.

To add more light sources, drag the light bulb icon into the preview window.

To duplicate a light source -PC/ alt-drag -Mac/option-drag

Menu: Filter - Render - Lighting Effects

The default is Single Spotlight

you see the spotlight defined by an oval, you can change the size and shape by pulling on the handles.

Move the spotlight by moving the center point handle.

Spotlight creates a realistic effect, with a hot spot that fades out as it moves further from the light source.

The intensity of the effect is greater when the oval is smaller, simulating the effect of the light moving closer to the image surface.

The Omni light casts its effect equally from the center, moving out in all directions. It also features a center point and a circle that grows larger or smaller as you change it's handles. Again, smaller is more intense, larger is more diffuse.

The Directional light floods the surface with an even light source. Moving the directional control makes the entire effect brighter or darker, but it does not change the direction of the light source. Move the directional line closer to the center point to intensify the light, and move it further away to soften it.

LIGHT TYPE

THE Intensity slider controls the brightness of the light

The Focus slider controls whether the light is a pin-point or whether it spreads out in all directions. Set it to wide or narrow to further focus the effect within the circle or oval

The Properties section looks at the attributes that fall outside of the characteristics of the light itself. It addresses questions such as the nature of the material the light is falling on, as well as the general lighting conditions and the look of the image as a whole.

Gloss- The Gloss section asks whether the surface of your image is dull or shiny. Move the slider back and forth to make the lighting effect appear dull, flat, and spread out, or spectral and shiny.

Material- This slider is very similar to Gloss, asking whether the surface is plastic or metallic. As with the dull end of the Gloss slider, Plastic makes the effect spread out a bit and reduces it's spectral characteristics. Metallic focuses the effect and adds a bit more highlight.

Exposure- This slider lightens and darkens the entire image as a whole. Select Underexpose to darken, Overexpose to lighten.

Ambiance- This slider asks whether there are any other lights illuminating the image surface. A negative ambiance reduces the image towards black, reducing the light effect to a smaller area. A positive ambiance eliminates the black, as though the light were being applied in the bright of day.

REMEMBER:

You can save your lighting effects....