

Exercise 18-3

1. Open the drawing EX18-1 created in Exercise 18-1.
2. Switch to a top or plan view of the planar surface.
3. Create a point light in the center of the scene.
4. If necessary, move the light in the Z direction so it is above the objects.
5. Turn off sunlight.
6. Display a pictorial view, if one is not already displayed.
7. Render the scene.
8. Adjust the properties of the point light and render the scene again.
9. Save the drawing as EX18-3.

To continue practicing adding point lights, complete act18-03.dwg available on the companion website.