



## ***Pylon Light Console***

*Lighting in formZ just got a lot easier.*

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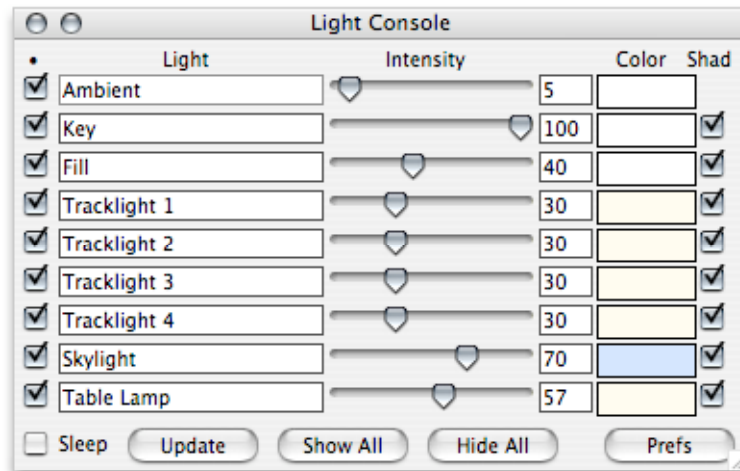
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# 1 Introduction

The Light Console palette was patterned after mixing boards found in the theater and film industries. With Light Console, you interactively 'mix-down' all the lights in your scene with a single palette. This means you can achieve higher quality renderings in less time.

Color and simple intensity controls for all types of lights (including Ambient) are placed right up front, where you need them. It is no longer necessary to navigate multiple dialogs to perfect the distribution of light in a complex scene. Light Console can be configured to display up to 32 lights simultaneously. The default eight-light configuration (plus Ambient) is shown.



## 2 Light Console Controls

### 2.1 Including Lights in the Palette

Light Console automatically loads as many unlocked lights as it has room for. To free up rows, lock any lights you are not currently working with. You can reconfigure Light Console to display up to 32 rows. (See preferences.)

### 2.2 Per Light Controls

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Click on this checkbox turns the light on or off. You can toggle the scene's Ambient Light on and off, just like a normal light. Light Console remembers the last value stored in Ambient light intensity. If you turn ambient light off, then on again, your previous setting will be restored.

## **Light**

Click in the text field to change the name of the light.

## **Intensity**

Move the slider or type a value into the text field to adjust the intensity of the light.

## **Color**

To adjust the color of a light, click on the corresponding color box. Chose a new color, then dismiss the dialog. Click on the 'Update' button or click on any of the light's other controls to see the result, regardless of whether you are using manual or automatic updates. (See Known Issues, below.)

## **Shad**

Click on this checkbox to toggle the shadow casting attribute of the light.

Note: When a light's parameters are manipulated using the controls above, it will be highlighted (picked) in the modeling window, allowing for easy identification. You may opt to hide all other lights via preferences.

## **2.3 General Controls**

### **Sleep**

Checking the 'Sleep' checkbox will cause Light Console to cease processing and display. Un-checking it will resume processing.

formZ's palettes are currently set up so that they process and update even if the palette is closed. If you have an older computer, many unlocked lights in your scene, and your 'Rows' Preference is set to a high number (20+), then, while manipulating your lights with other tools, updates may get a little sluggish. A 'Sleep' option has been provided so that, should this occur, you can temporarily deactivate Light Console. It is not expected that this will be needed often, but is provided just in case. If in the future formZ provides a mechanism by which a palette plugin can determine whether it is open, the sleep function will be implemented automatically whenever the palette is closed, and this option removed.

### **Update**

When in "Manual Update" mode this button is used to update all lights to reflect any changes you've made to light settings. This also forces the modeling window to re-render. For, continuous updates, use 'Automatic Update' mode. The update mode can be set in the Preferences dialog (see below).

### **Show All**

Makes the icons of all lights loaded into the Light Console visible.

### **Hide All**

Makes the icons of all lights loaded into the Light Console invisible.

### **Prefs**

Invokes the Preferences dialog (see below).

## **3 Preferences**

### **Palette Layout: Rows**

Adjust the number of rows available for displaying lights. The maximum allowed is 32. You will need to click on another modeling window before Light Console will be redrawn with the new number of rows.

### **Update Lights and Rendering**

Selecting 'Automatically' will update lights and re-render the scene immediately, as lights are manipulated through the palette interface. 'Manually' switches Light Console into a deferred mode which allows you to adjust several parameters without waiting for formZ to re-render the image. When using this mode, you must click on the 'Update' button to confirm your changes and re-render the image.

### **Light Icon Display: Show only affected light**

When this option is on and a light's parameters are changed via the palette, the light will be highlighted, and all other lights will be hidden. When it is off and a light's parameters are changed, the light will be highlighted, and all other lights will be unaffected. Turning

this option on allows you to reduce screen clutter in wireframe and interactive shaded modes.

### **Saving Preferences**

Changes made to Light Console Preferences are by default only saved for the duration of your modeling session. Like all other tools, If you want to save your preferences for subsequent modeling sessions, go to formZ's general preference dialog (formZ > Preferences > System > General) and save a new general preference set (or save over your old one).

formZ tech support recommends that you make save your preferences only at the beginning of your modeling session. We at Pylon concur.

## **4 Known Issues**

The following minor issues are due to bugs in the formZ Application Programming Interface (API). They will be corrected if/when ADS attends to the underlying problems.

### **Light Color Updates**

After changing the color of a light, it is necessary to click on the 'Update' button or click on any of the light's other controls to see the result, regardless of whether you are using manual or automatic updates.

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