



***Pylon Light Sync***  
*Lighting in formZ just got a lot easier.*

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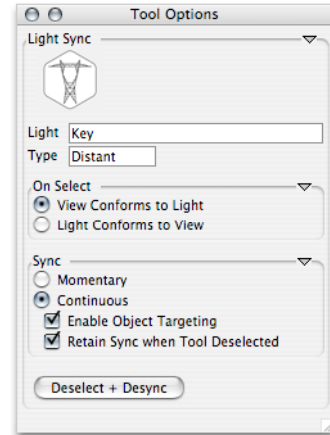
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# 1 Introduction

Pylon Light Sync allows you to synchronize lights with camera views in a number of ways. With Light Sync, you can make a picked light match ('jump to') a viewpoint you've set up in advance, "look through" a selected light, and use formZ's direct navigation tools to position and aim the light you are looking through. There is an option to continue synchronizing even when you're not actively using the tool, so that whatever you're working on--- modeling, texturing, etc.--- the light follows, like a headlamp. Additionally, Light Sync allows you to 'target' your viewpoint and light to any object, simply by clicking on it.



## 2 Getting Started

### 2.1 Finding Light Sync

After installing the Pylon Lighting Collection, a new row of tools will be added to your tool palette, called 'Lighting and Rendering.' You'll find Light Sync in this new row. (If you want, you can move your new tools to another location by selecting Palettes > Customize Tools.)

### 2.2 Selecting and Deselecting Lights

You may pre-pick or post-pick the light you intend to sync, either through the modeling window, the lights palette, or Light Console. Light Sync operates on one light at a time; when a new light is selected, any previously selected light will be deselected. If you pre-pick more than one light, the light that was initially created first will be used. To deselect a light, click on the **Deselect + Desync** button in the Tool Options palette, or click on an empty region in the modeling window.

## 3 Light Sync Options

### Light and Type Data

These fields indicate the currently selected light's name and type. They are for reference only and are not editable.

### On Select: View Conforms to Light

When a light is picked, the current view will be transformed to match the light, so that you are effectively "looking through it." The view's eye point is moved to the origin of the light, and the view's center of interest (COI) is moved to the light's COI. This is the default, and is expected to be the most commonly used option.

### On Select: Light Conforms to View

When a light is picked, it will be transformed to match the current view. The origin of the light is moved to the eye point of the view, and the COI of the light is moved to the COI of the view. This allows you to set up a viewpoint in advance, and then force a light to jump to it.

### Sync: Momentary

When a light is picked it will be synchronized with the view according to the On Select option, and then immediately released. That is, subsequently moving the viewpoint via direct navigation control will not affect the light. Another light may be selected at any time. With 'View Conforms to Light' selected, this option is useful in cases where you don't want to change the position of a light, but want to quickly check it's exact COI and heading.

### Sync: Continuous

When a light is picked it will be synchronized with the view according to the **On Select** option. After syncing in this manner, moving the viewpoint via direct navigation control (or other means) will cause the light to move with it. Another light may be selected at any time. To cease syncing, click on the **Deselect + Desync** button, or click on an empty region in the modeling window.

### Enable Object Targeting

When Object Targeting is enabled and an object is picked, the centers of interest for both the view and the light will be moved to the centroid of any object which is clicked upon

(thereby aiming the light and view toward it). Object Targeting is only enabled when syncing is set to **Continuous**.

Targeting may be used in pre-pick mode, too. Select multiple objects before choosing the Light Sync Tool, click on the tool icon, then select **Continuous** and **Enable Object Targeting** from the Tool options. The COI of the light and view will be moved to the centroid of all picked objects.

### **Retain Sync when Tool Deselected**

When this function is enabled, a light will remain synchronized with the view even after the Light Sync tool has been deselected. This allows you to navigate the scene, model, and do almost anything else in formZ with a portable work lamp. The synced light will be deselected and locked when you exit the tool. To turn off the Retain Sync function, return to the Light Sync tool, and deselect the checkbox.

### **Deselect + Desync**

Deselects and de-syncs a light.

## **4 Obtaining Version Information**

Click on the Pylon Logo in *Tool Options* for version information and credits.

## **5 Tips for Using Light Sync**

### **Spaceball**

Compatible with the 3Dconnexion Spaceball; if you own this amazing device, Light Sync will allow you to aim lights with it.

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