

8.3 Specifying Light Sources

When you create realistic views, such as that shown in Figure 8-34, the light sources and shadows they cast are a major component of the display.

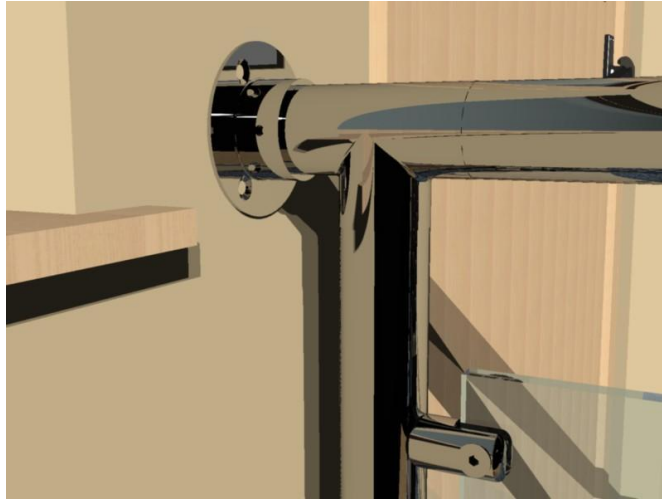


Figure 8-34


AutoCAD includes several sources of light that are available to help you visualize your drawing:

- **Default Lighting** shines on all faces of the model as you move around the drawing.
- **Sunlight** is defined by the location of the project and the time of day.
- **User-defined lights:** include **Distance**, **Point**, and **Spotlights**. These can be added directly to the drawing.
- *The **Realistic** visual style automatically turns on any materials and textures that may be associated with objects in the viewport. However, the lights and shadows are turned off to save you time as you create and modify objects.*

Default Lighting

Default lighting illuminates a model without any specific focus. It is frequently used for mechanical drawings that do not need to show cast shadows.



- The default lighting source should be turned off to display the sun or user-defined lights. Turn off the default lighting by clicking  (Default Lighting) on the *Render* Tab>Lights panel (Expanded).
- The first time you turn on the Sun or a user light, the alert box appears. Select the **Always perform my current choice** option and click the **Turn off default lighting (Recommended)** button for this to happen automatically

Sunlight

One of the easiest lights to work with is the sun. All you need to do is turn it on. Once it is on, you can set the location, date, and time. This is most effective if you also have shadows on, as shown in Figure 8-35 for two different times of day.



Figure 8-35

- On the Render Tab>Lights panel and Sun & Location panel, (Shown in Figure 8-36) you can toggle on shadows and the sun as well as set the location, date, and time of day

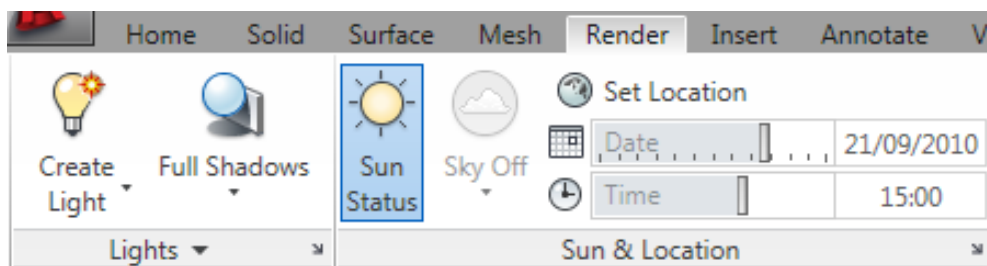


Figure 8-36