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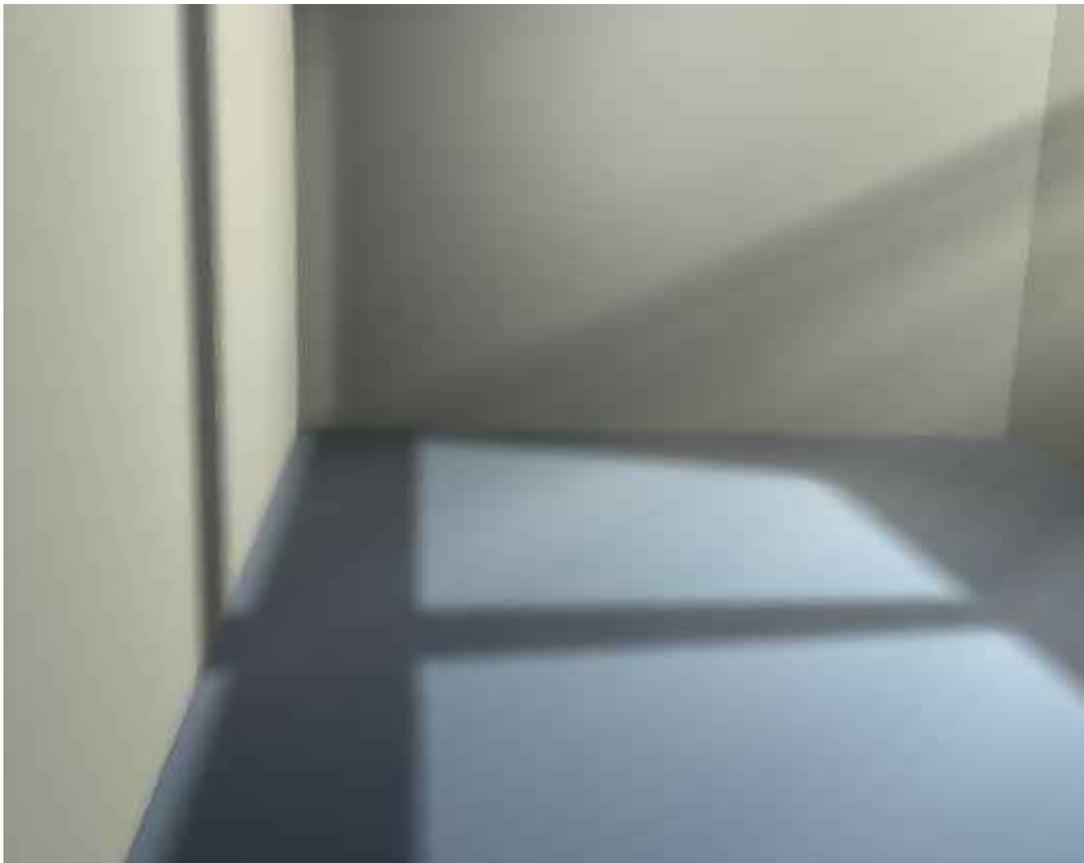


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## Sun Shining Thru The Window Into A Room by MeKenzie Martin

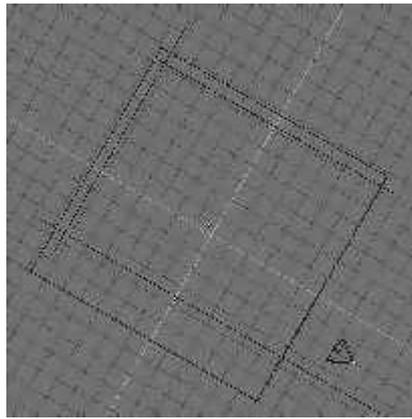
**NOTES FROM RED\_FOX:** Because this tutorial was written prior to the 2.3 GUI changes, the button screen captures will be significantly different from version 2.3 of Blender.

Many people e-mailed me and asked me how I made my light look so real in my room. So I decided to start my other tutorial on this one. I assume that you know how to add any kind of object. Also I assume that you know how to use X button and B button. If you have difficulty following my tutorial, please try other tutorials first. Here is what it will look like after we have finished rendering our tutorial picture. The floor doesn't have to be blue, you can choose the color or use texture if you want to. The walls, I suggest you to use white or cream color... those colors are the most common for the walls.

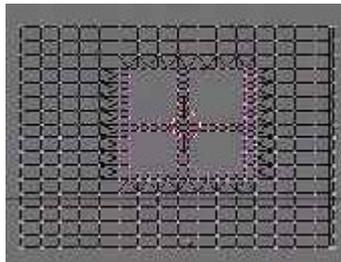


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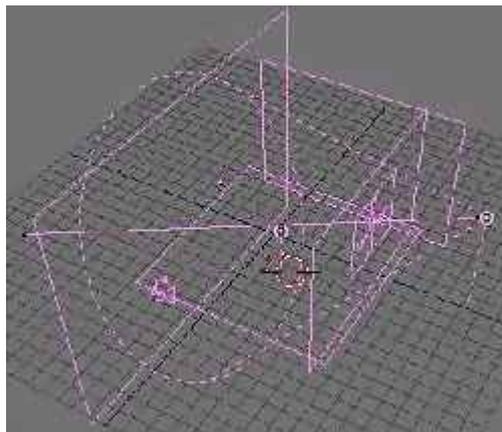
Fire your Blender program and enlarge the default plane to act for a floor. Add three more planes and make the walls except where the camera is. It should look like this image shown below.



Ok, go to one side of the walls, make sure that the wall that you chose has other wall on the other side. Go to Edit Button (F9) Push the Subdivide button about three or four times. Then Push B button and drag a small square. You should see some yellow dots in the square right now. Subdivide them again about two times. Again push B button and drag four smaller squares, make sure they have three lines apart so they would look more proper when you delete them. Push x button and push vertice. It should look like this image below.



Add one lamp and set it where the window is and change it into a spot lamp. Make sure it is headed directly toward the window that you created. Add other lamp inside the room to make the spot lamp look like it actually reflects some light in the room. It should look something like the image below.



You'd probably say, so what do I do with my spot lamp and lamp now? Should I change its color or what? Actually, yes, you will have to change some of its color and other informations. For this one, click on your spot light and go to lamp button (F4) and copy my information below.

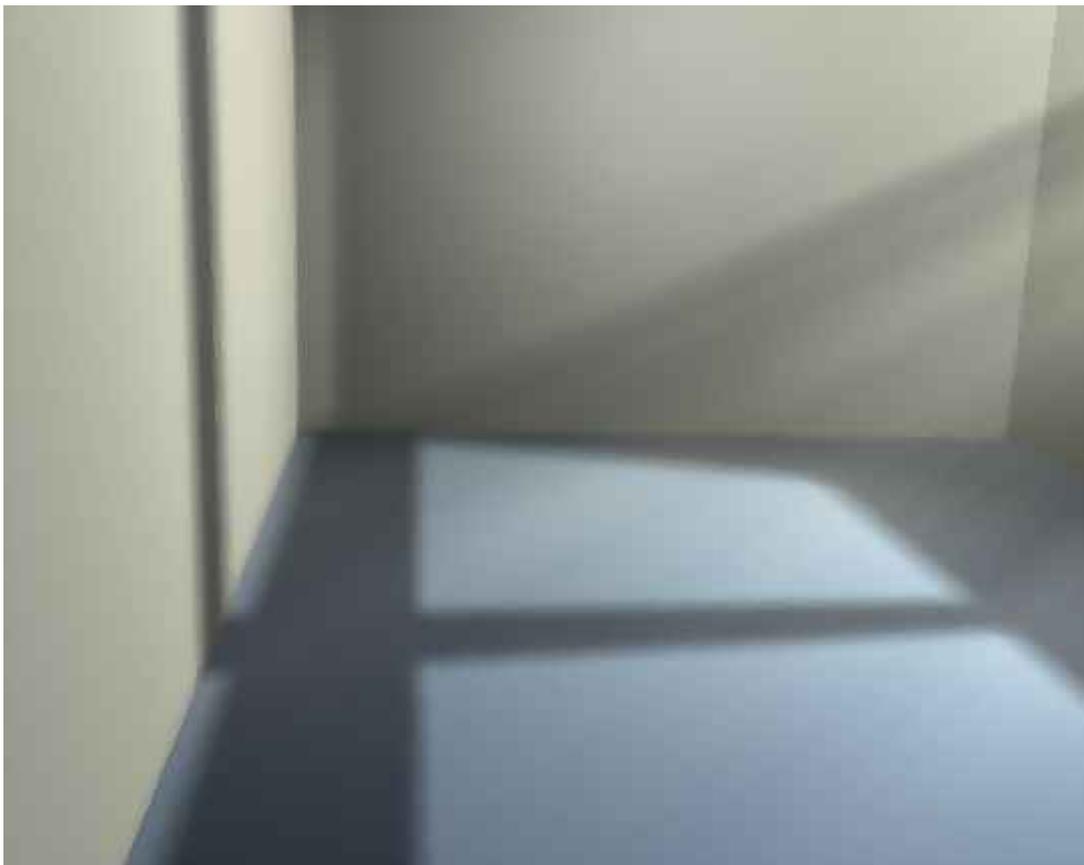


Now for the lamp in the room... click the lamp and go to the lamp buttons (F4). Copy my information again.



Now render your picture! You might have to move your camera so you can see it better. It should look almost like this image below.

ONE IMPORTANT PART IS TO PUSH SHADOW BUTTON BEFORE YOU RENDER YOUR PICTURE OR IT WILL BE USELESS!



Happy blendering! Also, if you find difficult to follow my tutorial because of my sloppy English or lack of information, please feel free to e-mail me at mekjom@hotmail.com and you might call me Maya.

Also if you have any suggestions or any idea for me to put down for my tutorials, please feel free to

e-mail me too!

**HAPPY BLENDERING!**