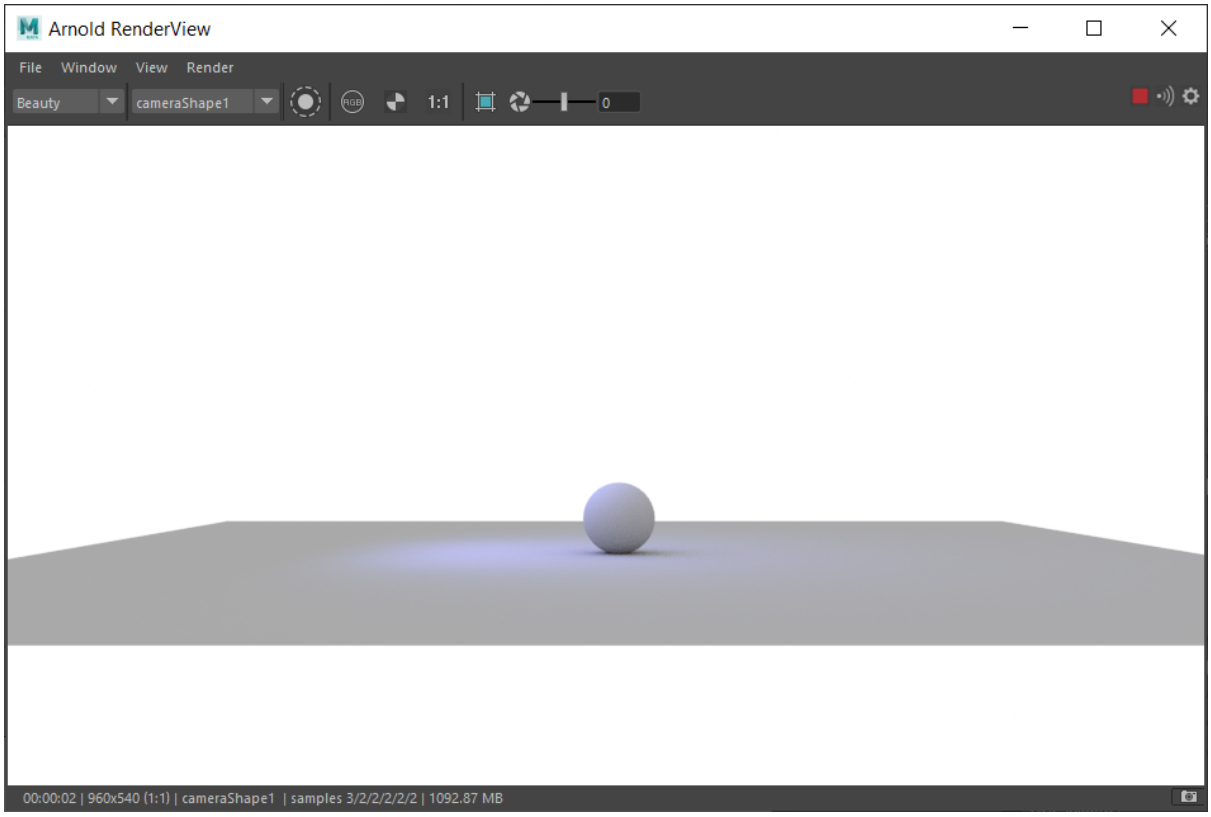
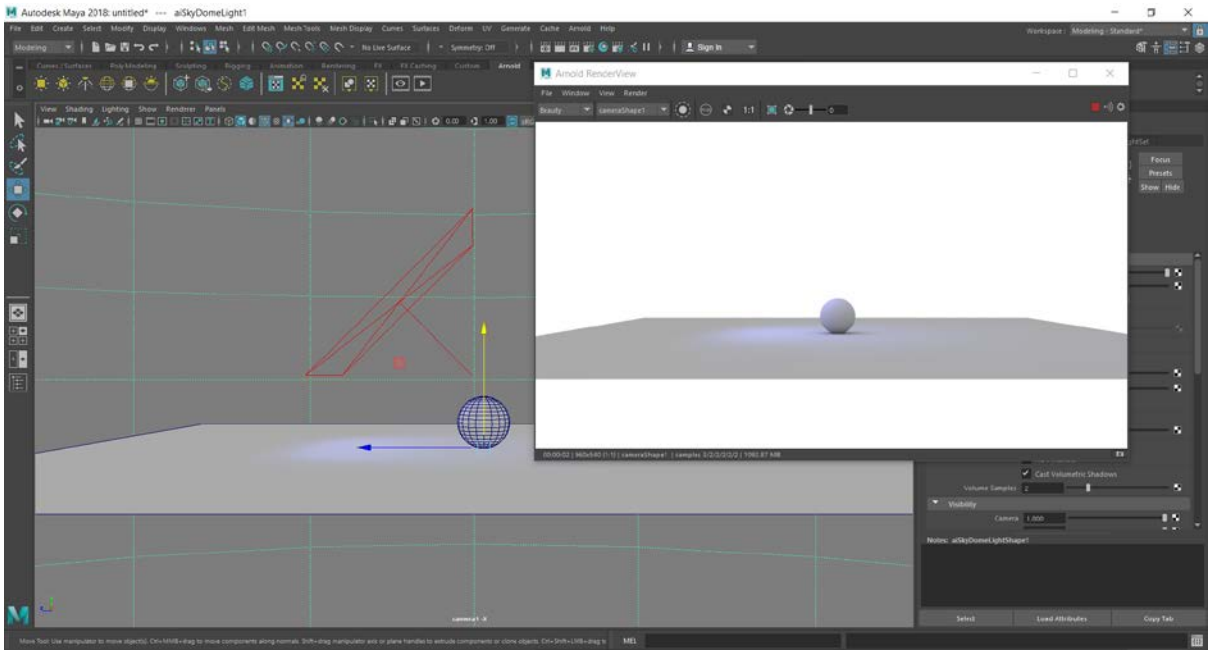
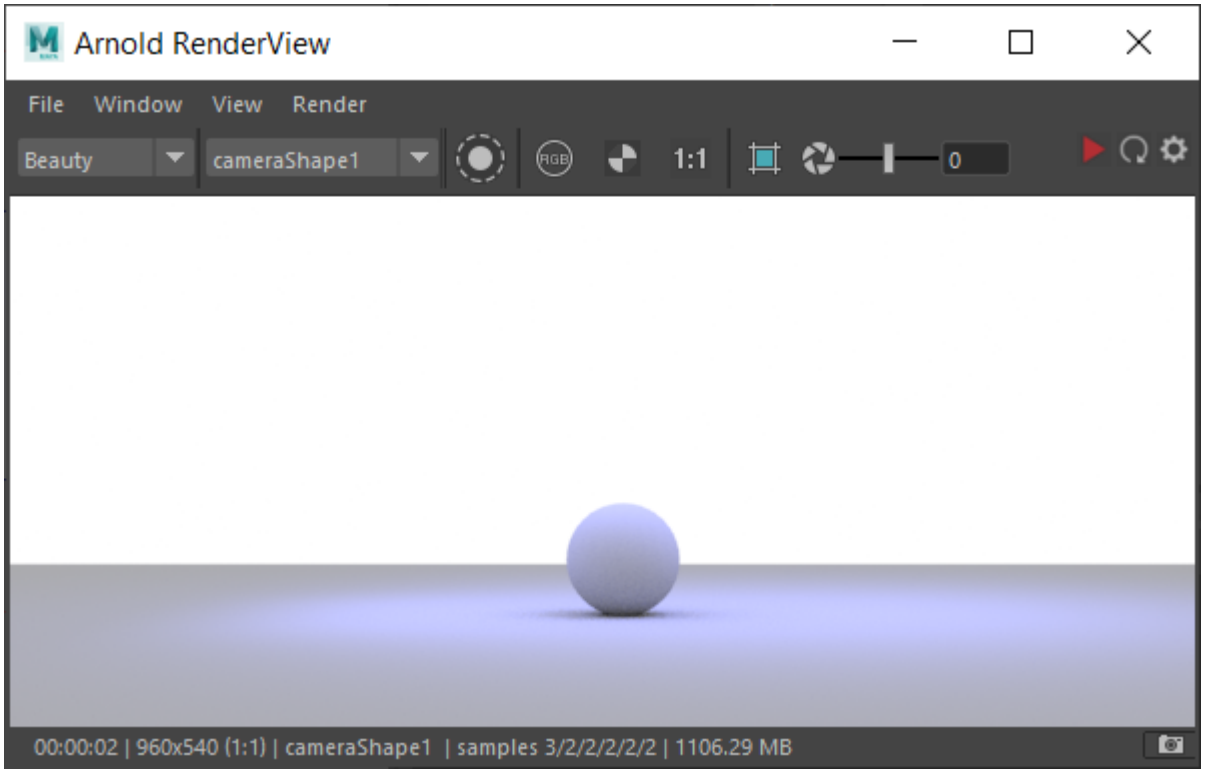
Lighting tests for the environments






Arnold RenderView
File
Window
View
Render
Beauty
cameraShape1
RGB
1:1
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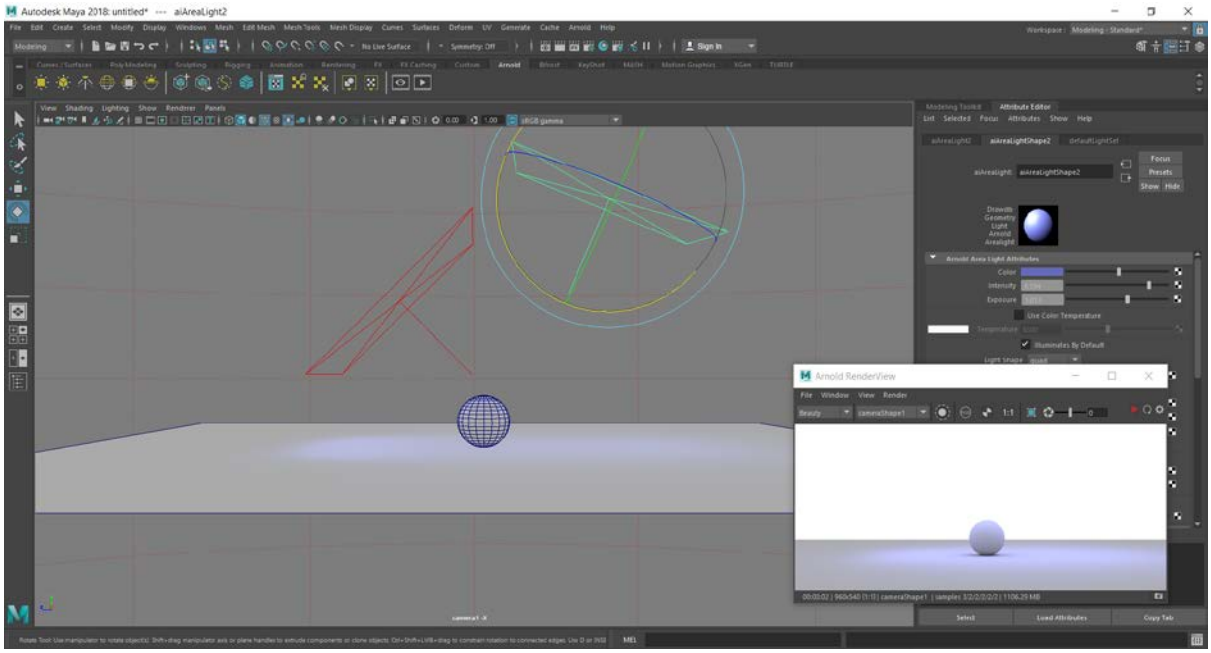
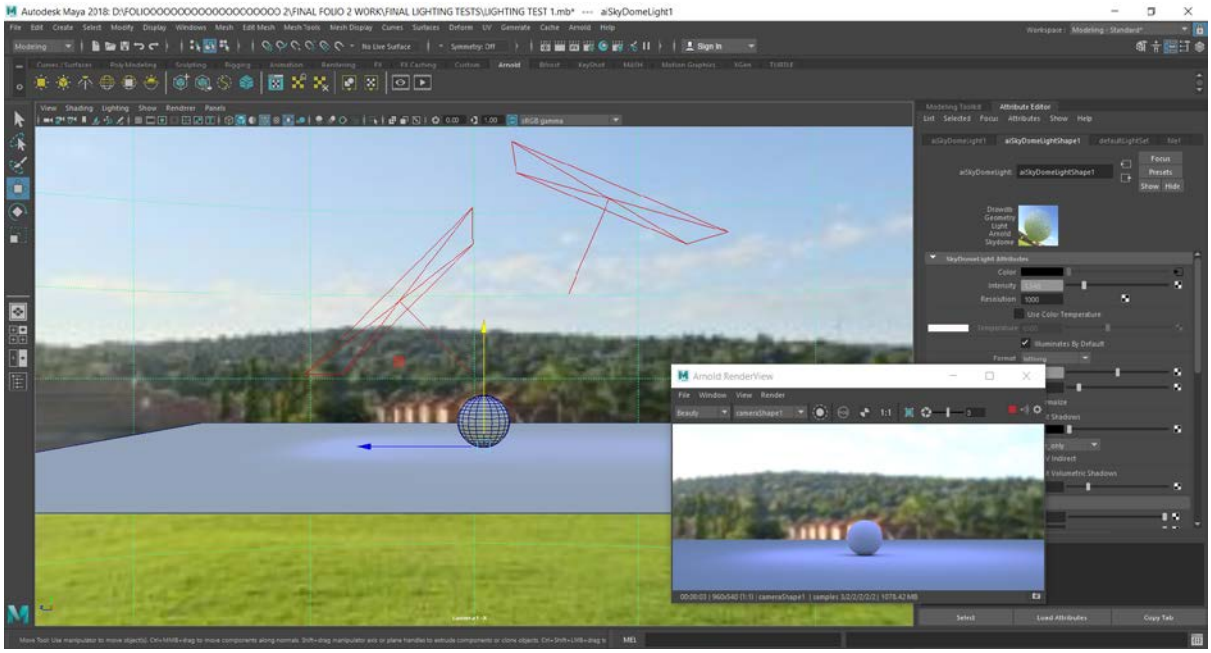
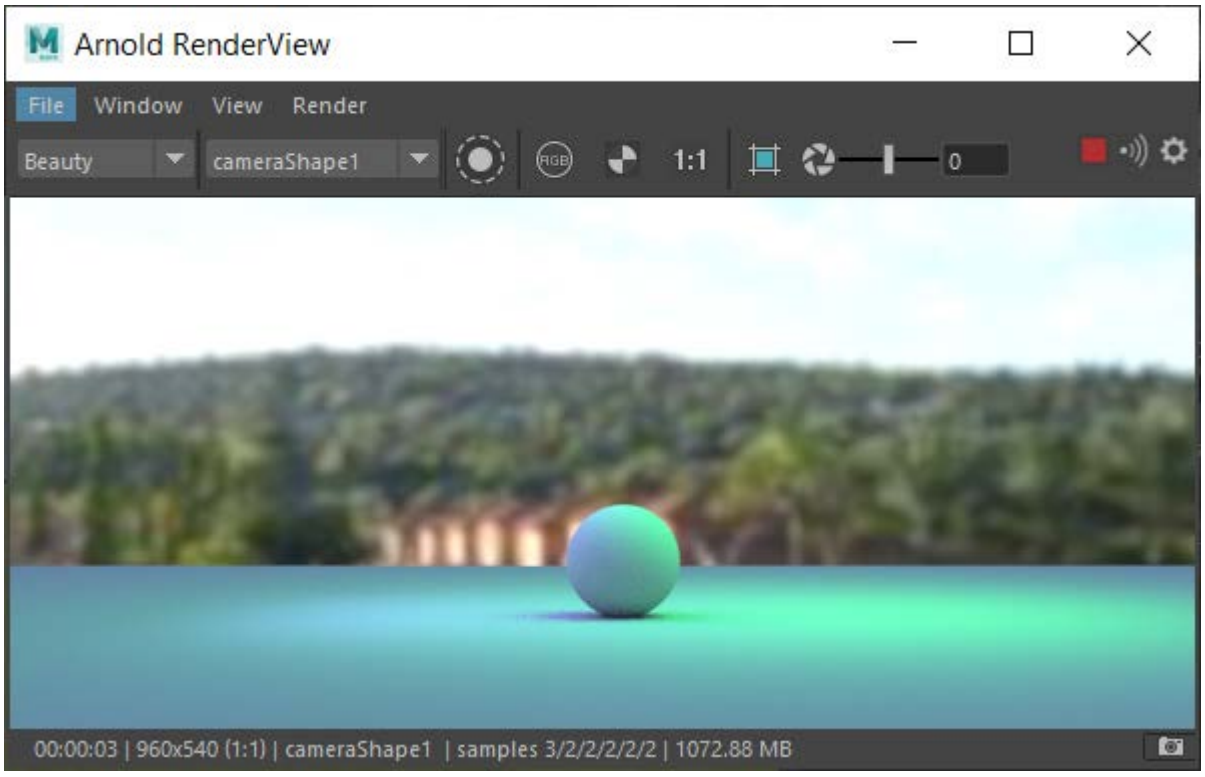
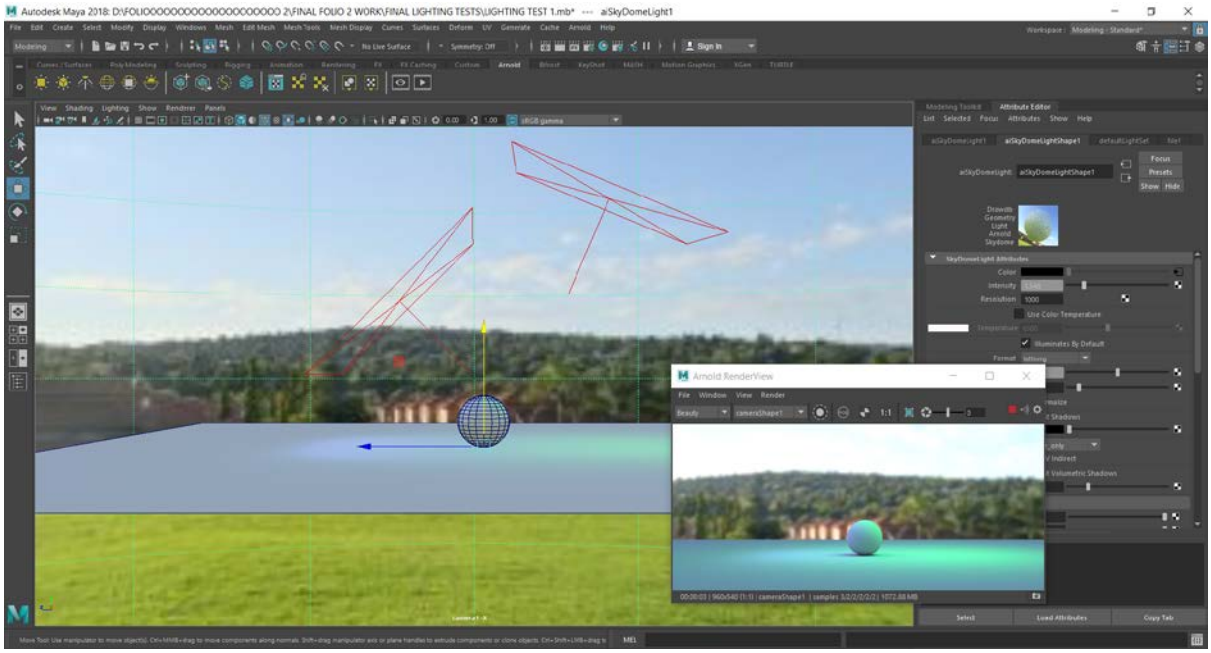
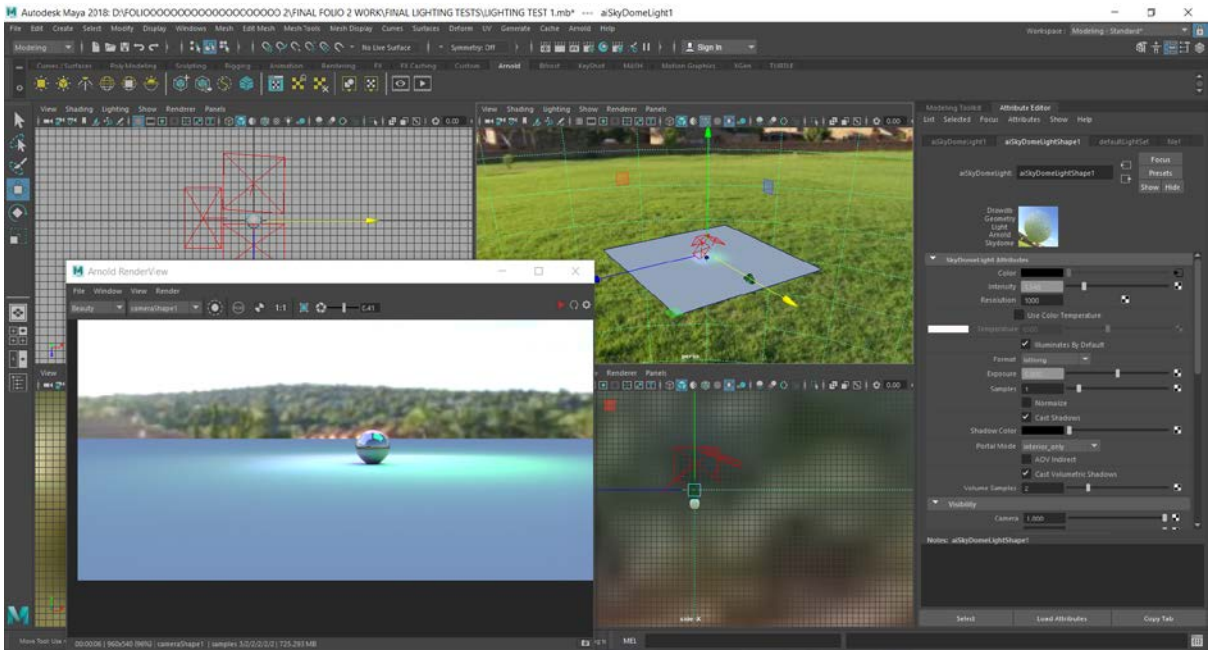

Autodesk Maya 2018: untitled* --- aiAreaLight2
Arnold RenderView



Trying to mix lighting of two varying colours for a different effect




Autodesk Maya 2018: D:\FOLIOOOOOOOOOOOOOOOOOOOO 2\FINAL FOLIO 2 WORK\FINAL LIGHTING TESTS\LIGHTING TEST 1.mb* --- aiSkyDomeLight1
Arnold RenderView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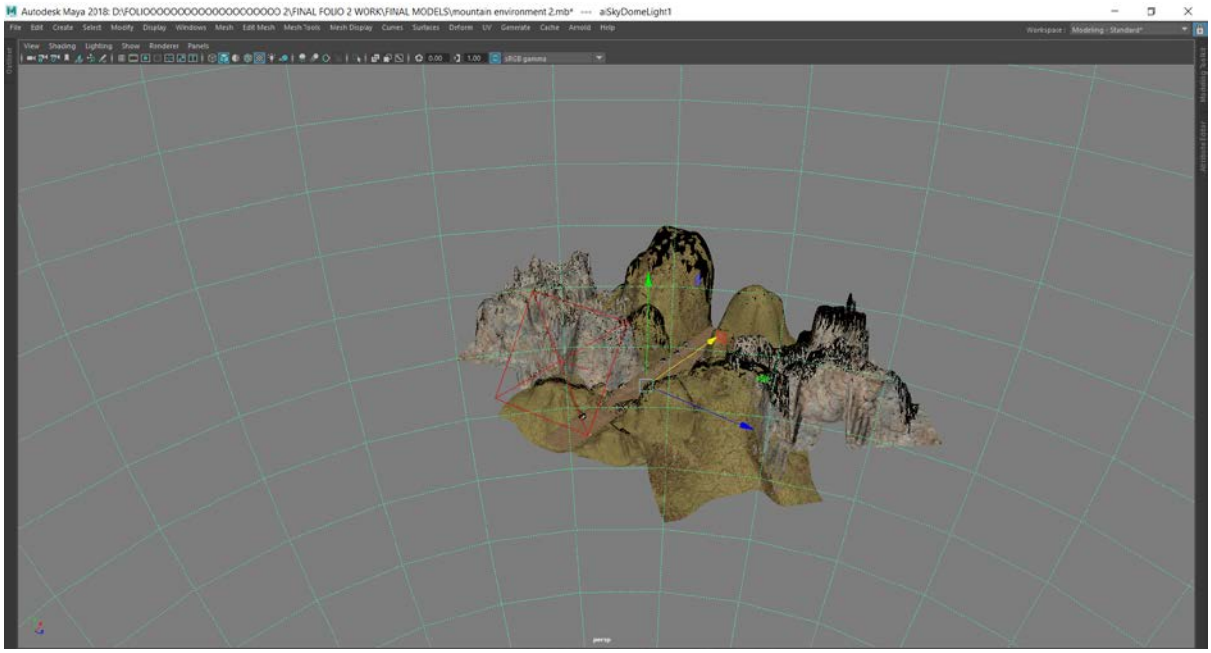
Arnold RenderView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File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Arnold Help
Workspace : Modeling : Standard*
View Shading Lighting Show Renderer Panels
persp