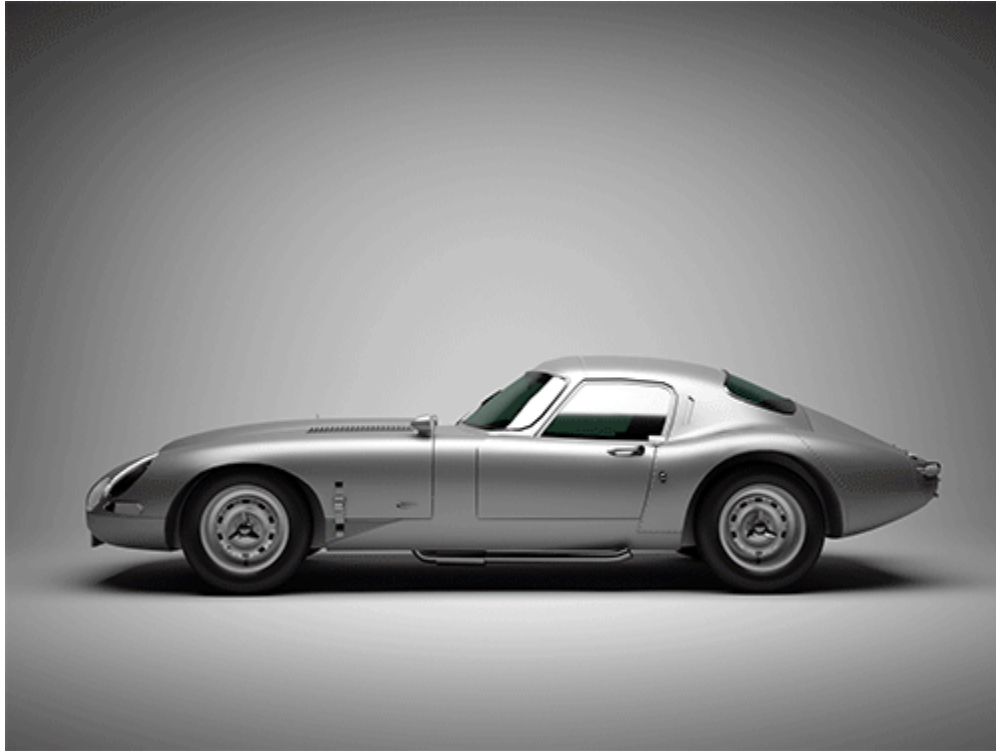


Automotive Studio Lighting Rigs



This tutorial covers some basic lighting setups for replicating automotive studio-style shots. The key to successful automotive rendering is with realistic 'real world' lighting. A lot of work and 'fine-tuning' goes into lighting an automobile correctly in a studio. Achieving the right lighting is key to creating interesting specular reflections that will help accentuate the aesthetics of the automobile. The tips provided here aim to make this process easier. The scenes are simply lit with a [quad_light](#) representing large studio softbox lighting. A reflector may also be added to show reflections in the side of the car body.

- A car model is available for download [here](#).

Lighting Rig Scenes

The Audi R8 car model (link at top of page) imported into the lighting rig scenes.



✔ **Soft Edge**

You can specify a smooth falloff for the edge of the light by using *soft_edge* in the *quad_light*. This creates a softer look to the specular reflections of the light in the car paint and windscreen.

Importing the CAD Data

- Download the CAD model (link above).
- Extract the contents and import this step file: **AUDI ASSEMBLY.SLDPRT** (SolidWorks Part File) into one of the lighting rig scenes.
- Position and rotate the car so that it sits flat on the grid (in the same place as the reference car body geometry).

✔ **Camera Vignetting**

Connect a circular ramp to the *filter_map* of the Arnold *persp_camera* to provide a *vignetting* effect.