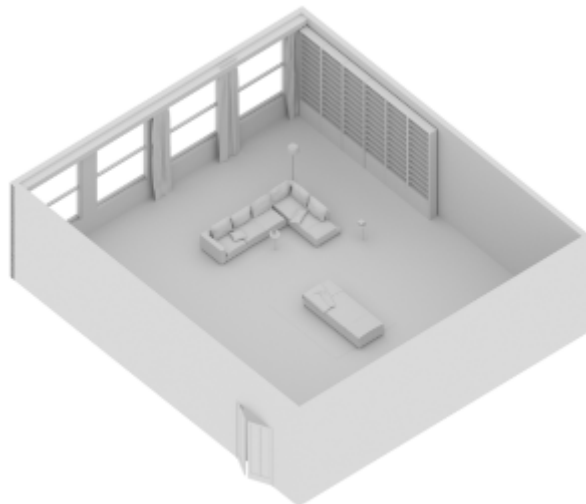


Lighting with the Sky

! The sky shader is deprecated. You should use the skydome light instead.



One of the simplest ways to light the interior would be to add a Sky to the scene. Hiding the ceiling geometry allows light from the sky to fill the room. Whilst this is a quick and easy way to light the interior, it does not look particularly realistic.



Room lit with a Sky (ceiling removed)

The images below show the effect of adding a white Sky to the scene. The room is being lit solely by the Sky.

There is a lot of noise in the indirectly lit areas of the room. Increasing the **(GI) Diffuse Samples** resolves the noise, but also adds more to the render times.



Diffuse Samples 1 (42 secs)



Diffuse Samples 2 (2 mins 06 secs)

Increasing the **GI Diffuse Ray depth** allows more light to bounce around the interior. Care must be taken when increasing this value as render times will increase.



Diffuse Depth 1



Diffuse Depth 2

- The scene lacks any directional sun light. Create a distant light and rotate it so that it points downwards towards the floor and the bookcase as in the image below.

