

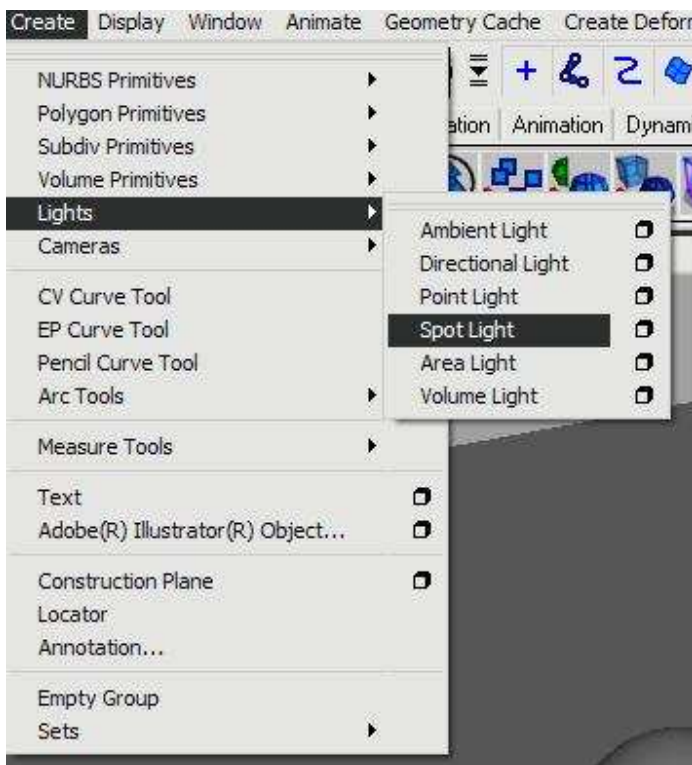
Volumetric Lighting Tutorial

Volumetric Lighting

In this tutorial I'm going to walk you through making some cool volumetric lighting effects in Maya.

Step 1.

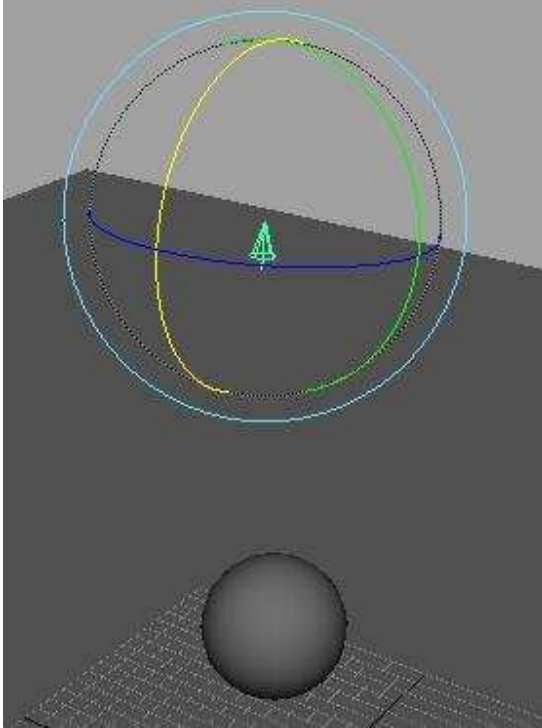
We're just going to start by setting up a simple scene, a polygon plane with a polygon sphere hovering above it should do. With this done click create-lights-spotlight.



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Step 2.

Now we're going to set the light up. Notice how it's in a cone like shape. The point is the start of the light and the round bottom is the end of it. Just put it above the sphere.



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Step 3.

Now we're going to add fog to the light. But first we're going to need to add shadows otherwise the fog will just pass through the object. Just use depth map shadows. To activate them just tick the box. Leave the settings at default.

Note: To add shadows I recommend being in the attribute editor first. (ctrl+a)



Now to insert the fog, click on light effects just above the shadow options. With the tab opened click the add texture/shader button next to it.



Now you'll be taken to another tab where you can edit the various fog attributes. You can leave those at defaults for now. Now scale your light until its passing through your object and render.

You've just created volumetric light. Feel free to play around with all the other settings and adding more objects and see what you can come up with. Here's what I got with a little bit of playing around.



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If you have any questions, enquiries or just want to say thanks send an email to triston.drums@gmail.com I always respond 😊

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