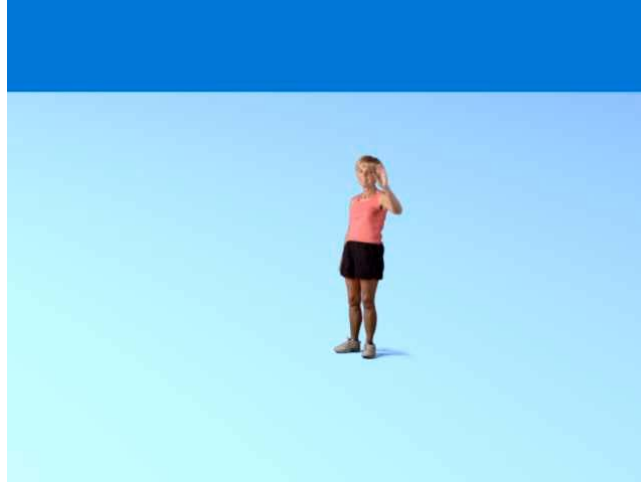


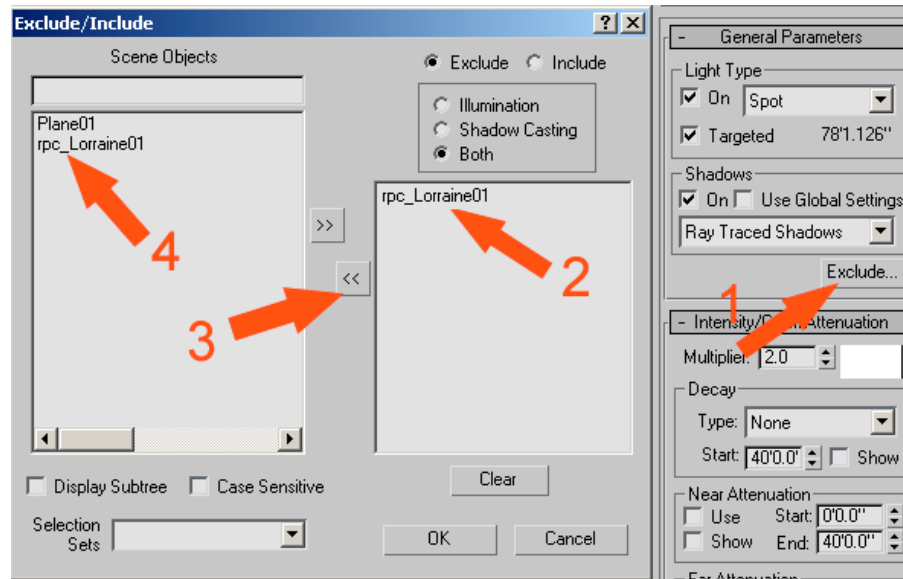
Creating Shadows Using Ray Tracing Tutorial

RPC Shadow creation is simple using ray tracing. This step by step tutorial will provide you with the basics of using ray tracing to create shadows.

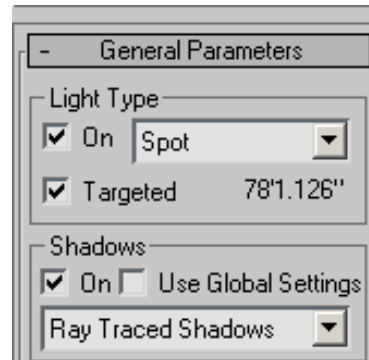
Step 1) First create a simple scene with a ground plane, an RPC of your choice, and a shadow casting light source. Position them any way that you want, but keep in mind that the location of the light source will greatly impact the way the shadow will look.



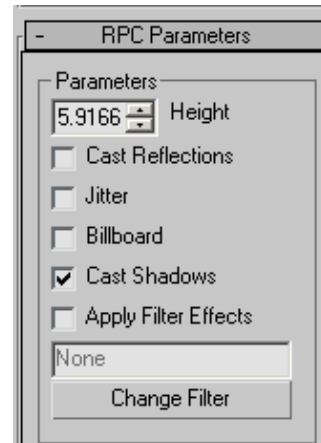
Step 2) Make sure that the RPC is included in the shadow casting light source. To do so, select the shadow casting light source and then click on the modify panel. Scroll down until you find the panel for shadows settings. Next click on Exclude (or Include depending on your settings) and make sure that the RPC is included with objects being effected by the light source.



Step 3) In the Shadows parameter make sure that the box next to “shadows on” is checked, to cause the light source to cast shadows. Then click on the shadow type drop down menu and specify “Ray Traced Shadows”. Now the light source is set to cast ray- traced shadows and it is time to configure the RPC.



Step 4) Select the RPC and then click on the Modify Panel. Scroll down until you locate the RPC Parameters. Make sure that the RPC attribute is set to Cast Shadows by checking the box next to “Cast Shadows.”



Step 5) Render the scene and your RPC will now cast a shadow. Try moving the light to change the way that the Ray-Traced shadow looks.

