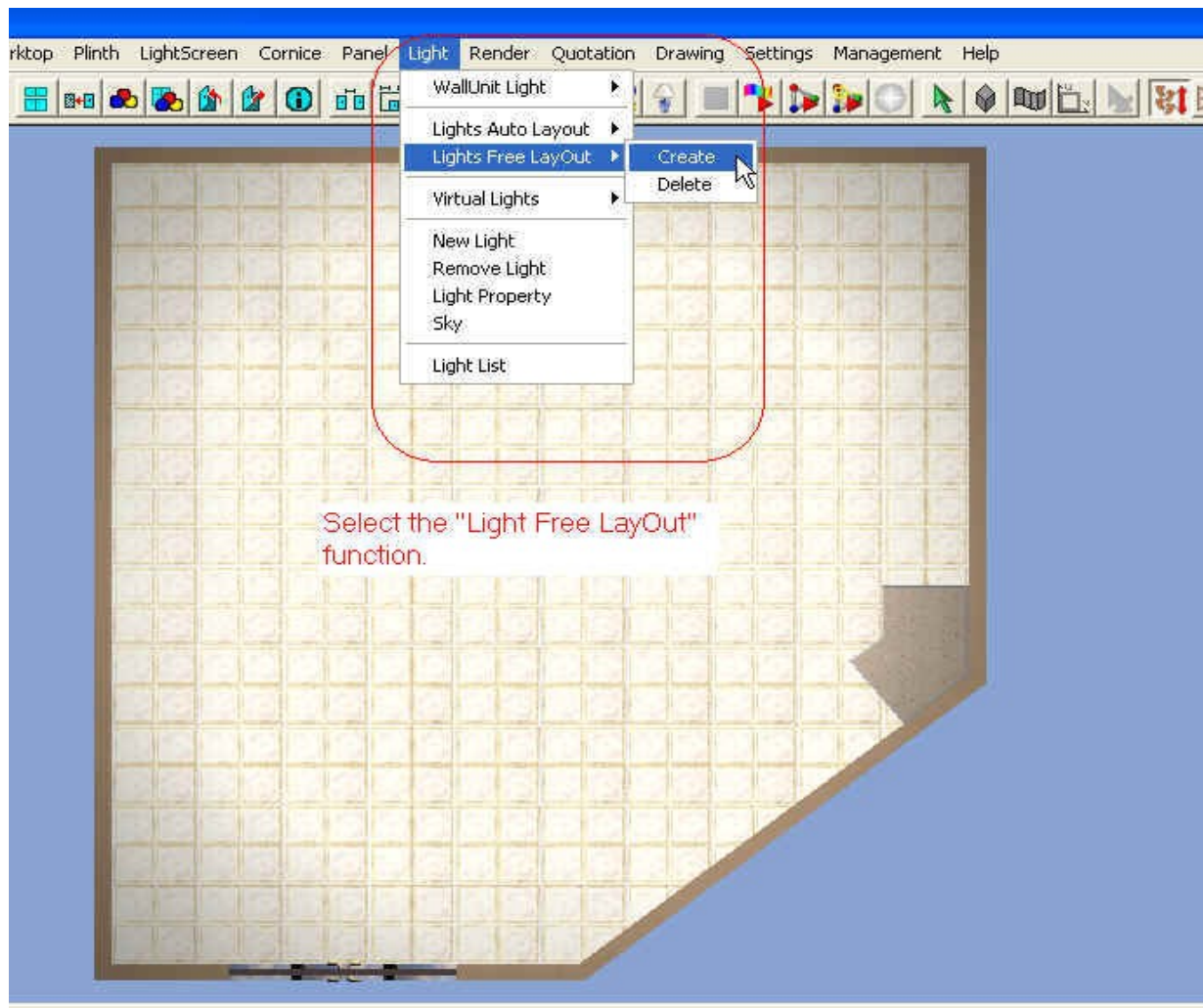
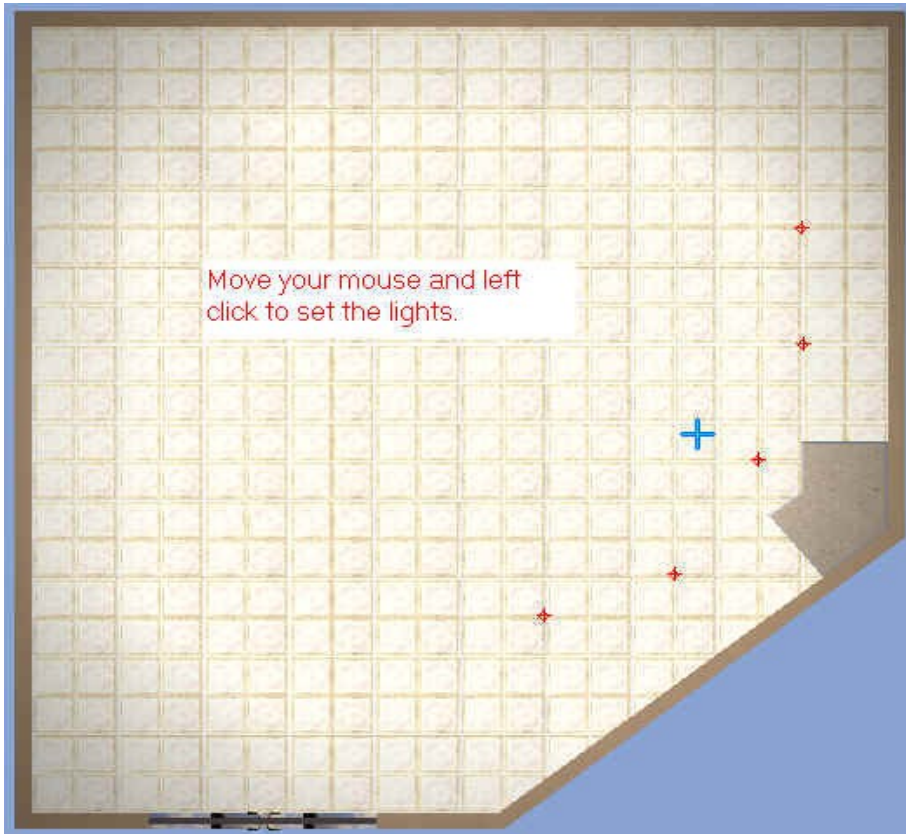
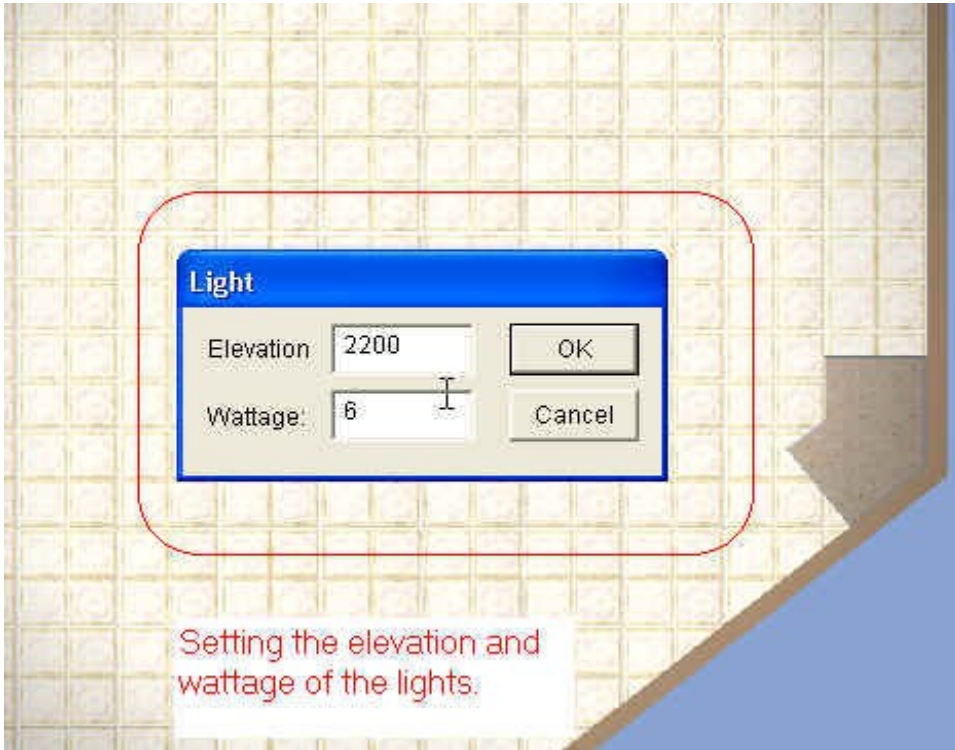


## Setting lights in KDmax.

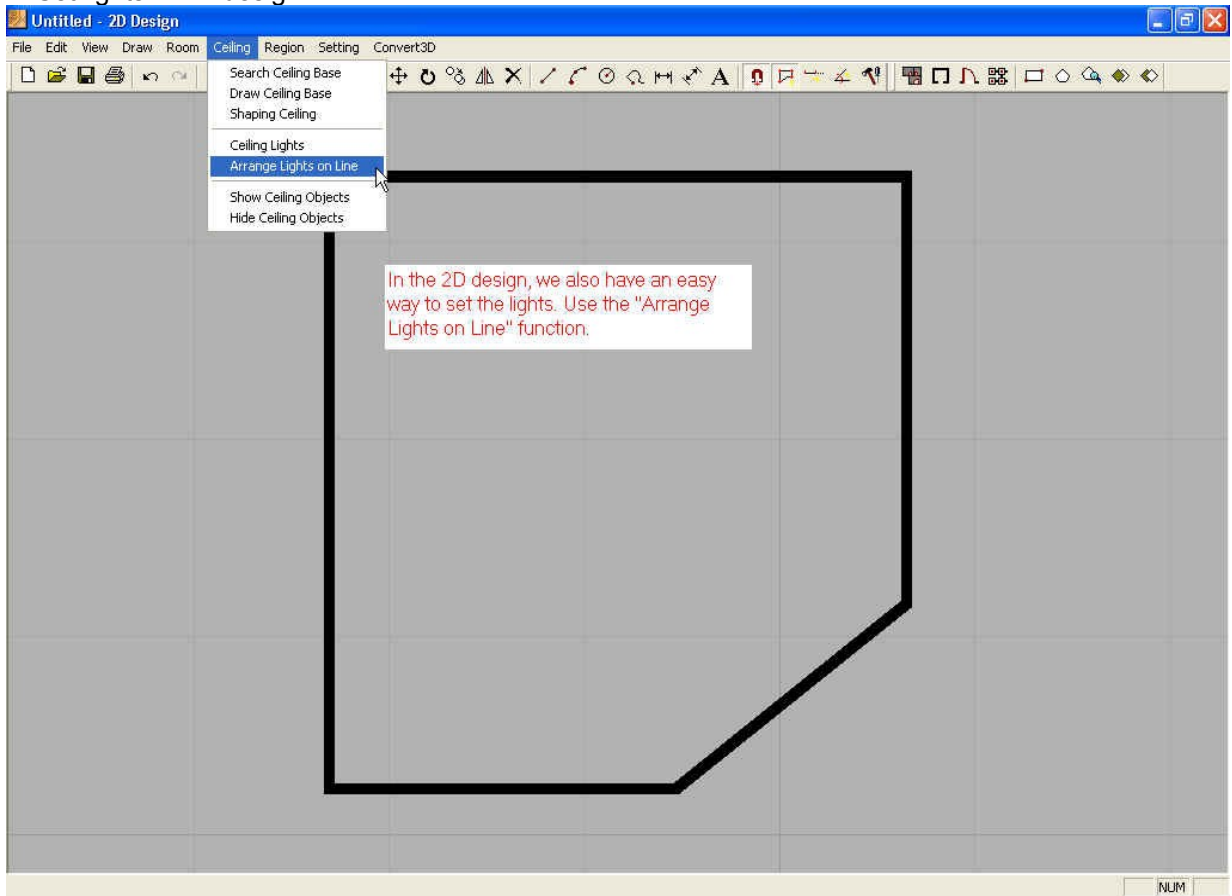
1. Set lights in VR.

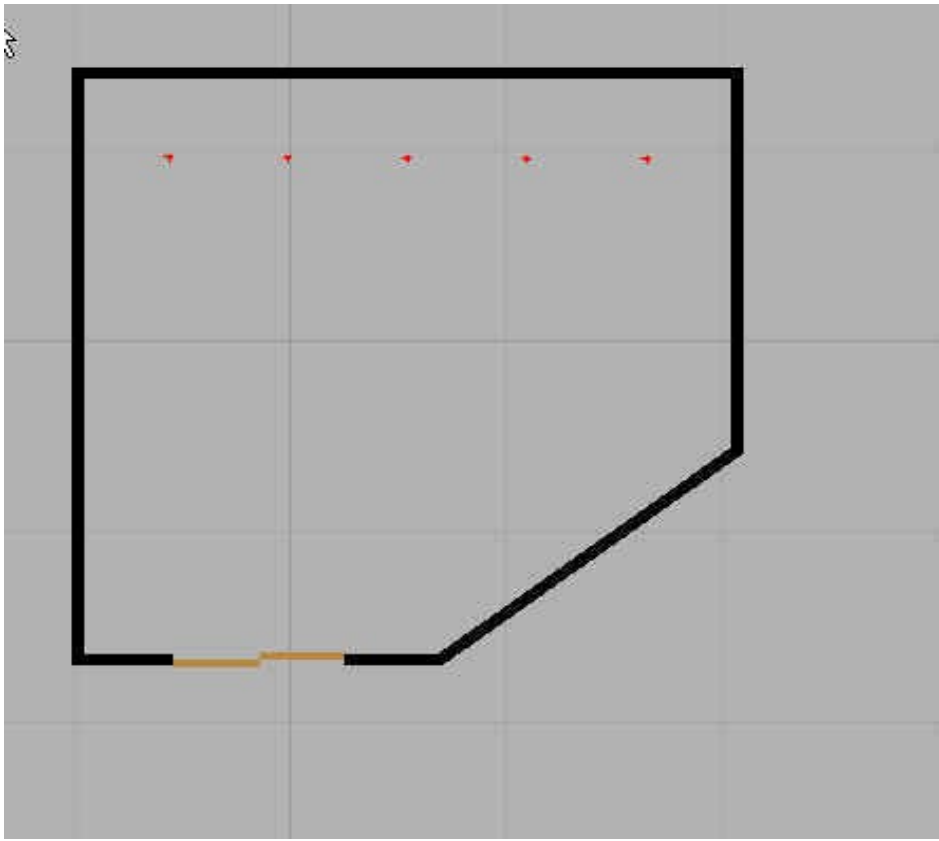
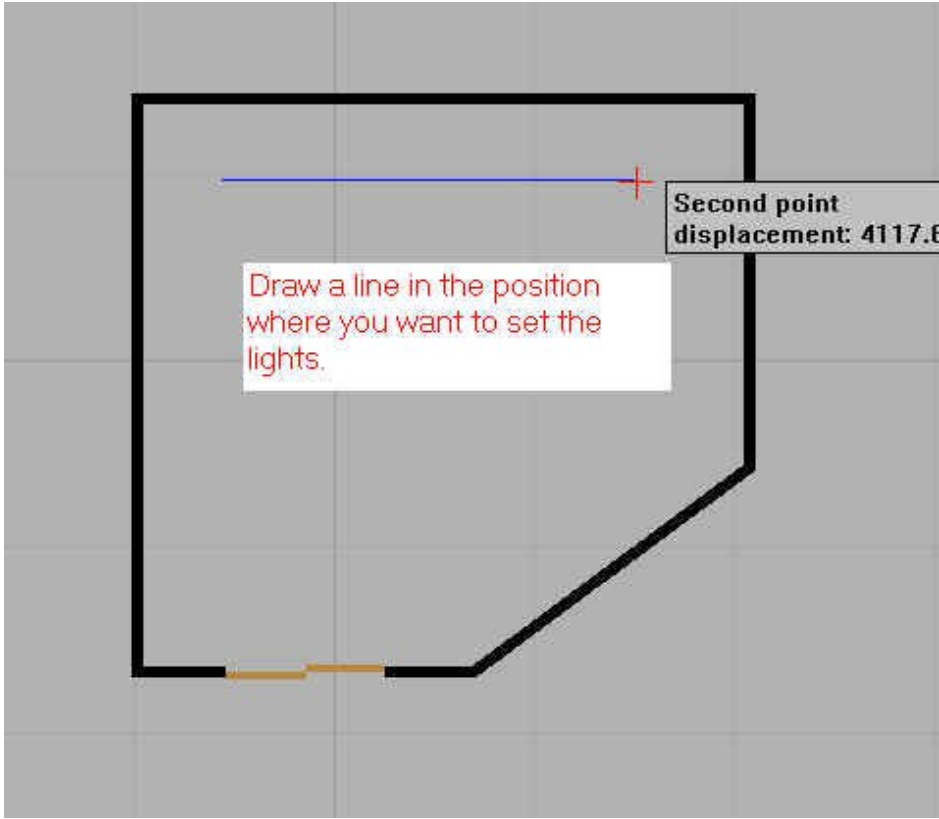




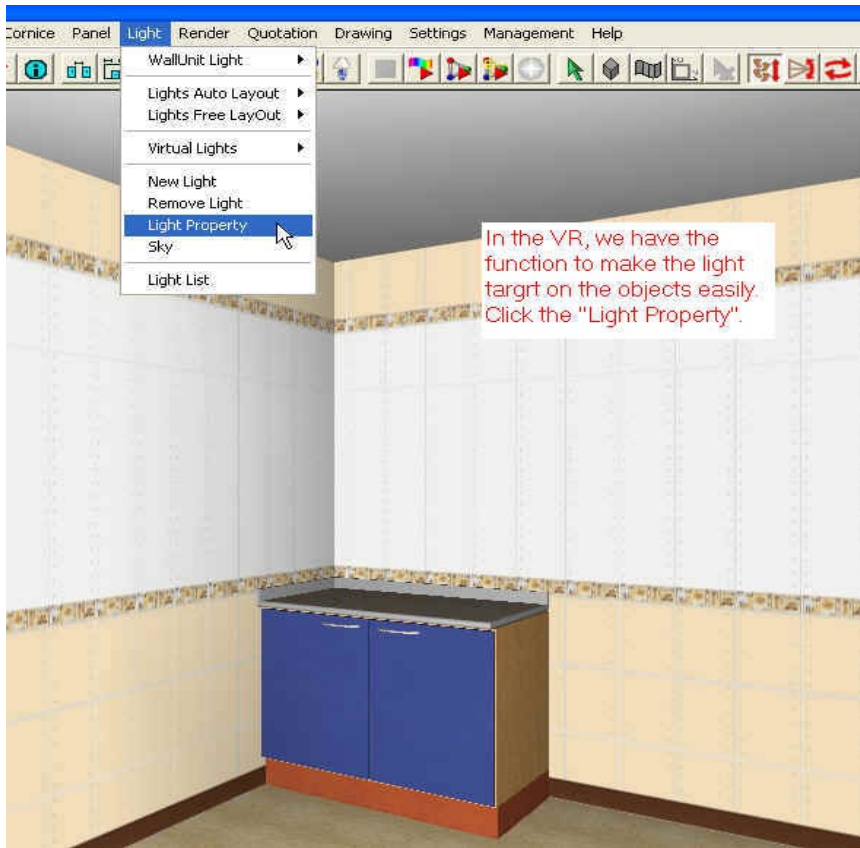


## 2. Set lights in 2D design.





### 3. Make the light targets on the object.



**Light Source Edit**

Name:  Type:

RGB     
 HSV     
 K

Power:  watt

Light Type:

Target Spot (H):

Target Spot (V):

Beam Spread:

Falloff:

Direct Calculate  Show Selected Only

Switch Off

Eps:   Global Setting

Length:   Global Setting



**Light Source Edit**

Name:  Type:

RGB     
 HSV     
 K

Power:  watt

Light Type:

Target Spot (H):

Target Spot (V):

Beam Spread:

Falloff:

Direct Calculate  Show Selected Only

Switch Off

Eps:   Global Setting

Length:   Global Setting

