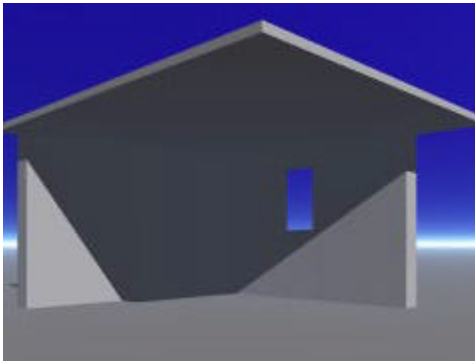
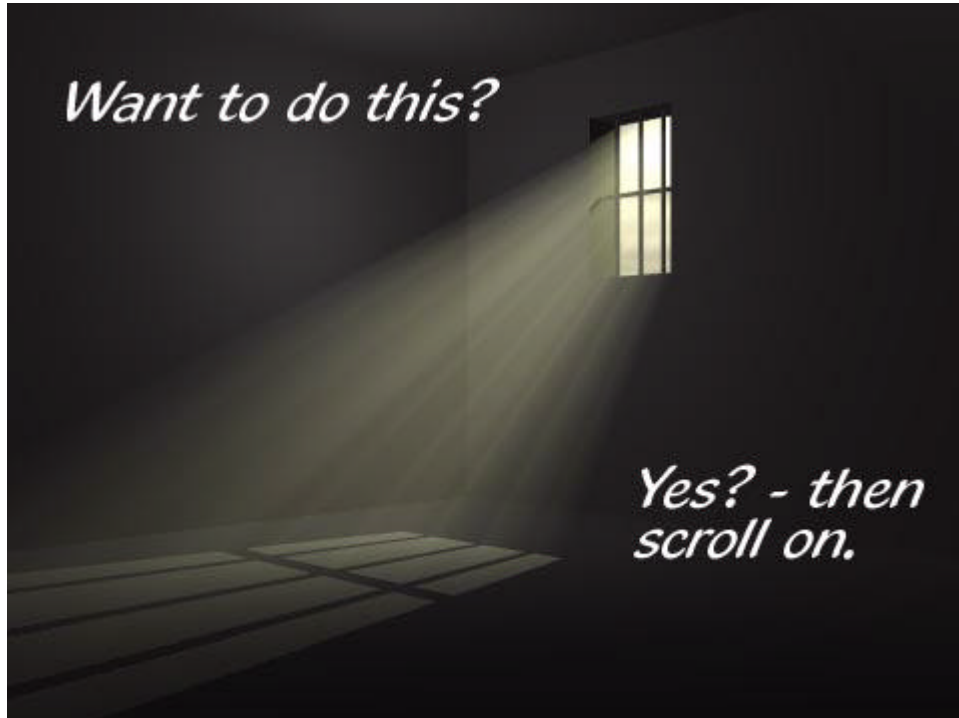


# Streaming Light Rays

These operations were carried out on the PC Windows version of Bryce 3D Rev 3.1

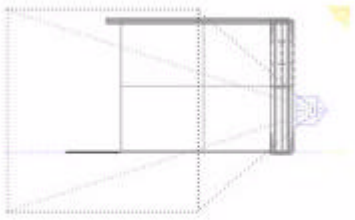


First you need to build a room, well not really a room, just two walls and a ceiling with the front two sides open to the elements. Then you negative boolean a window in the right side wall for the light to shine through. A long view of the structure is shown to the left.

You may have tried boolean hollowing out a cube with a window in it for your room but this doesn't work. The rays of light don't show.



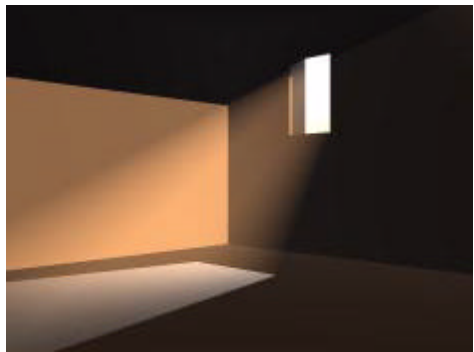
I have chosen the sky preset Storm Front and moved the sun's position to about 5 o'clock and low in the sky on the sun trackball. When rendered your scene will look something like this.



Now create a conical spotlight and **reduce the height of the cone to about half normal height** (keeping the diameter the same). This produces a wider beam of light. Now move the light along the Z axis until it is outside the room. Raise it until it is above the window and rotate it round the X axis so that it shines through the window.

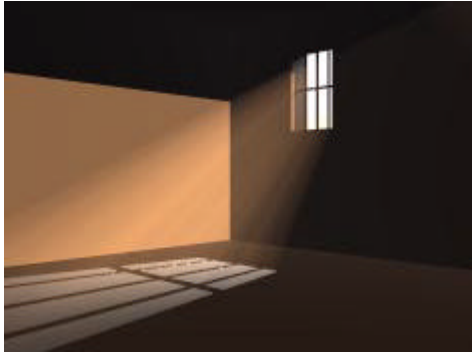
Use the From Front and From right views to position the light above and behind the window.

See the From Right view to the left.



Now click the E button for the light and check Volume visible and Infinite light. Set the brightness to 100 and the fuzziness to 100. Select Squared falloff. If you render now you'll see the effect to the left.

If your light rays are too dim then select Linear Falloff instead of Squared Falloff. You can also increase the brightness.

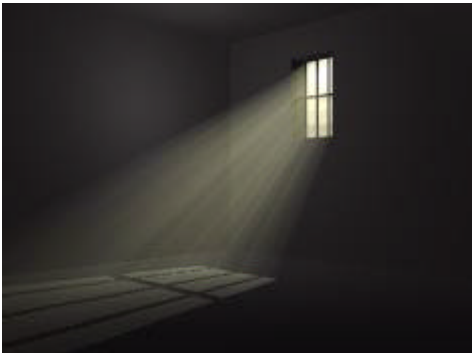


Here I've added some bars, this gives some striations to the light as well as projecting an interesting pattern on the floor. What about all the light coming through from the open sides of the room?, you may be asking.

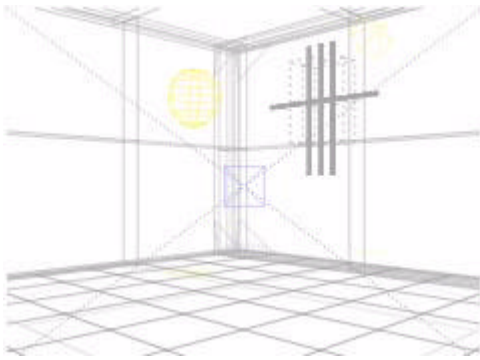


### Well here's the cruncher!

Double click on the sun trackball and check **Disable Sunlight**. There all the extra light has disappeared. The colour of the light beams is white, previously they were picking up the sun's colour. This is just the effect we wanted.



You can still get coloured light rays by setting the colour of the light directly. If you do this you will have to increase the brightness to compensate. The brightness here is set to 600. It is the same as placing a coloured gel in front of the light. Here I have also added a low brightness spherical light to give a hint of where the walls and ceiling are (brightness set to 7).



Here the finished wire frame view showing the positions of the two lights in yellow.

**HAVE FUN** ..... Peter