**LESSON: GLOWING OBJECTS**

**STEPS:**

1. Insert “Box” – make editable and remove 3 sides by holding Shift key in polygon mode selecting the 3 sides and delete.
2. Shift click the remaining 3 sides and click selection – polygon – flip normal
3. Zoom in and position set
4. Insert “Torus” – click on colored box and then white dot and drag to scale down. Position near floor.
5. Add material – special – solid color and then choose your color – change intensity to 1.5 drag material onto shape.
6. Click on camera and add radiosity tag – change properties type to radiosity
7. Change camera light to off. Change output resolution width to 1280 and resolution height to 960
8. Copy and paste torus twice and reposition new objects.
9. Copy and paste materials twice and change colors. Delete original color tags from object browser.
10. Play around with intensity and scale/size of objects. Also note, the closer you are to the wall the more reflection you will get.

