**LESSON: SOFTBOX**

**STEPS:**

1. Add “helix” – rotate sideways using red semicircle.
2. Add “circle” and “sweep”
3. Highlight both objects and drag into sweep in object browser. Make sure the circle is in top order (ie. Before the helix)
4. Scale down by clicking on a colored box and dragging white dot to the left.
5. Add “plane” after clicking on camera.
6. Scale larger and move upward above shape using green arrow.
7. Add material and choose color. Increase reflection a little bit. Turn specular off by dragging to black. Check Fresnel option.
8. Add new material and set diffuse to almost white and choose creamy yellow color.
9. In emissive channel set to almost white. Drag material onto plane.
10. Click on sweep and add subdivision.
11. Click on plane and add render tag. Uncheck visible from primary rays.
12. Copy and paste plane then drag below object.
13. Render image.

