

Virtual Light Lab Guide Updates

The version 3.0 User Guide included with Virtual Light Lab is being updated. Until the new edition is ready, read these notes to learn about the changes in versions 3.1 and 3.2.

Virtual Light Lab 3.1 new features

Multiple model selection

In the stage window you can select multiple models by clicking on models while holding the shift key.

Flip

The **Models>Flip** command will cause the selected models to flip left/right. This feature is particularly useful with two new models, Lucy-angle and Ray-angle.

(This command has no apparent effect in the demo, which includes only the Sphere model.)

Copy and paste lighting

With one model selected, choose **Models>Copy Lighting** to copy the lighting setup for that model. Select one or more other models and choose **Models>Paste Lighting** to install the copied lighting onto the model(s).

Face

At the left side of each Lighting window is a button labelled "Face". Clicking this button displays a face which is lighted the same way as the model.

Virtual Light Lab 3.2 new features

Vertical Model Placement

Models can be placed at any location above (or below) the stage. The model's lighting sources maintain a constant relationship relative to the model as it moves.

Use the new **Stock Platform** model to create stage levels for figures to stand on.

Color Library

The color library has been updated with the latest colors from Rosco, GAM and LEE. Also, the Apollo color line has been added to the library.

With nearly 800 standard colors now included, VLL 3.2 adds the capability of hiding entire color lines via the new Preferences window.

Export Pictures

The **Edit>Copy Stage Picture** and **Edit>Copy Lighting Picture** commands copy the stage or lighting window views to the system clipboard so they may be pasted into other applications.

The **File>Save Stage As Picture** and **File>Save Lighting As Picture** commands create JPEG files of the stage or lighting window views.

Delete Scenes

The **Scene>Delete Scene** command will cause the selected scene to be deleted.

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