

ACCESSORIES AND TEMPLATES

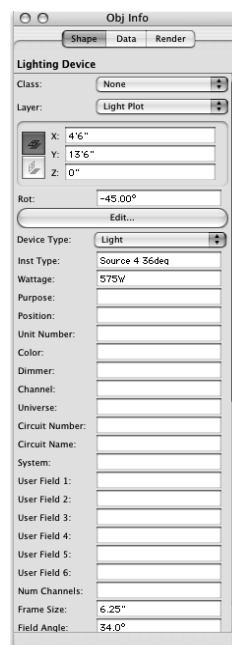
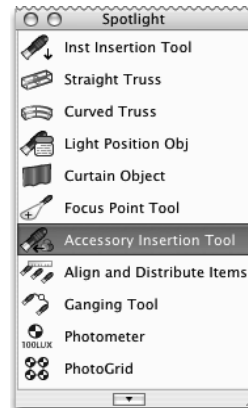
Spotlight comes with a variety of light instrument accessories such as barn doors, top hats, color scrollers, and so forth. These accessories are symbols that you can access via the **Resource Browser** as you would other symbols. The Spotlight accessories contain the necessary attribute information that is available in the **Object Info** palette once inserted into the design.

Accessories need to be placed on the same design layer as the instruments.

If you have created 2D symbols that you want to use as accessories, import it into the drawing first, so it will be available to the **Accessory Insertion** tool. Choose **Modify | Convert | Convert To Accessory**. The new accessory is now present in that file in the **Resource Browser** under the **Symbols/Plug-In Objects** heading.

To add an accessory, locate the needed symbol in the **Resource Browser**, right-click and select **Make Active**, and then activate the **Accessory Insertion** tool. Click once in front of the light instrument to insert the accessory and click again to set the rotation. Put the accessory on the plot like you would a symbol. First set it down at its insertion point, choose rotation, click to lock that rotation, and then, when the cursor switches to a crosshair, click on the instrument that is to be associated with the accessory. If done correctly, the **Object Info** palette indicates **Lighting Device**. If not properly inserted, **2D Symbol** is shown in that palette. An accessory must be associated with an instrument since the instrument controls the accessory.

You can insert more than one accessory for each instrument. If you move an instrument body, associated accessories will automatically relocate with it.



Templates, or gobos, can also be added to light instruments for both 2D and 3D designs. In either design type, you need to add a template holder as an accessory to the light instrument. Doing so will ensure that any template holders that you require show up in the accompanying paperwork.

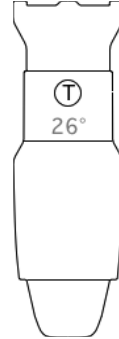
With Spotlight you have a variety of template files from manufacturers such as **Rosco**, **Apollo**, **LEE**, and **GAM**. These templates are located in the **Libraries\Lighting Instrument - Gobos** folder.

Now if you're only creating a 2D design and need the name of the template to appear in the paperwork, select the light instrument that will have the template and click **Edit** in the **Object Info** palette. Click the **Light Information** tab. You can enter the template information in the **Gobo 1** or **Gobo 2** fields. The name entered in either field will be included in the paperwork.

For a 3D design, you not only attach a template holder as an accessory, but select a gobo assignment from the template libraries, which results in the texture Renderworks needs being assigned to that light.

In the **Resource Browser**, add the **Accessories Imp** or **Accessories Metric** file as a favorite. Open the **Template Holders** folder. Select the **Accessory Insertion Tool** and double-click the template holder that you want to insert. Click once to insert the template holder near the barrel of the instrument. Click again to set the rotation. When the cursor switches to a crosshair, click on the instrument that is to be associated with the template holder. As with any accessory, if you don't associate the template holder with the light instrument, the **Object Info** palette displays **2D Symbol**.

In the **Resource Browser**, open one of the template files. Right-click the template that you want to use on a light instrument and select **Import** to bring that template in your file.



Select the light instrument that will contain the imported template. Click the **Edit** button on the **Object Info** palette. On the **Light Information** tab, click **Get Resource** for **Gobo1** to open the **Import External Resource** dialog box. Click on the arrow to view the available resources. Select the template that you want to associate with the light instrument. You can do the same process for **Gobo2** of the same light instrument, if necessary.

Once the template is added to the light instrument, you need to ensure that the light instrument has a focus point (see *Focus Points, Light Beams, and Lit Fog*). With an attached template, the light instrument projects a pattern, texture, or color when a 3D view is rendered.

To create the 3D rendering of your design, you need to have RenderWorks installed. Consult the *3D Modeling and Rendering Training Workbook* for information about RenderWorks.

