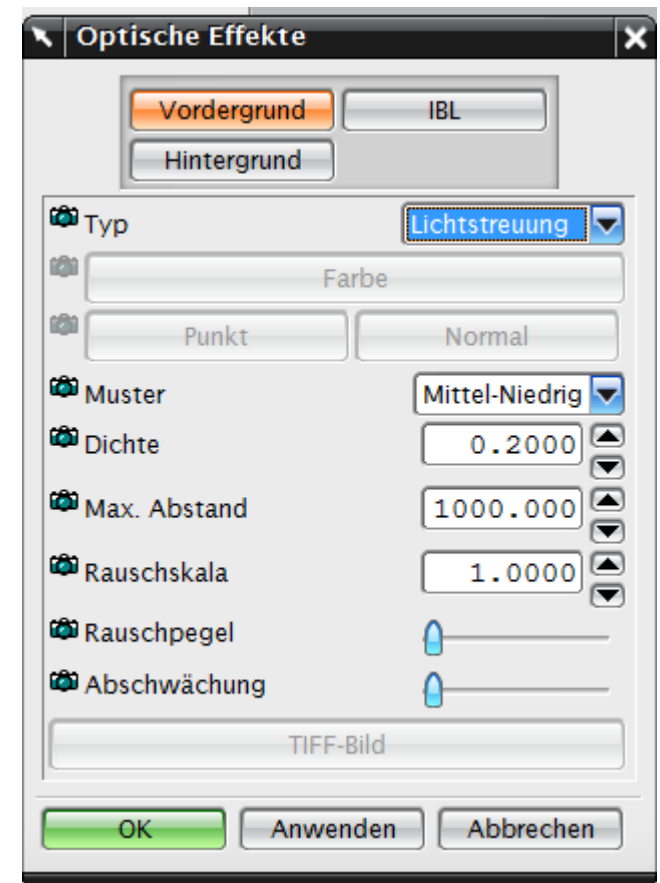
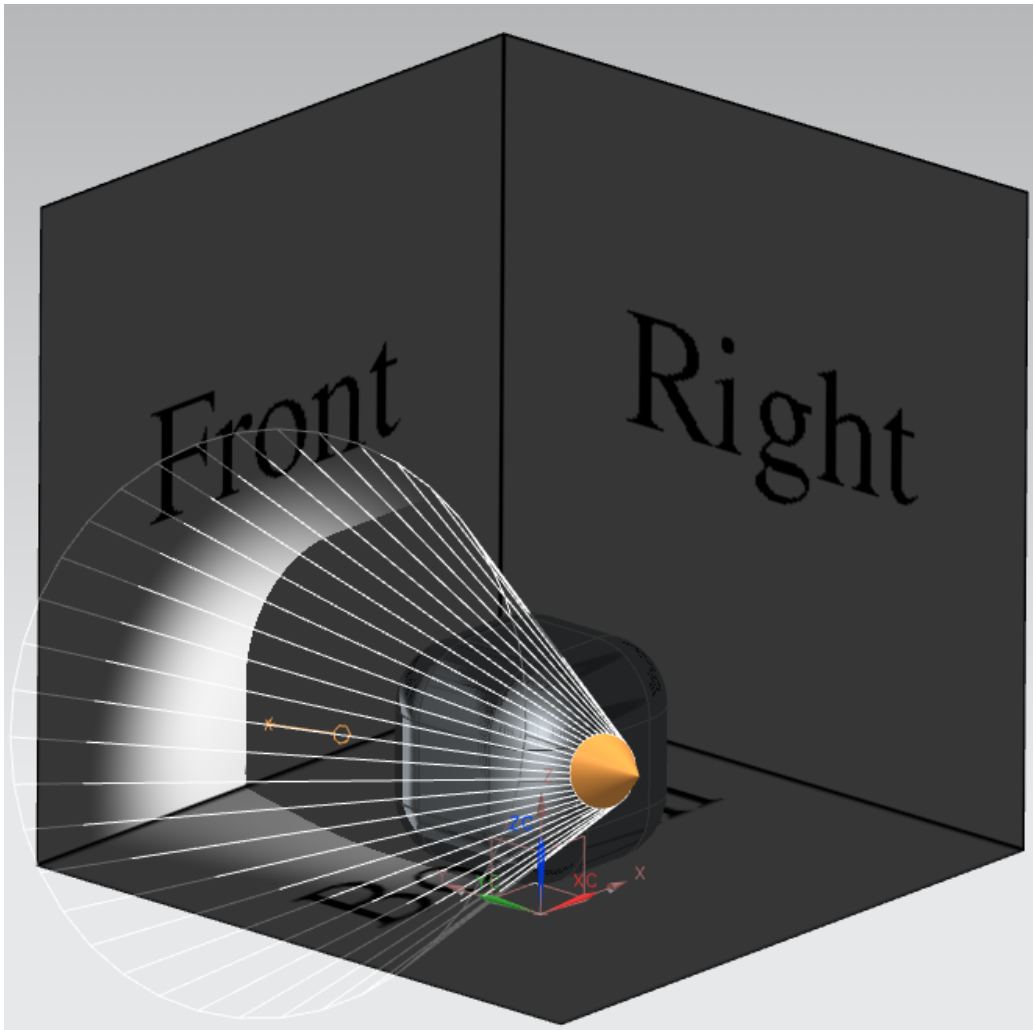


# NX Lightworks Render Foreground Effect

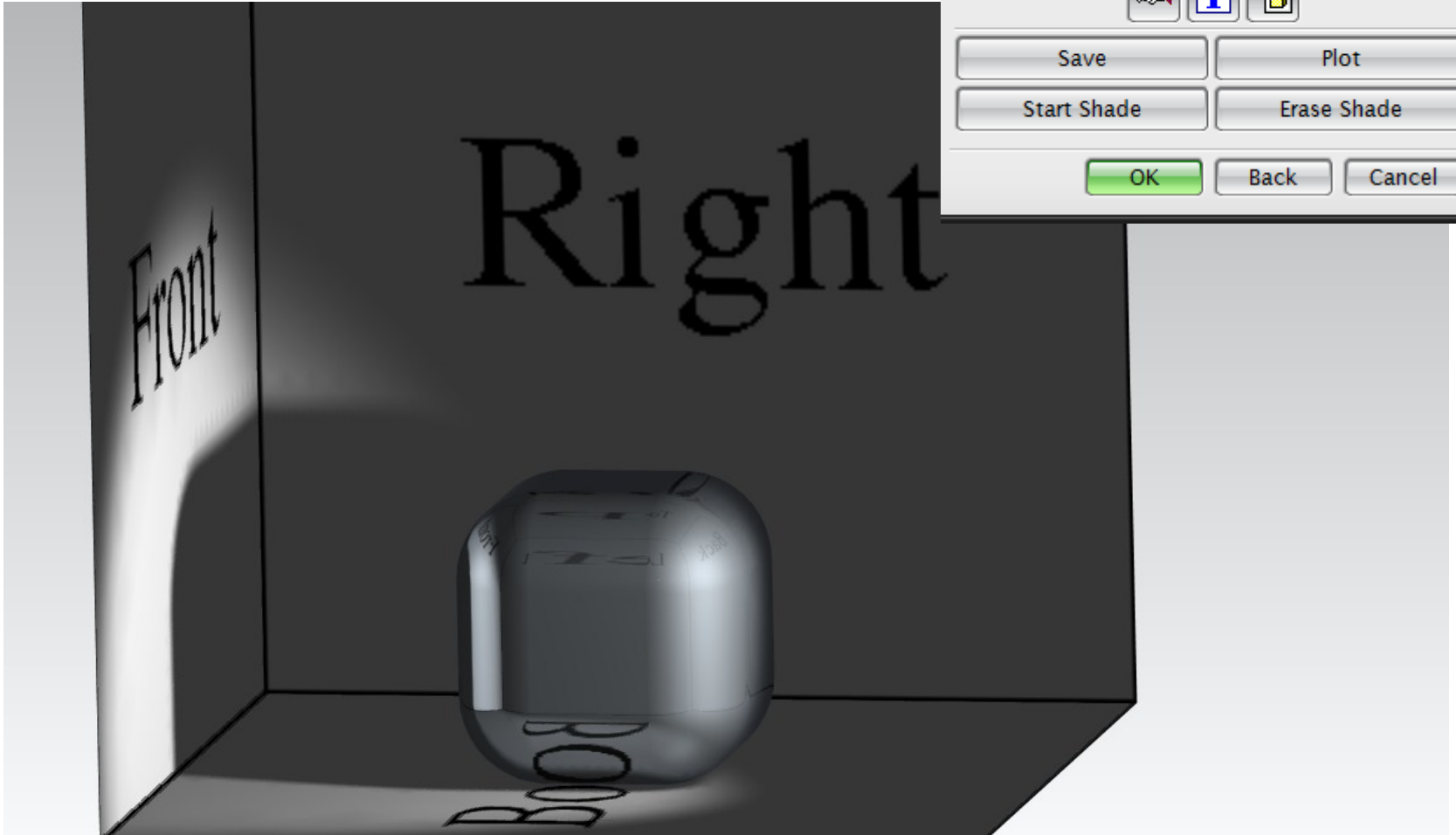
Light Scattering => Atmosphere visible: Parameter Examples  
100170 CAE/TDM – Matthias Ahrens  
2013-01-15

GEA Farm Technologies

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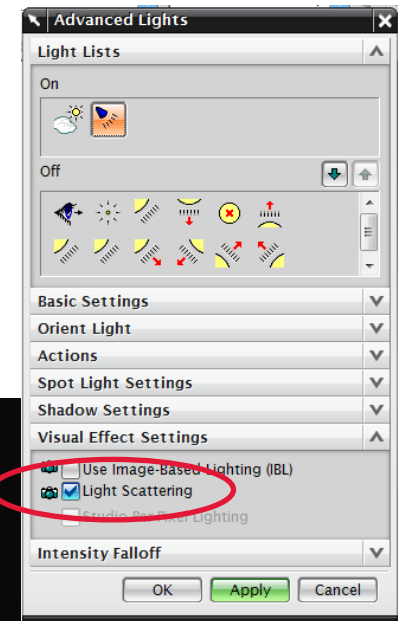
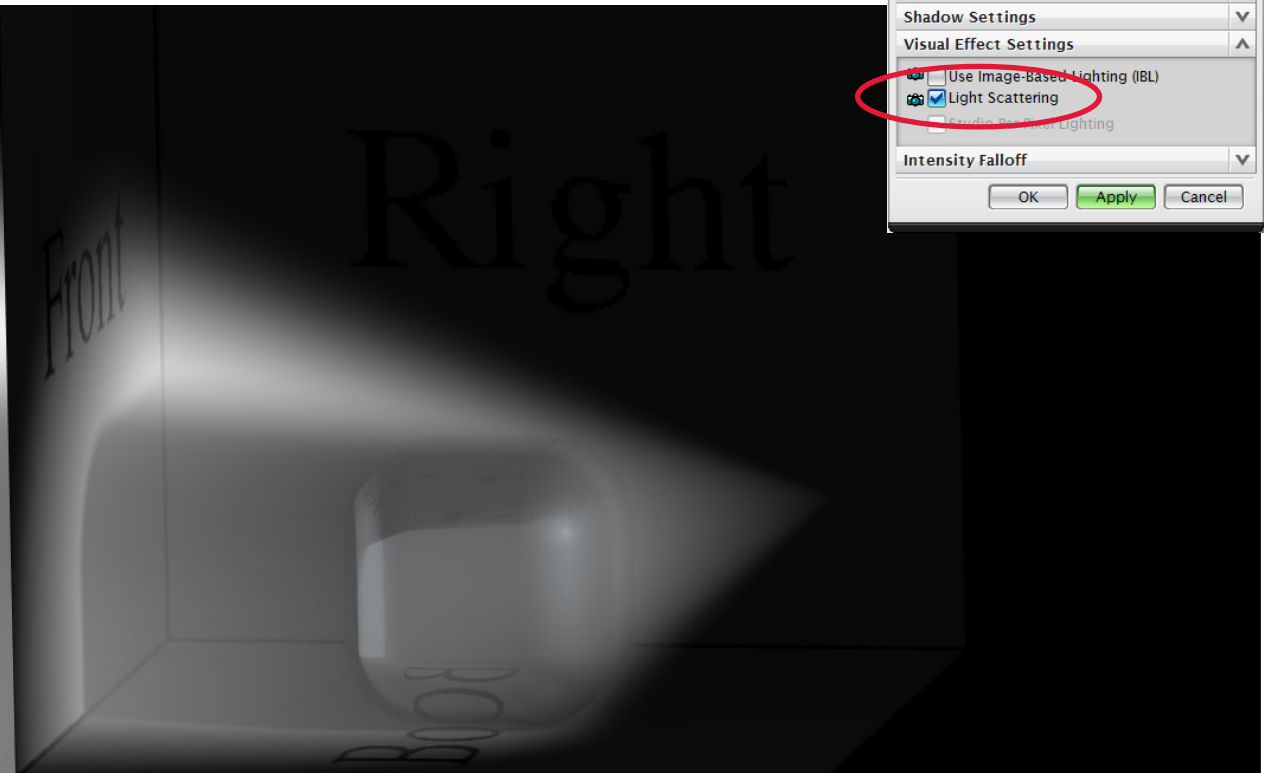
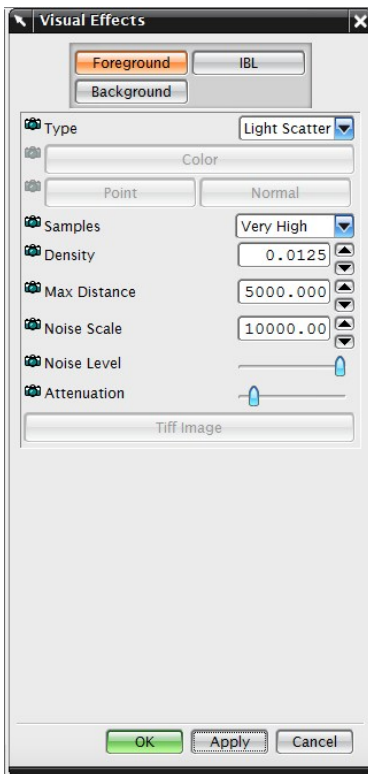
# Without any effects



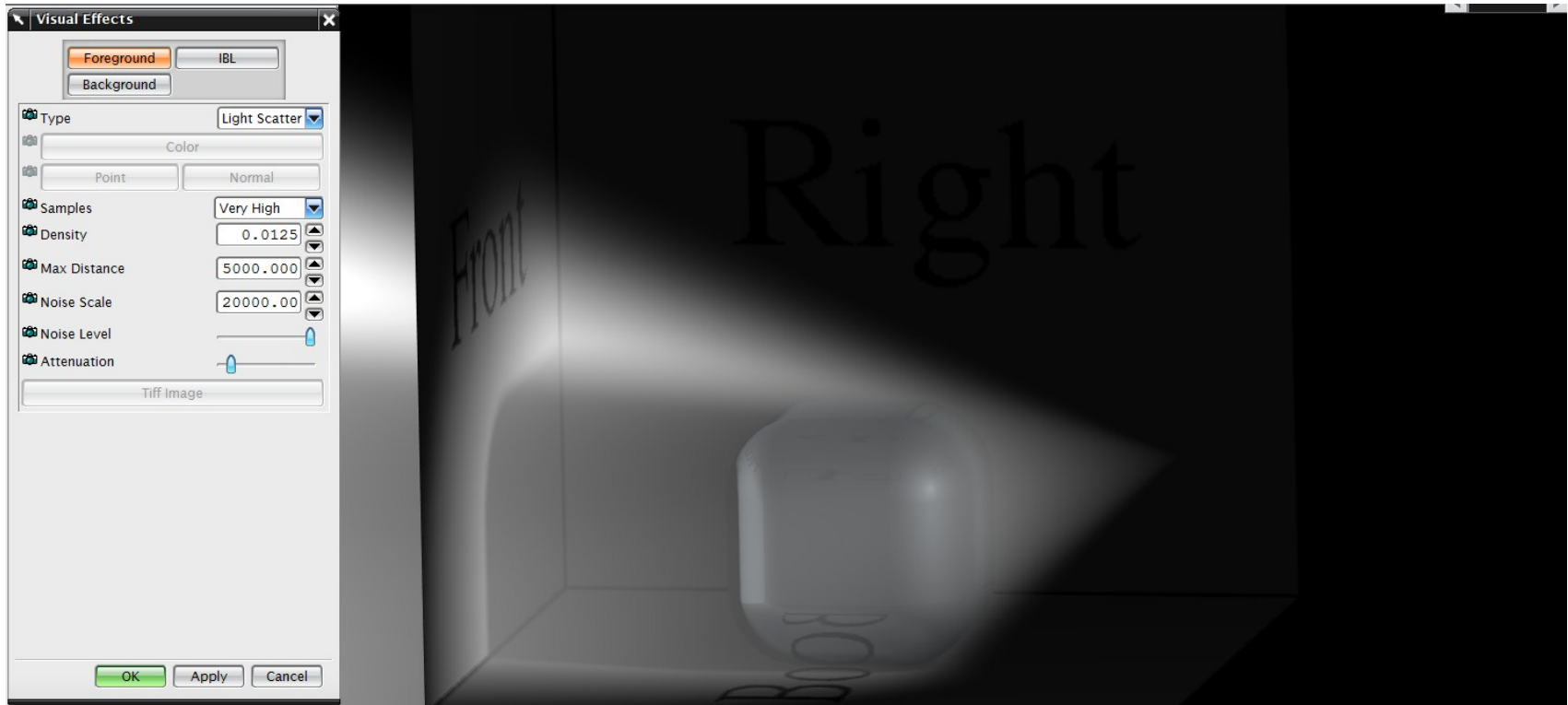
# Light does not honor effect by default!



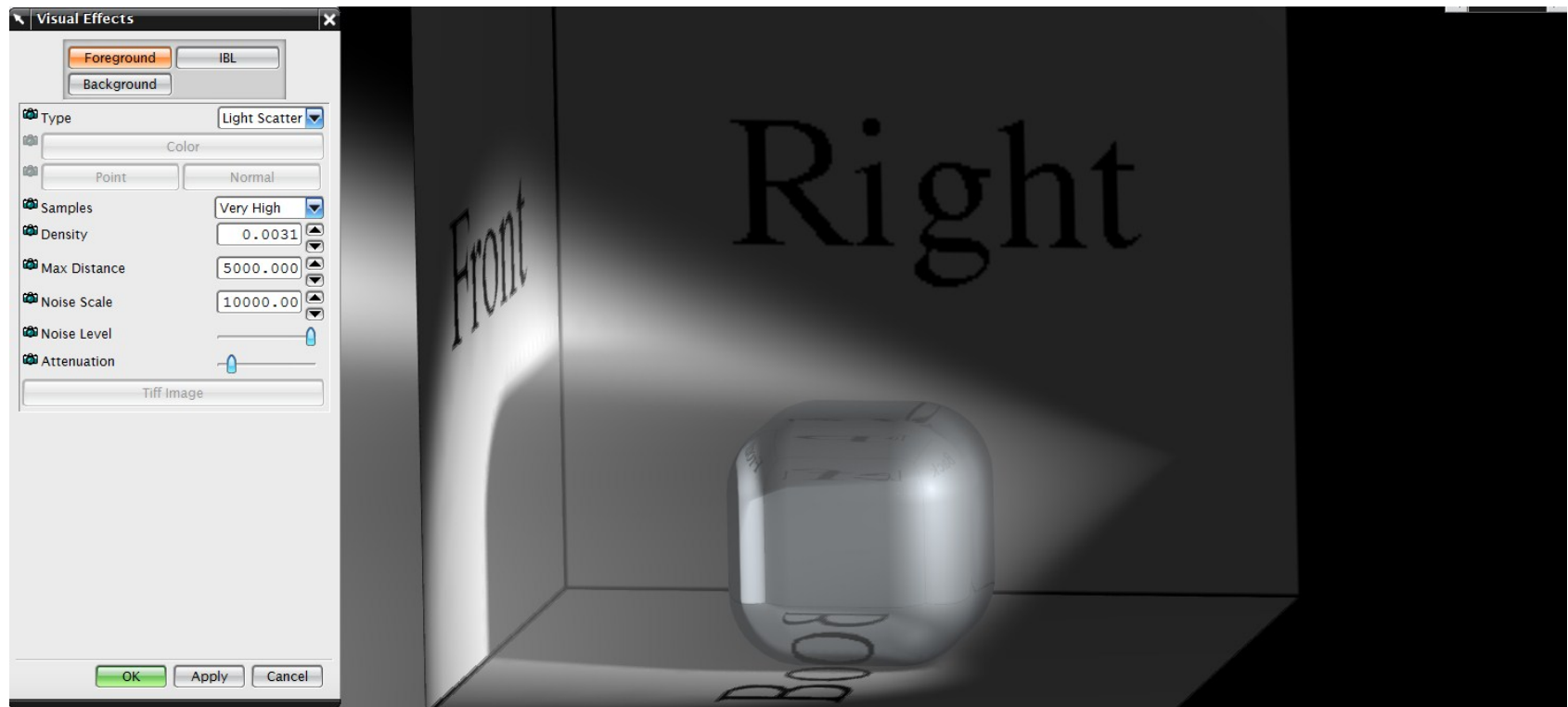
# Light has to be assigned to effect!



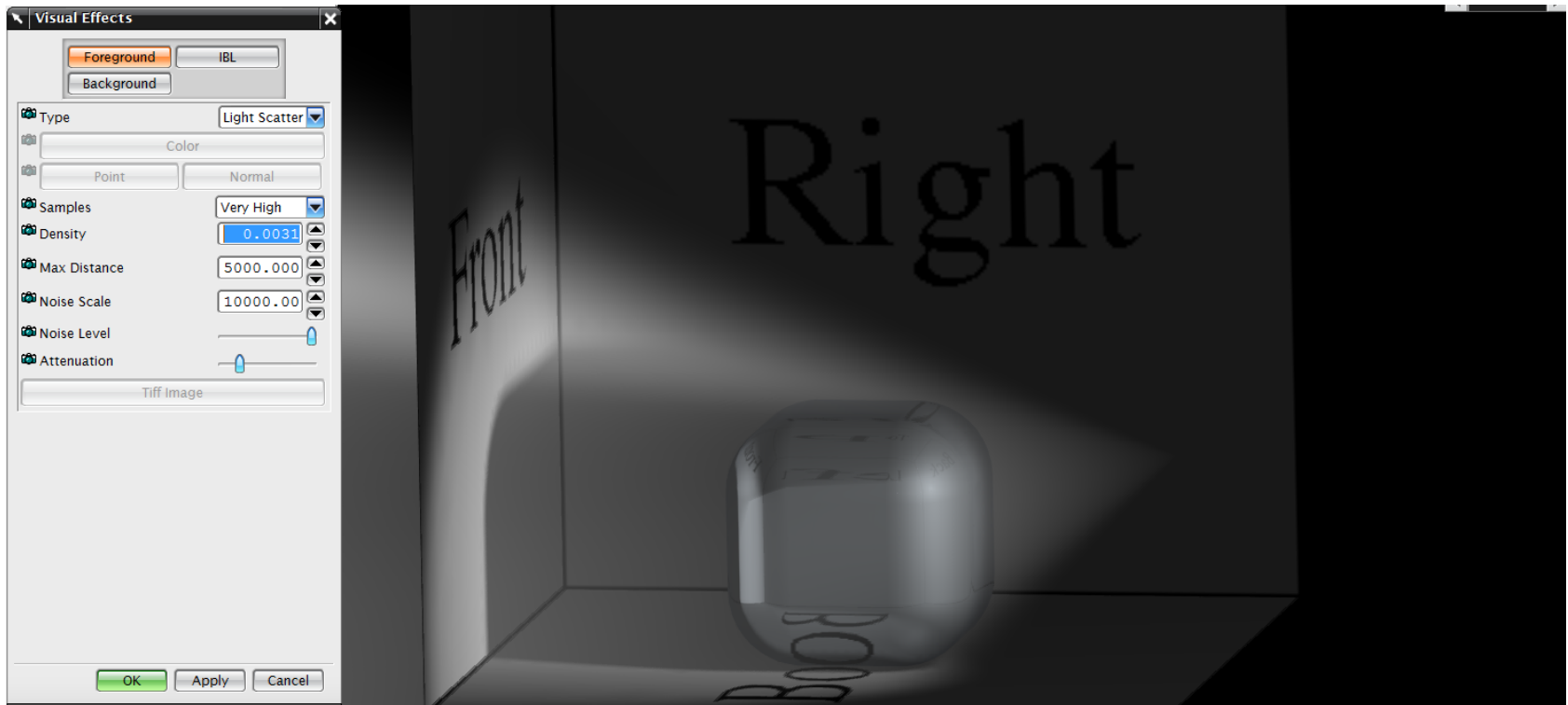
# Be carefully with attenuation!



# Extremely high/low values points out effect

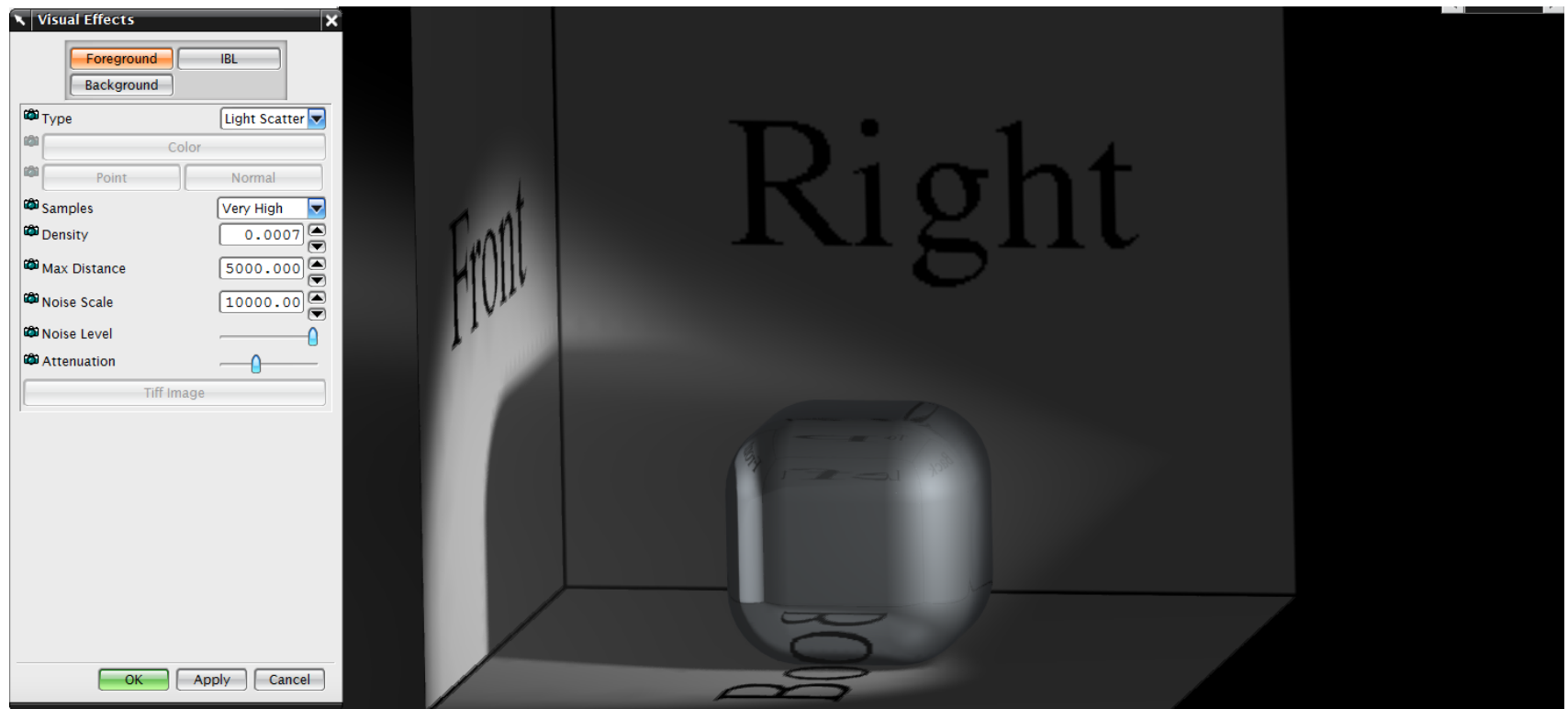


# Density & Attenuation have to be adjusted together!

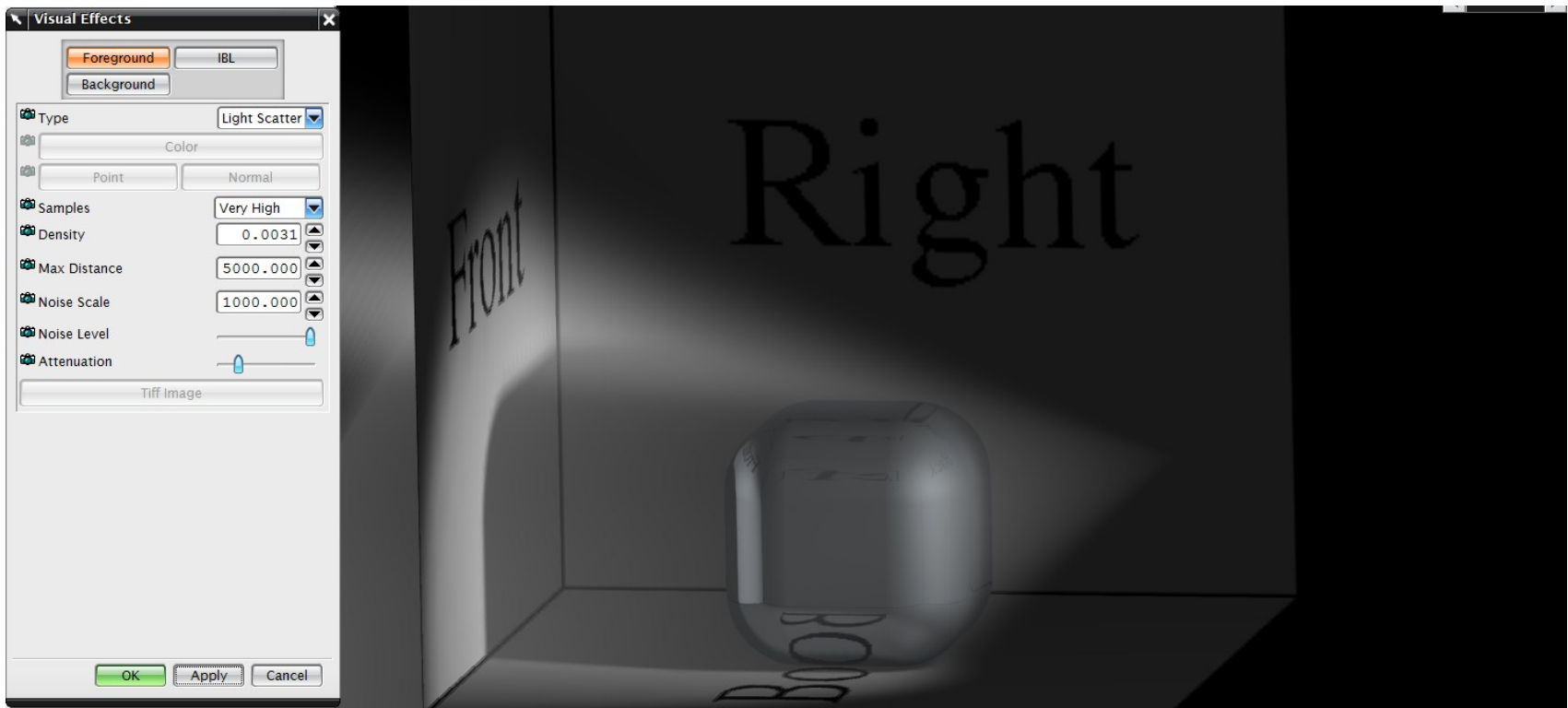




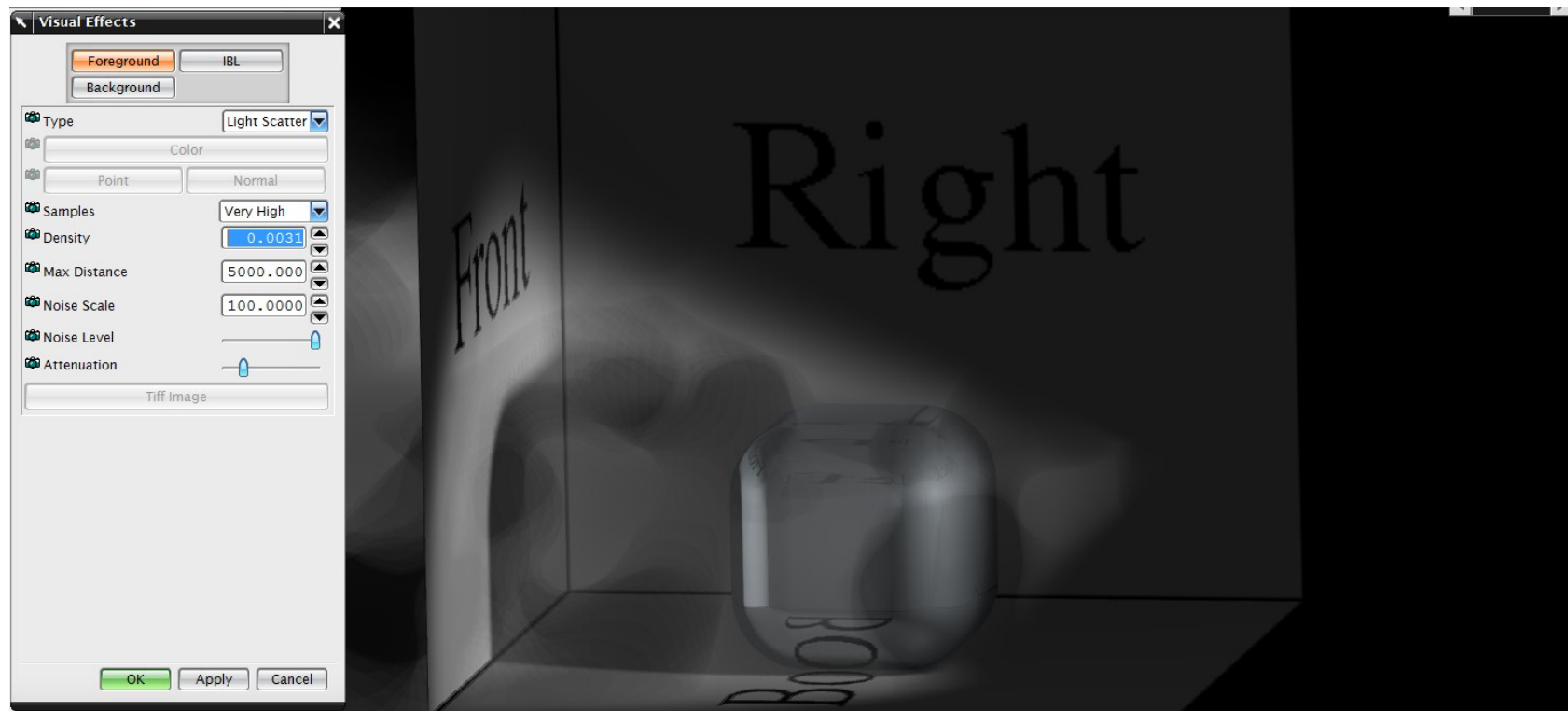
# Sometimes a smaller effect sets an attitude!

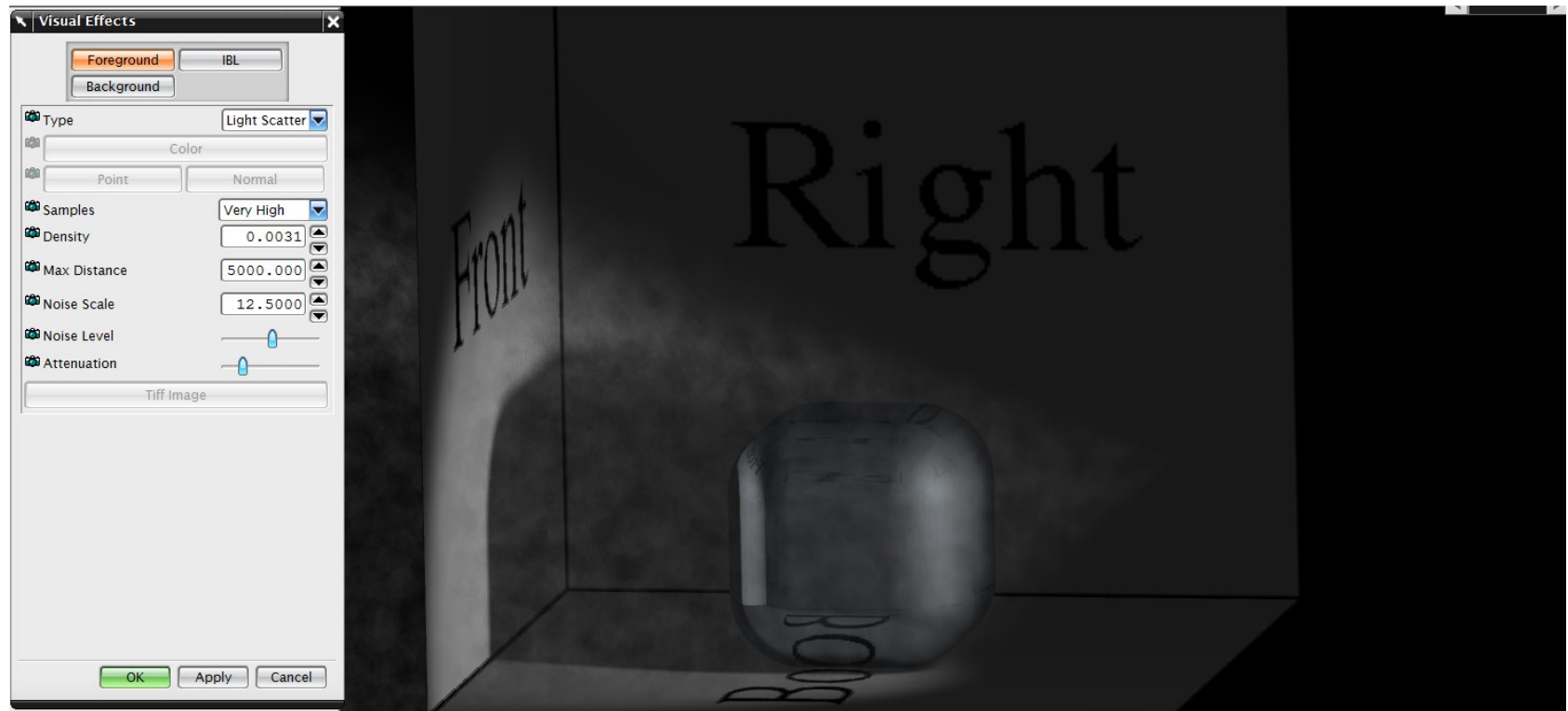


# Lower values



# Lower noise can simulate smoke



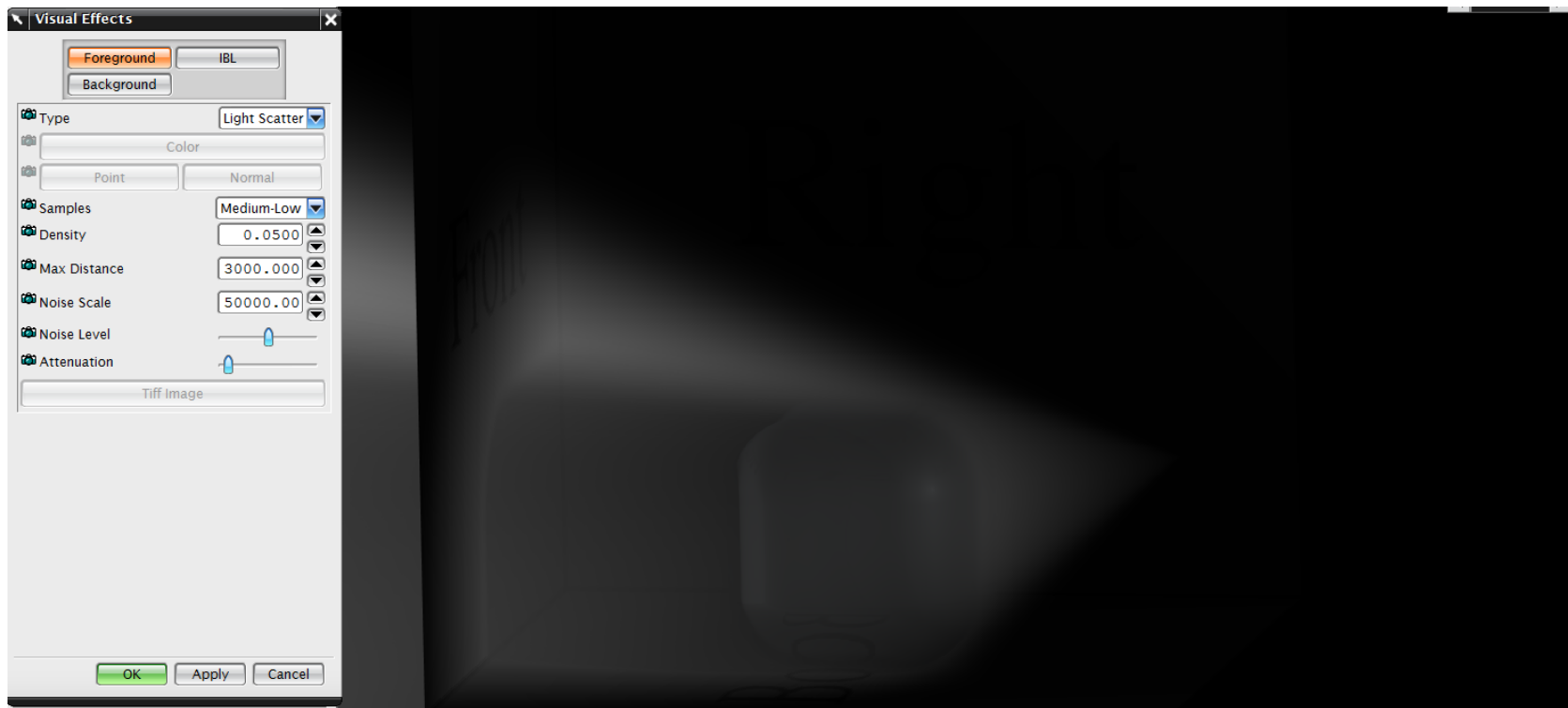




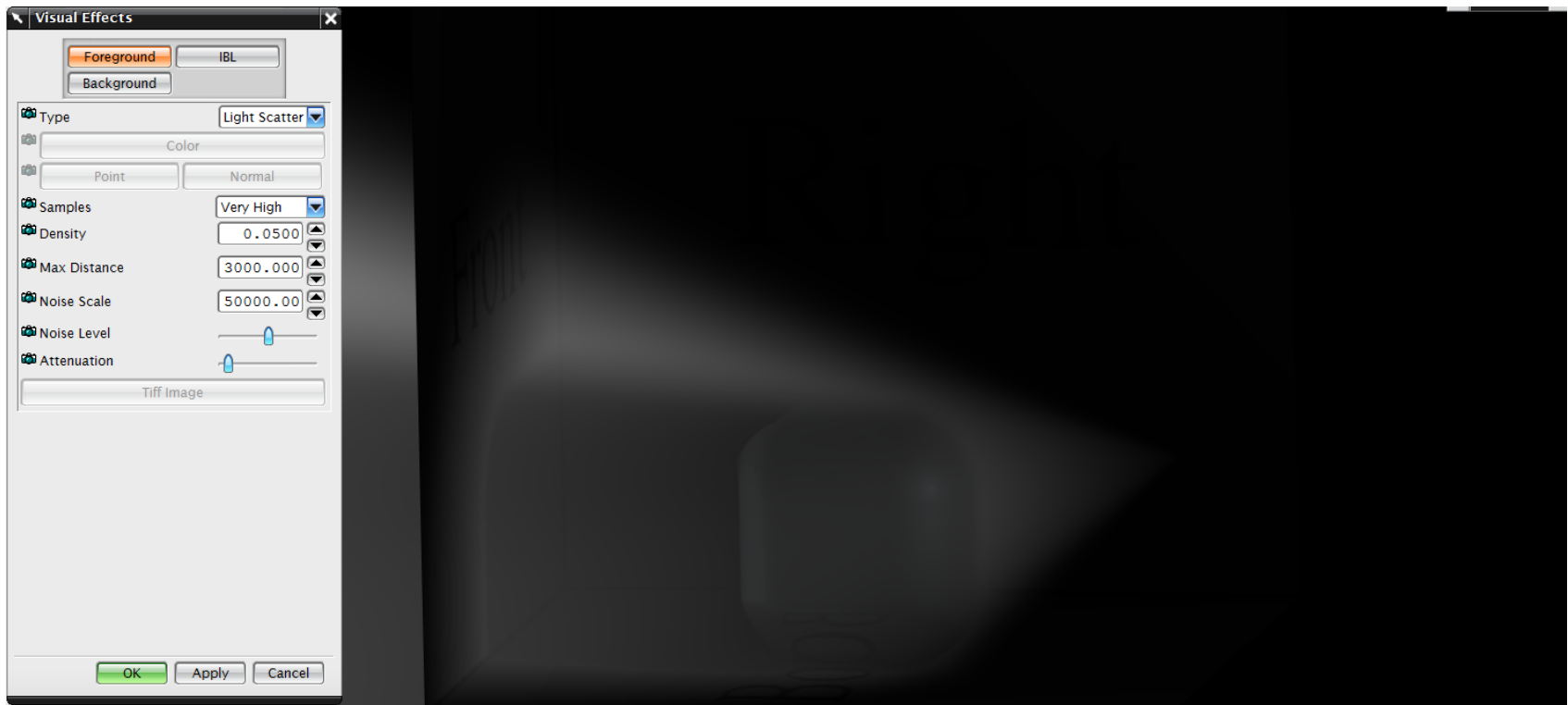
# Increase Noise Scale



# Too Dark in the night with higher Attenuation

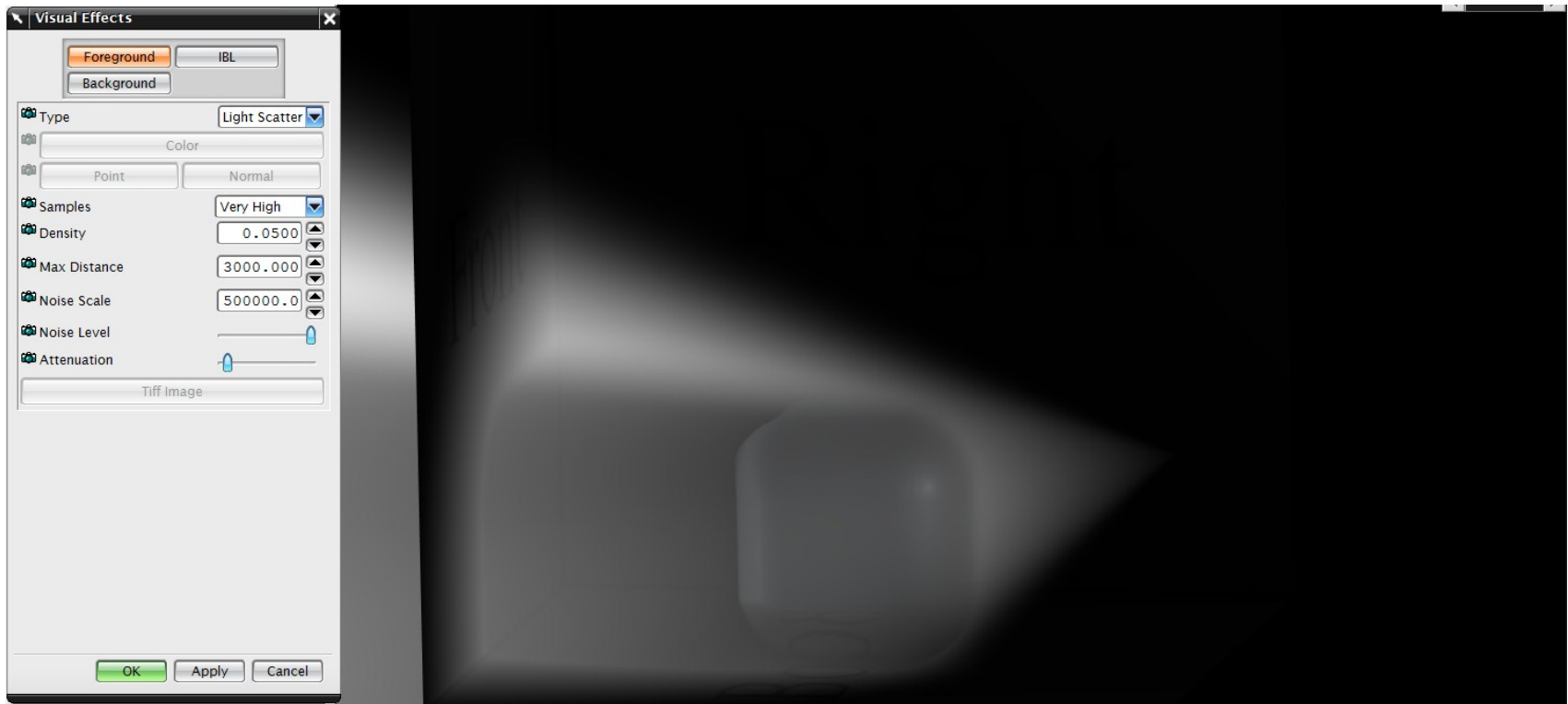


# In this case more Samples have no effect!

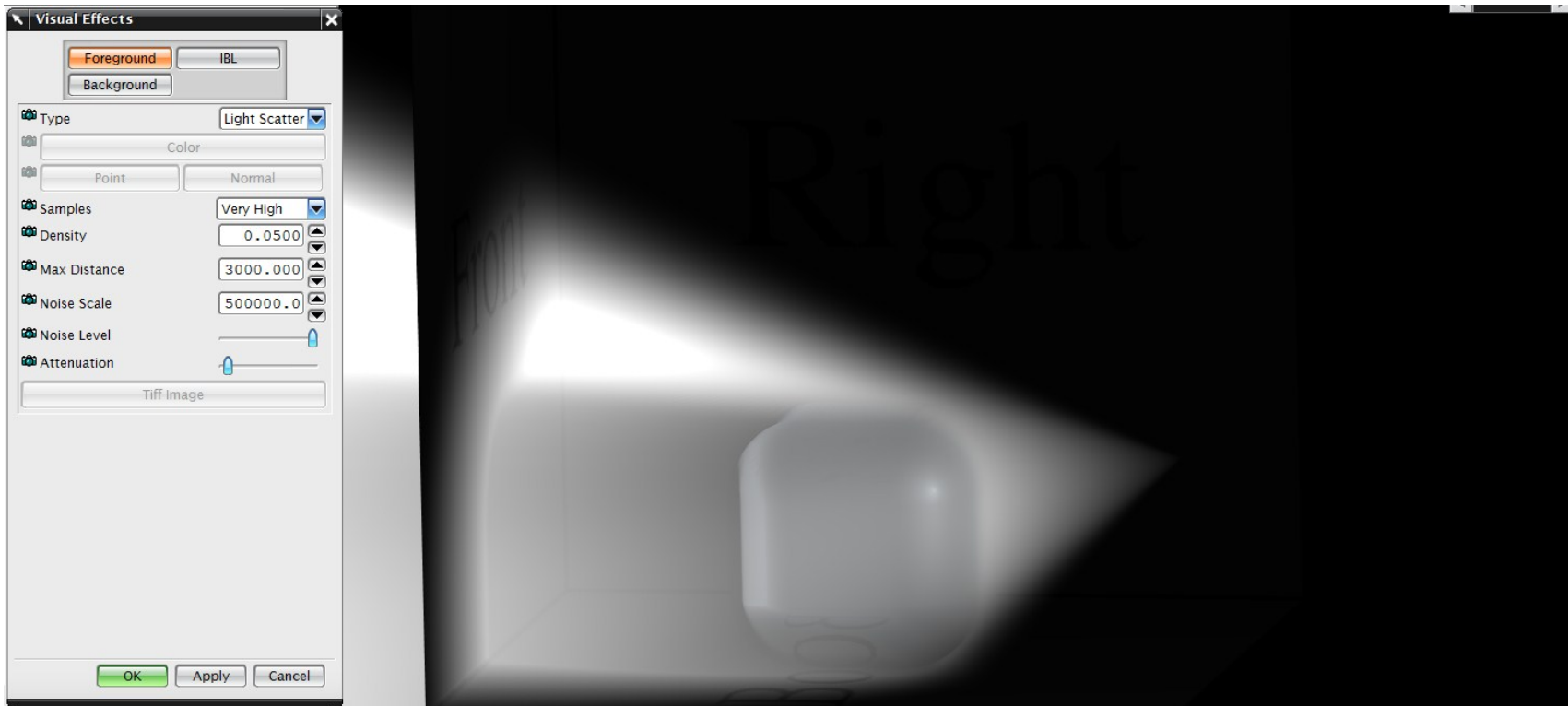




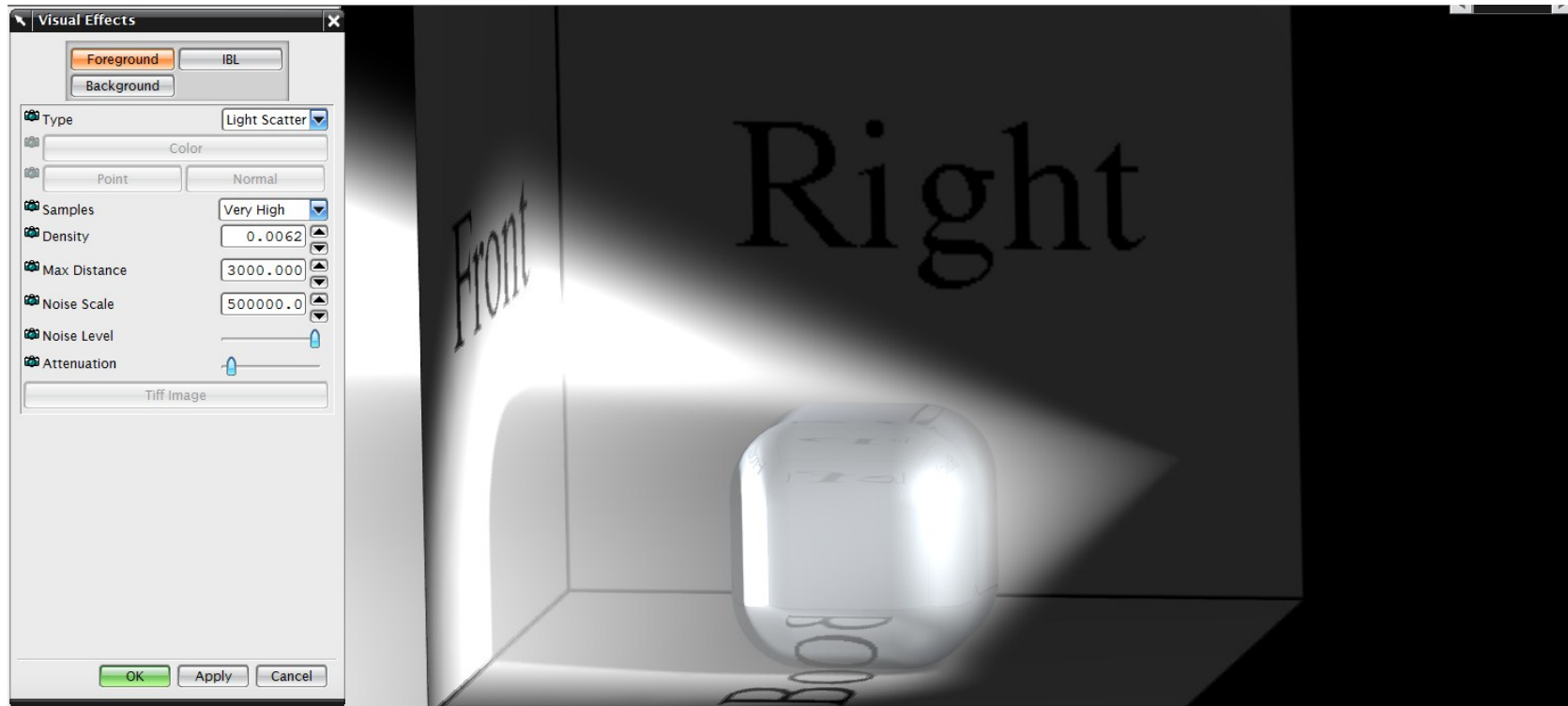
# But the Noise Scale is one key value!



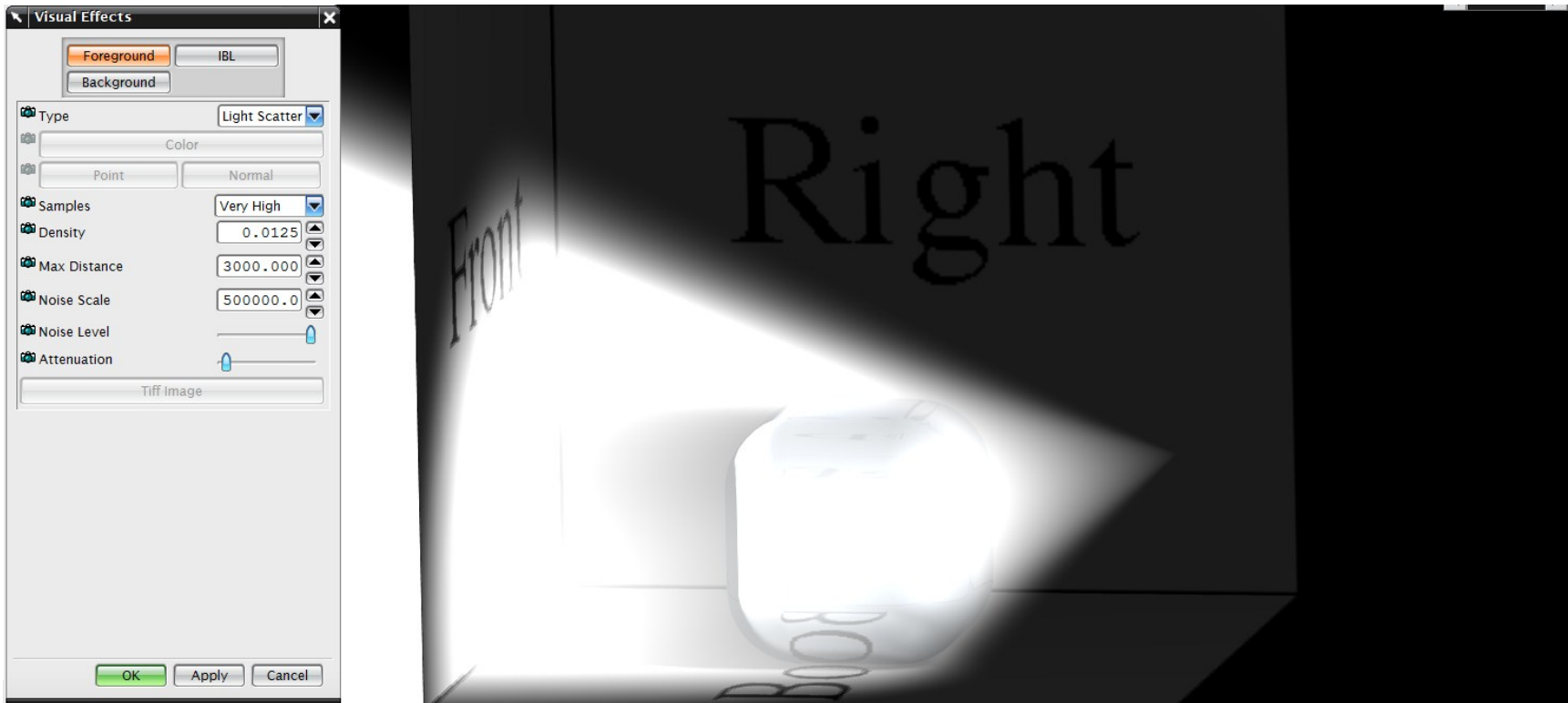
# Everytime in conjunction with Attenuation!



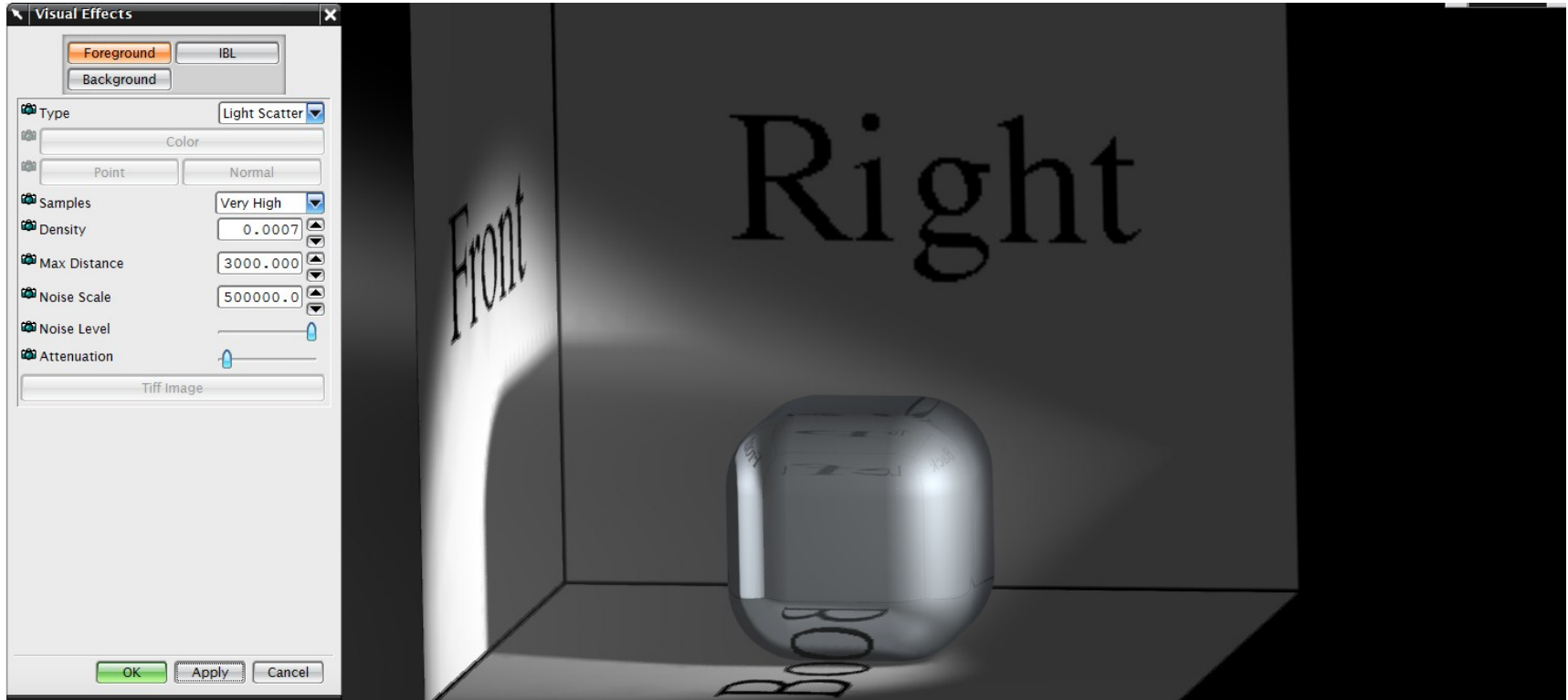
# Simulates strong lights



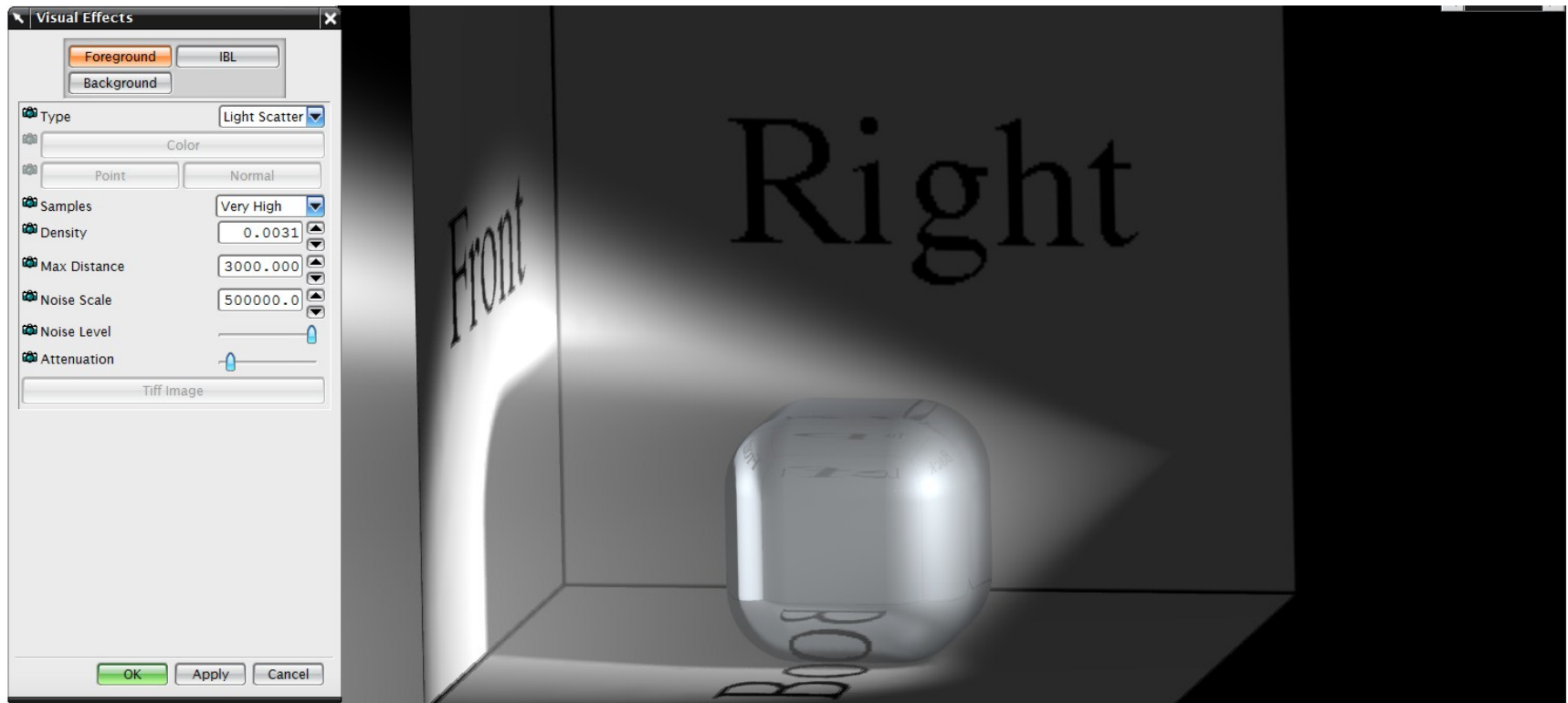
# Maybe a little bit too much?



# Back to lower effect by lower attenuation



# Density up and change of attenuation



# Density down and increase noise scale

