

### Tutorial for Light Linking (Light-Centric and Object-Centric)

There are 2 options in the Light Linking menu to control whether a light is able to illuminate an object: Light-Centric and Object-Centric.

Below is an example of a simple lighting setup with a Key and Rim light.

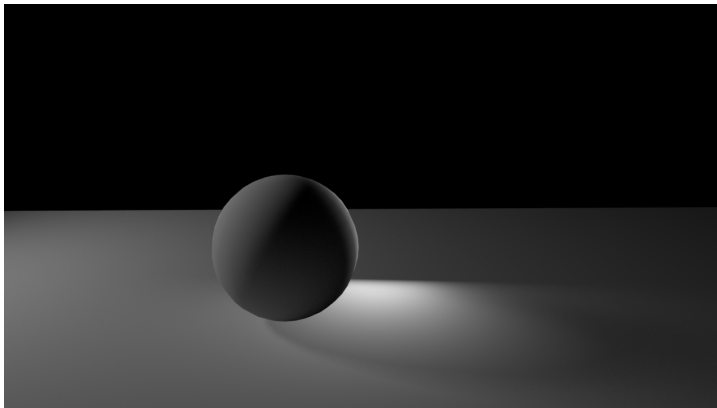
Currently, the problem is that the Back/Rim Light is casting a strong light on the floor/ ground plane, which is why the cast shadow cannot be seen.

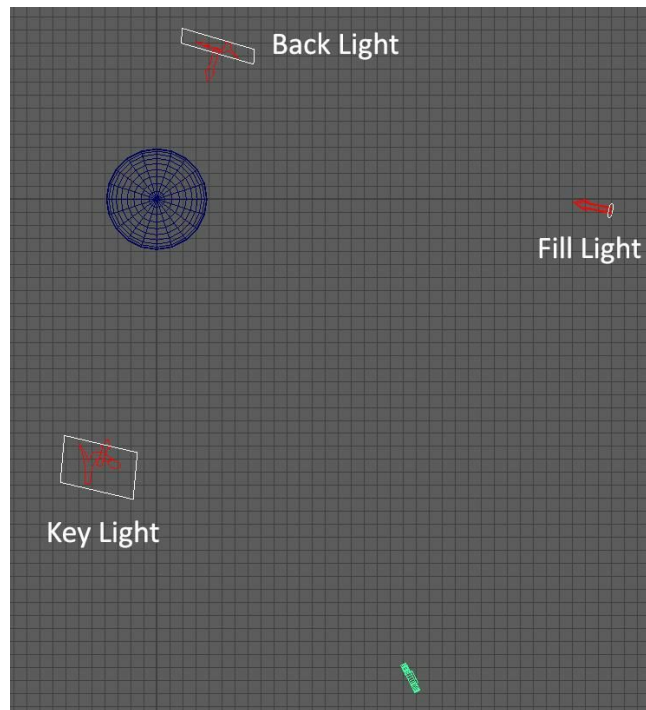
There are 2 ways to get the Back/Rim light to un-illuminate the floor/ ground plane.

**IMPORTANT NOTE:** Sometimes, the light-linking in Maya can be buggy and a scene can only use one method of light-linking. So, if the light-centric is not working, try switching to object centric.

BE CAREFUL. When light linking and you go to save your file, Maya does not seem to recognize the changes made if that was the only thing you've done since your previous save.

So if you saved before light linking, then light linked, then incremental saved again, it will for some reason say "No changes to save". Be careful of this and make another change or "Save As" the file to the desired filename.

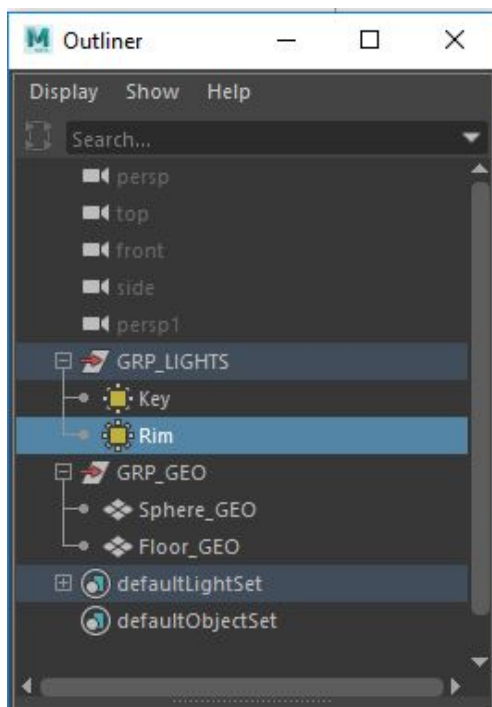




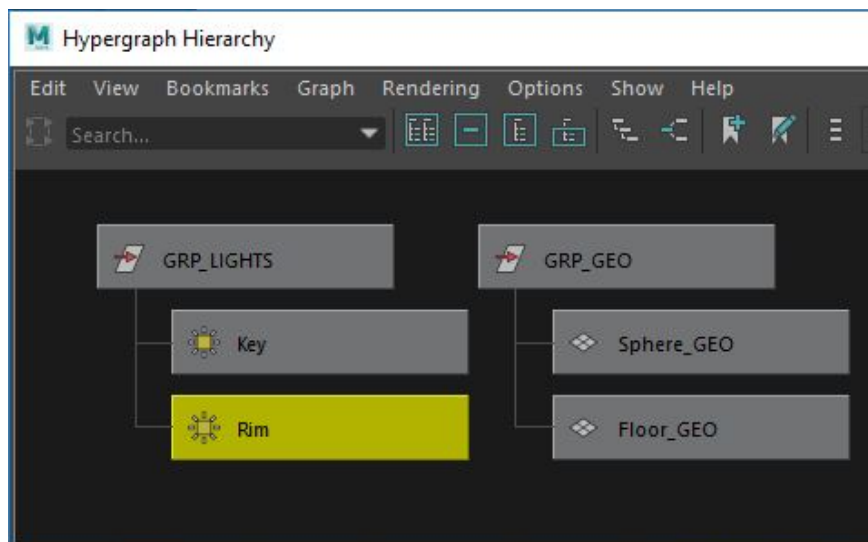
### Option 1: Light-Centric

Step 1: Go to the **Outliner** OR the **Hypergraph: Hierarchy**. Select the light you do not want illuminating an object/GEO.

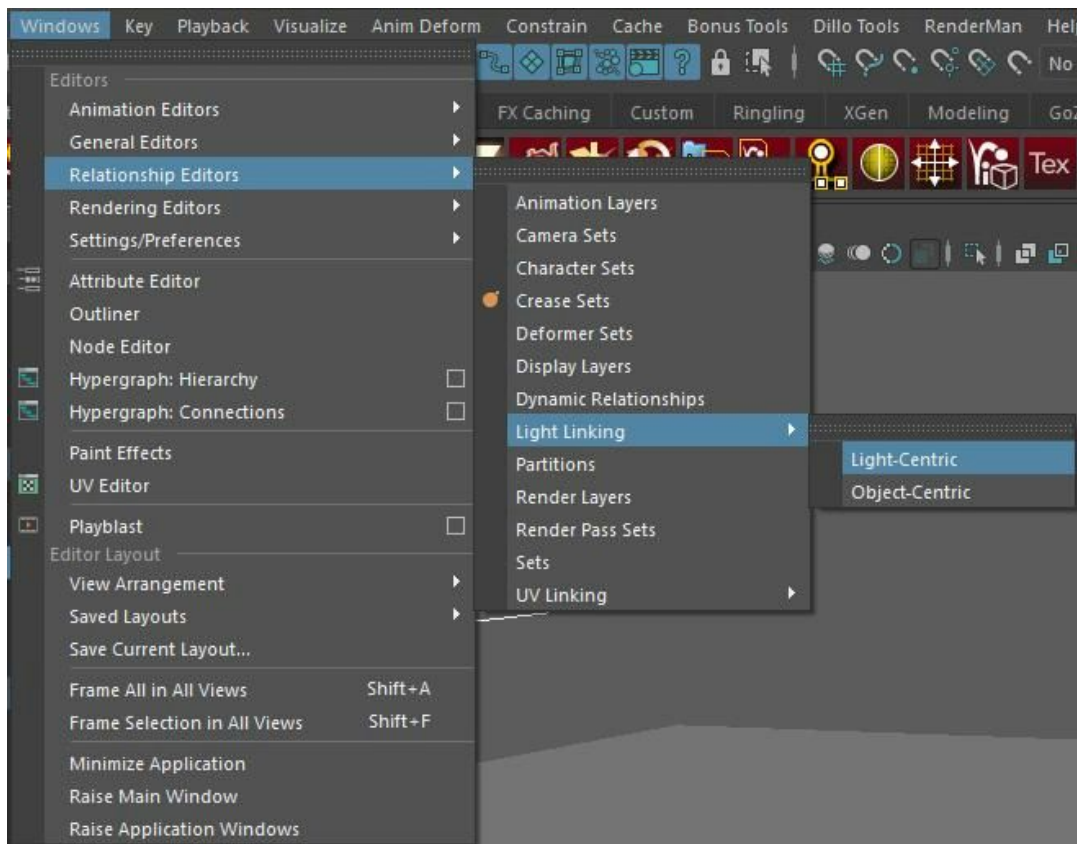
Outliner



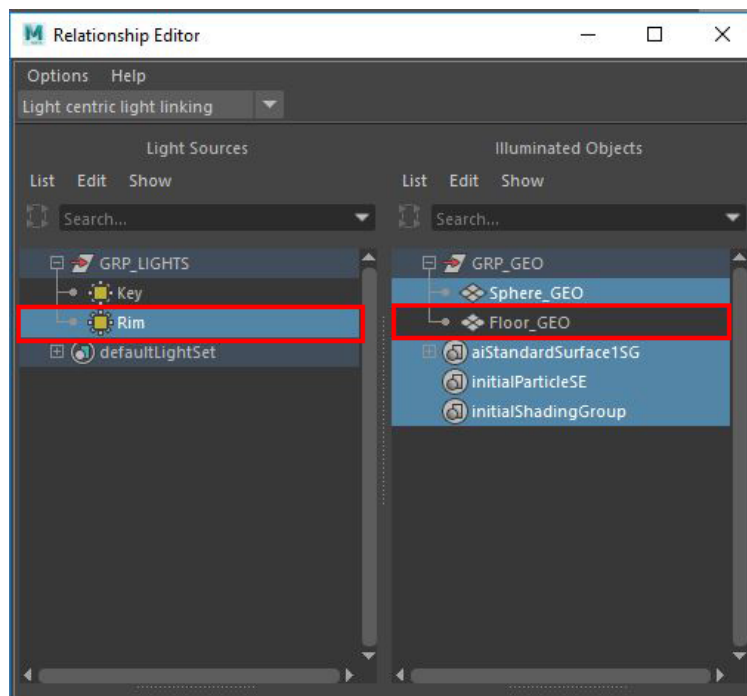
Hypergraph: Hierarchy



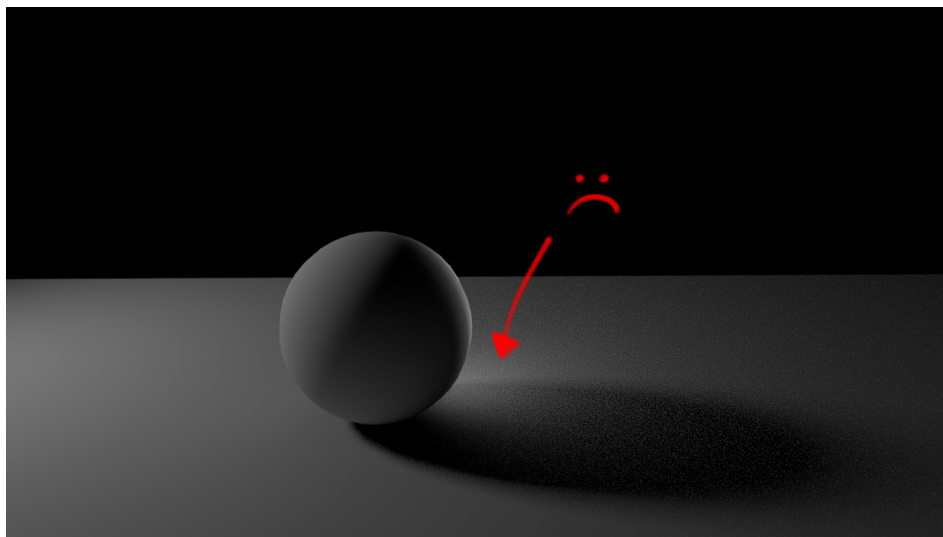
Step 2: Go to “Windows” → “Relationship Editors” → “Light Linking” → “Light-Centric”



Step 3: Under the “Light Sources” (left) column, select the light.  
Then, under the “Illuminated Objects” (right) column, select the GEO that you do not want the light to illuminate. The GEO will no longer be highlighted in blue.

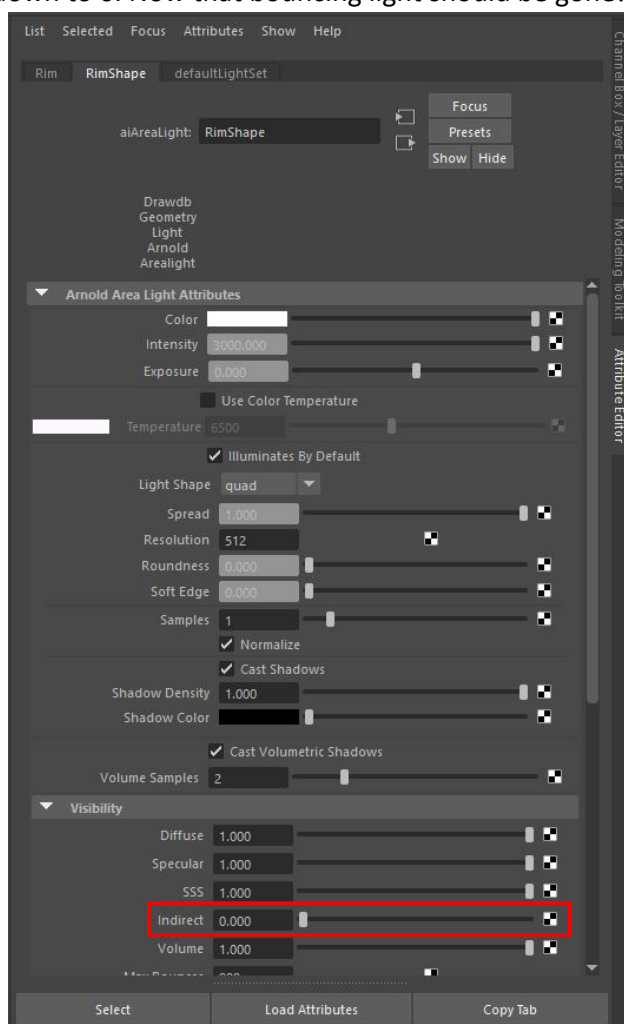


You'll see that there is still some light from the Rim Light bouncing from the sphere onto the floor.



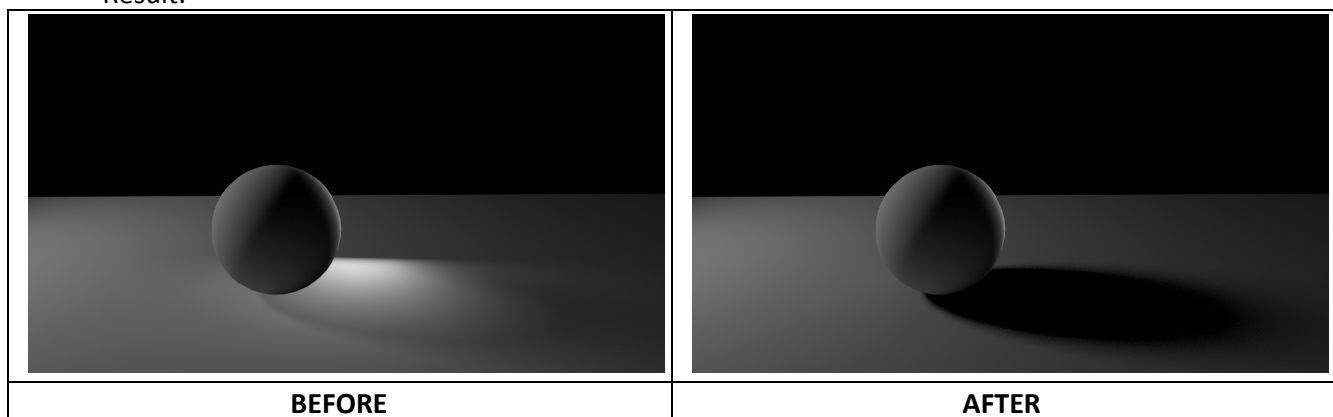
To get rid of that we'll turn off Indirect Visibility on the Rim Light.

Step 4: Select the Rim Light itself in either the Outliner or the Hypergraph: Hierarchy. Then, in the Attribute Editor, under the "Visibility" options, move the "Indirect" slider down to 0. Now that bouncing light should be gone!



See next page for the Results.

Result:

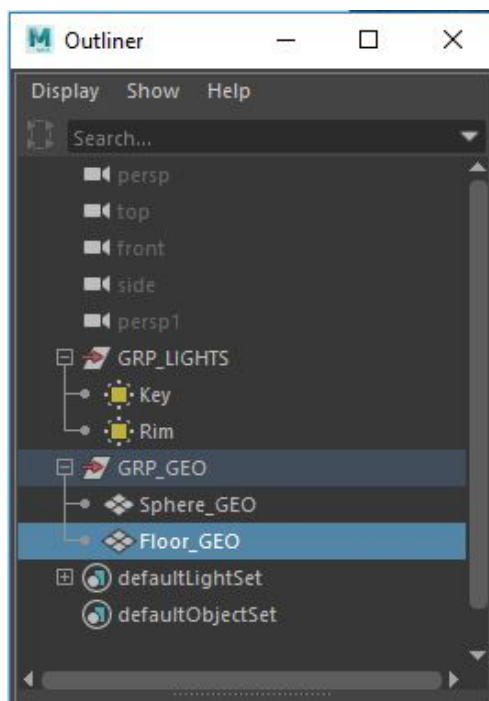


See next page for Object-Centric Linking.

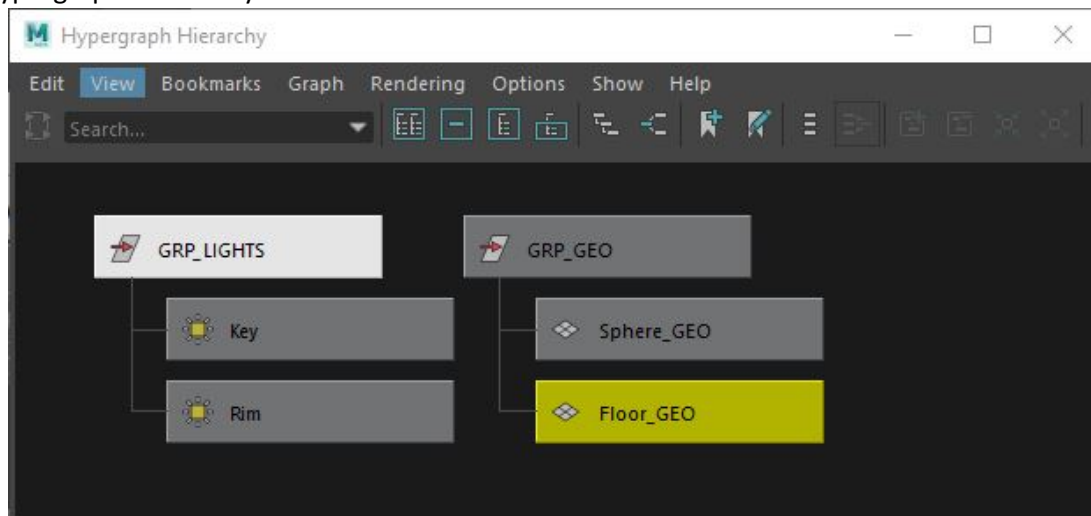
## Option 2: Object-Centric

Step 1: Select the GEO you do not want a light to illuminate in either the **Outliner** or the **Hypergraph: Hierarchy**.

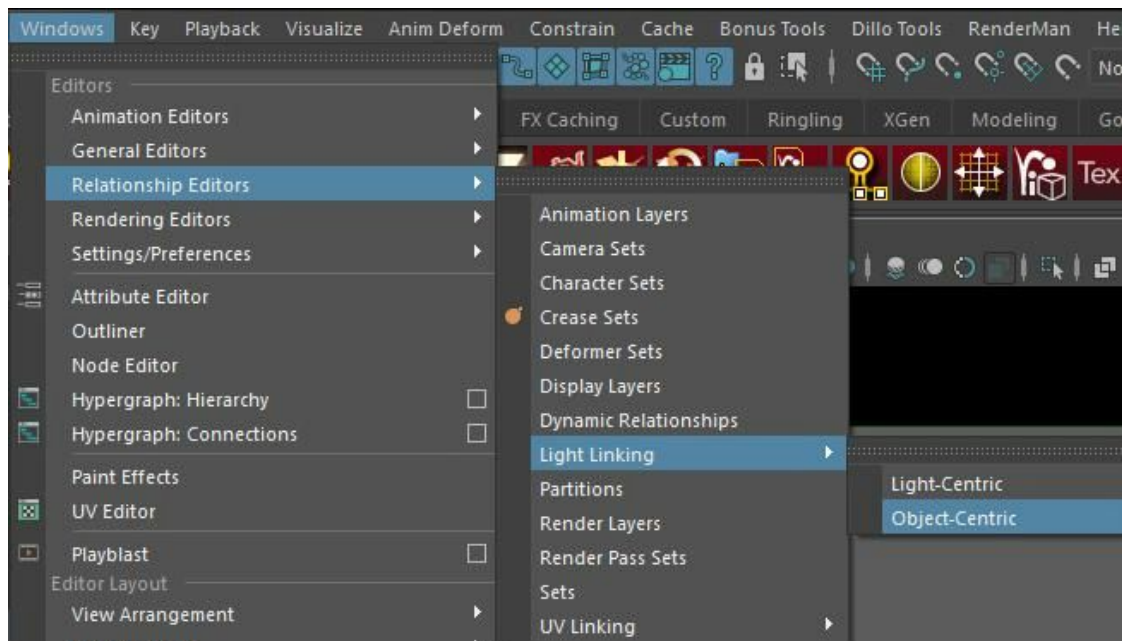
Outliner



Hypergraph: Hierarchy

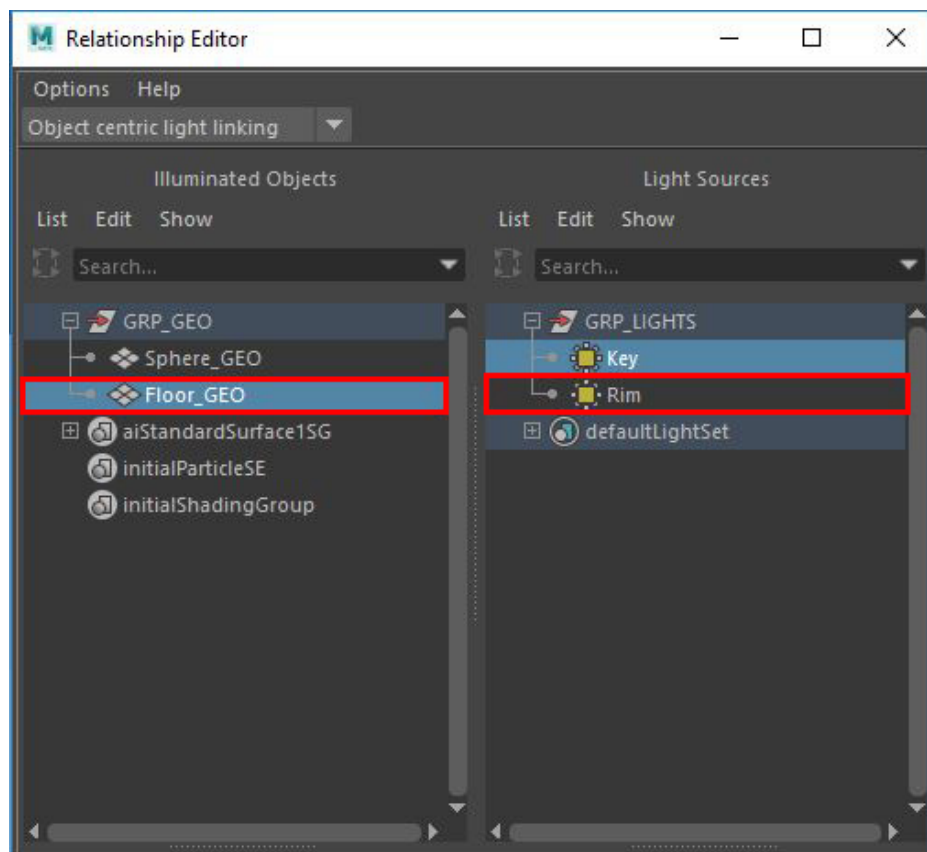


Step 2: Go to “Windows” → “Relationship Editors” → “Light Linking” → “Object-Centric”

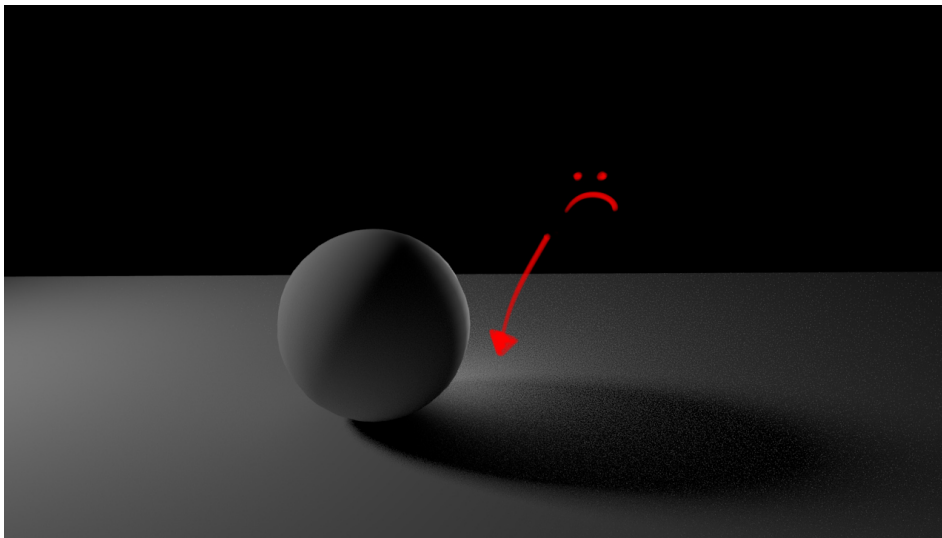


Step 3:

Under the “Illuminated Objects” (left) column, select the GEO that you want to un-illuminate. Then, under the “Light Sources” (right) column, select the light that you do not want it to illuminate the GEO. The light will no longer be highlighted in blue.

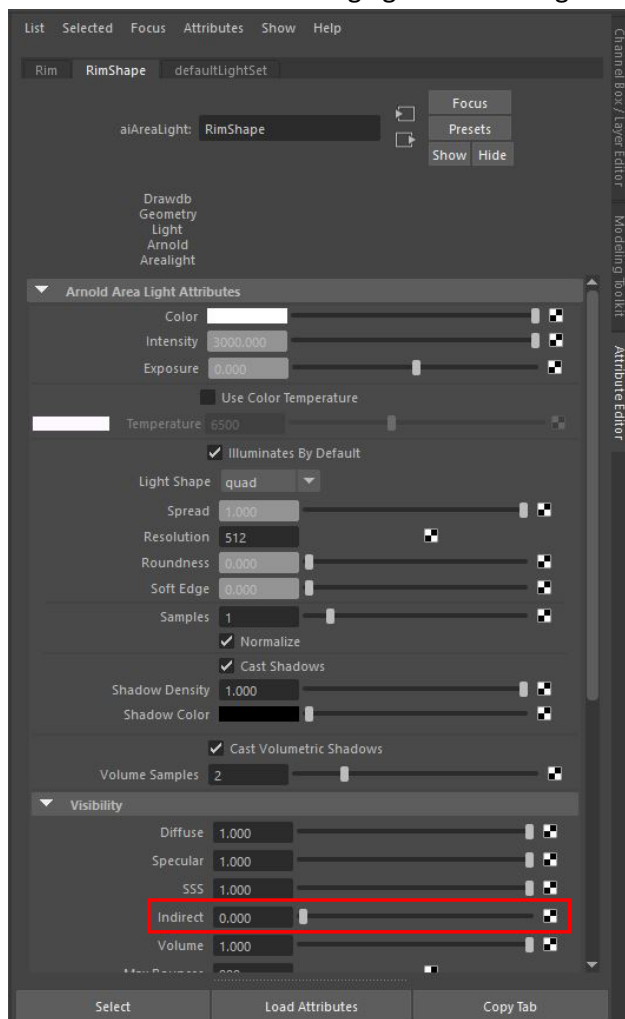


Again, you'll see that there is still some light from the Rim Light bouncing from the sphere onto the floor.



To get rid of that we'll turn off Indirect Visibility on the Rim Light.

Step 4: Select the Rim Light itself in either the Outliner or the Hypergraph:Hierarchy. Then, in the Attribute Editor, under the "Visibility" options, move the "Indirect" slider down to 0. Now that bouncing light should be gone!



See next page for the Results.



Result:

