

In the Light Sources dialog box, drag the desired slider to set the ambient, diffuse and specular coefficients (from top to bottom) or use the spin box next to each slider either by clicking the up and ...

Key features include drag-and-drop window arrangements, color analysis, Ray History Sensors, and Surface Filter for dynamic light distribution exploration.

Select the Position tab to define the light source anchoring point and the point to which the source is directed, respectively in the Origin and Target areas. You can define this position in millimeters along ...

The selected light source will become the current light source, i. e., its current parameter settings are displayed in the menu and can be modified. When manipulating the light source, the parameters in ...

This feature set enables optical engineers to focus on creating the beam patterns required (and their superposition) to meet an overall light distribution, rather than on creating the ...

This datasheet outlines the key modules and features that enable automotive lighting designers and engineers to model, simulate and optimize complex optical systems while maintaining fully ...

Provides versatile design features from LucidShape integrated into the CATIA environment. Design-by-function capabilities allow users to create functional geometry based on lighting criteria such as ...

This feature enables designers to evaluate performance of highly complex or curved lamp components, such as those used in interior ambient illumination, light guide surfaces, and stylised ...

The LucidShape CAA V5 Based product is an interactive tool that allows designers to perform optical simulations and analyses of automotive lighting products within the CATIA V5 ...

This tasks explains how to vary ambient lighting effects using directional light sources (i.e. light sources coming from a given direction, generating constant-intensity parallel lighting).

Web: <https://tlaetsoglobal.co.za>