

**ARCH 2220 | Rendering - Materials - Lights**

Renderer	Material	Lights	Light Intensity	Systems	Exposure Control
Scanline	Blue Dot Architectural Standard	Standard	controlled by multiplier	Sunlight	Logarithmic
Scanline with Radiosity	Use advanced lighting tab and photometric lights (not covered in this course)				
Mental Ray (3rd party plug-in)	Yellow Dot promaterials	MR Photometric	controlled by exposure control EV	Daylight	MR photographic Exposure