

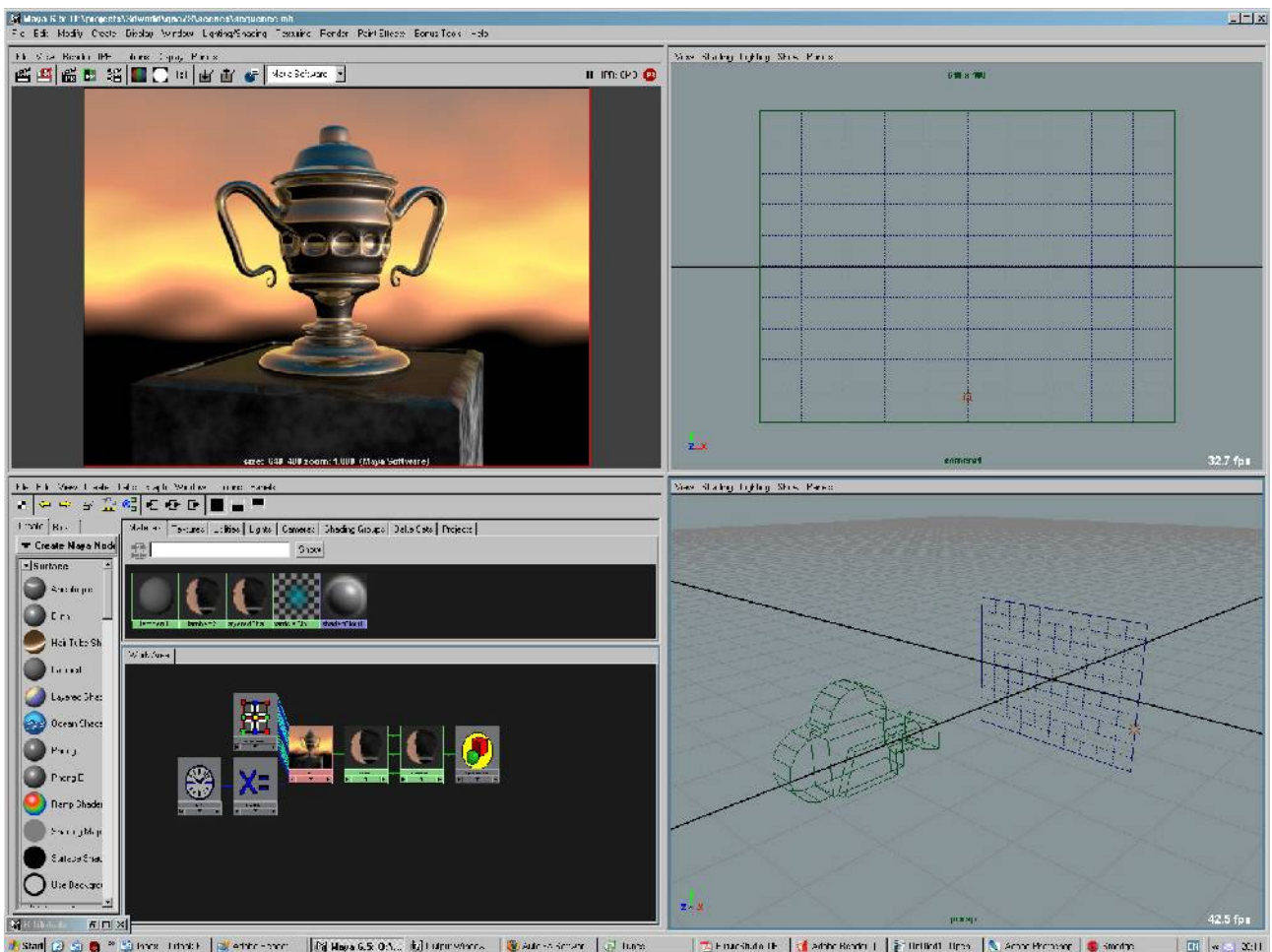
Maya  
QNA\_78

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Question:

*Is there a setting that mimics high exposure? - Weinreb via the forums*

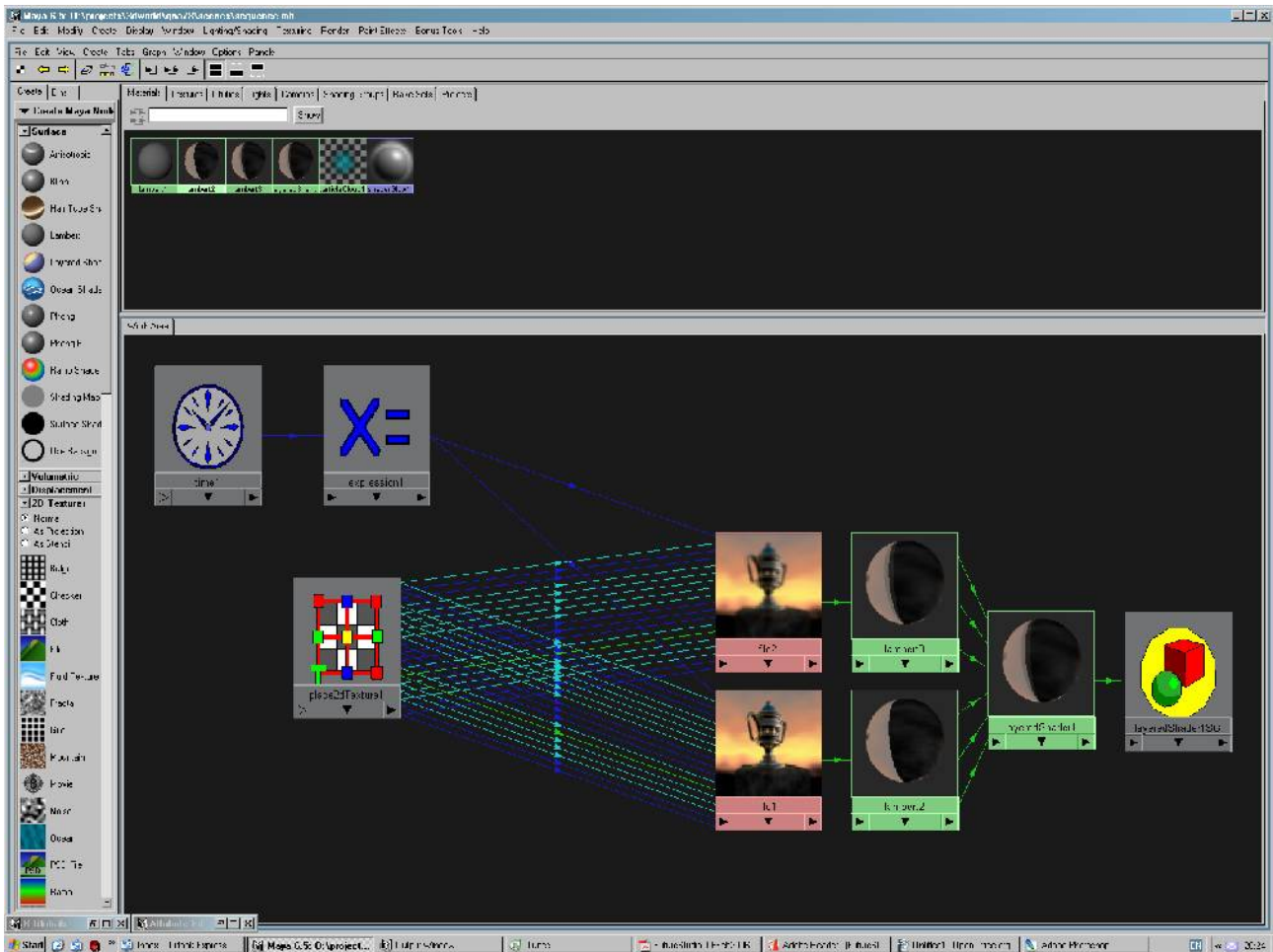
## Step 1



## COMPOSITING IN MAYA?

Over-exposure is a matter of light intensity, so in 3D you could just intensify a light. If you want a more dynamic result, you can pre-render your sequence and then actually use Maya as a compositing tool. Open sequence.mb and you'll find a ready made scene with a pre-rendered sequence for you on a tile. In the hypergraph you should see a layered shader.

## Step 2



## DUPLICATING SHADING NODES

In the hypergraph select lambert2 and then edit>duplicate>with connections to network. Do the same to the file1 node. Now connect the duplicate's, file2's, color into the incandescence on lambert3 and drop lambert3 into the top of your layered shader. It should look something like the image above. The trick to the over-exposed effect is the fact that semi-transparent incandescence acts like an additive multiplier.

