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Subject: how to do lighting in an underground area?  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 05:44:00 GMT  
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Jon, In the presets, look for the folder Lighting. And Add Lightscape imported. and little star shaped object will appear. Double Click on it to change The settings, range, color... etc. When you place the ones you need, Go to the tab Lighting, and compute vertex solve.. click ok, and it will be all set. hope this helps!

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