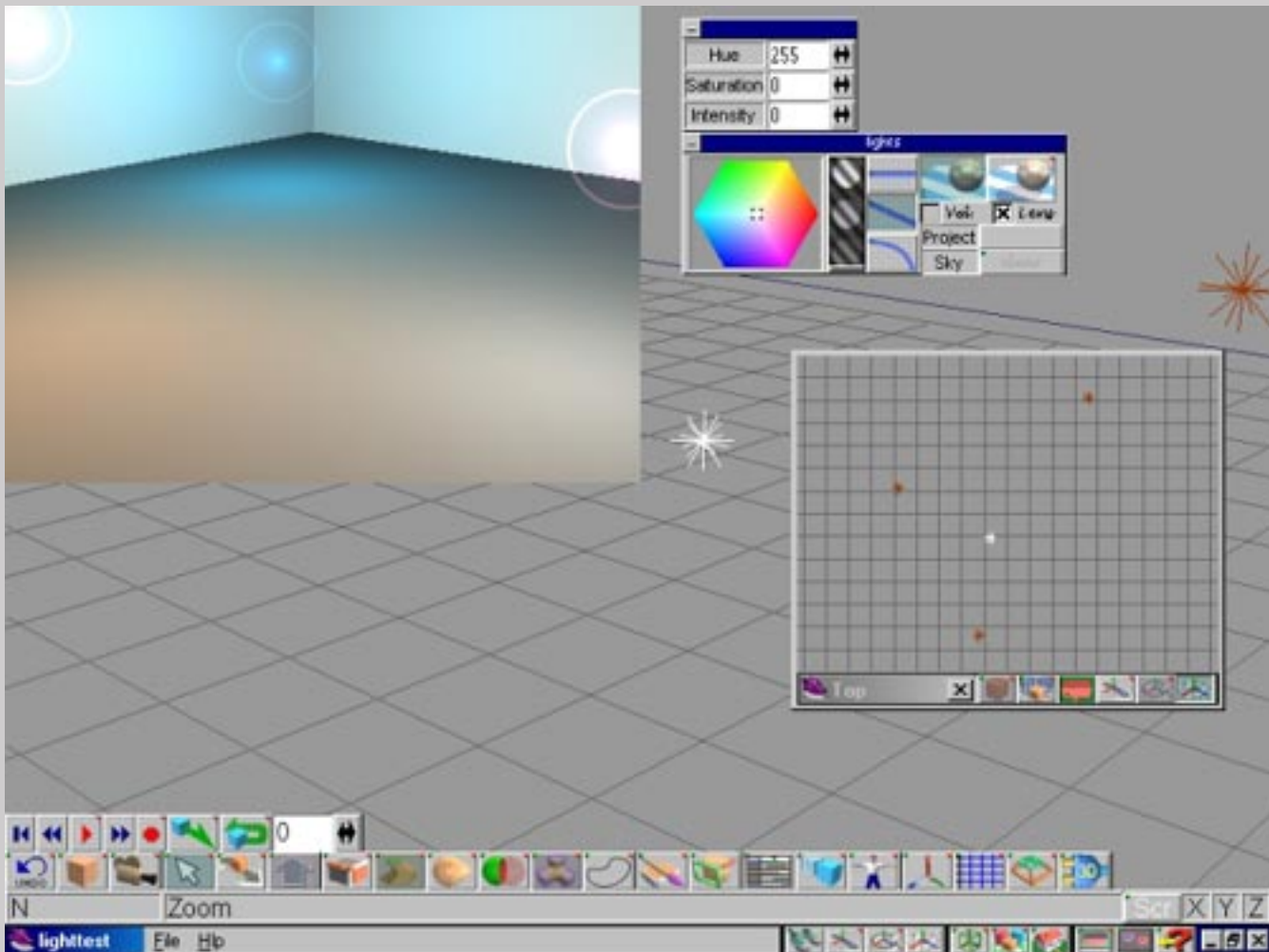


Negative Lighting © 2001.

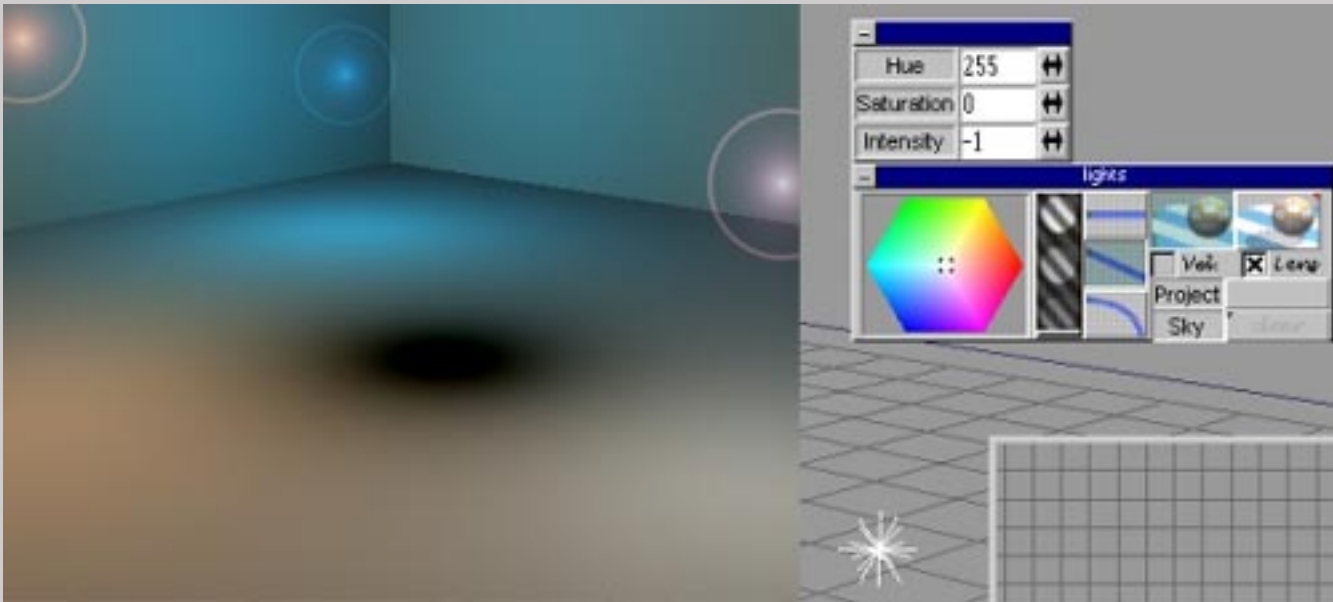
A while ago, I thought about having to subtract colors (for mood or style) in an image editor and whether there was a trueSpace alternative (not just adding a colored light). Then, a thought hit me. White negative lights subtract light of all colors. What if you use a colored negative light? Does that subtract color?

Well, I've tried it and...It works. Take a look at these TIP-s (Testing In Progress)

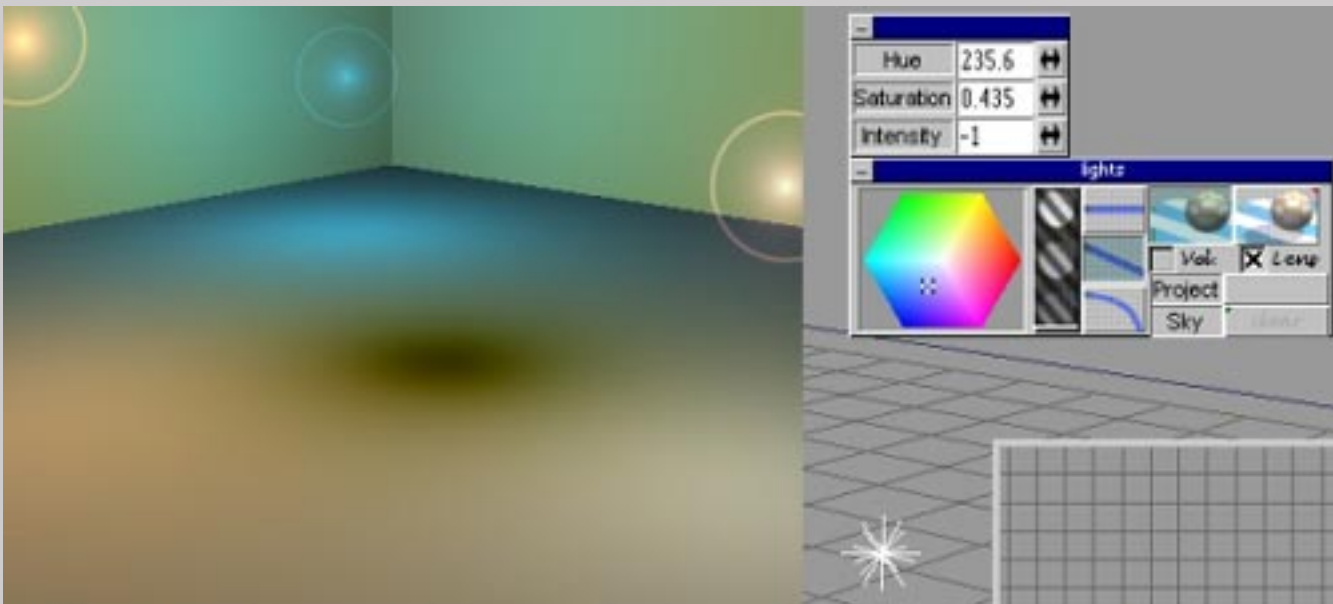


This is the basic scene. The light is that of the standard colored light setup. I've added a white cube around the

camera and the lights. The light in the center is going to be the negative light (It's intensity is 0 at the moment).

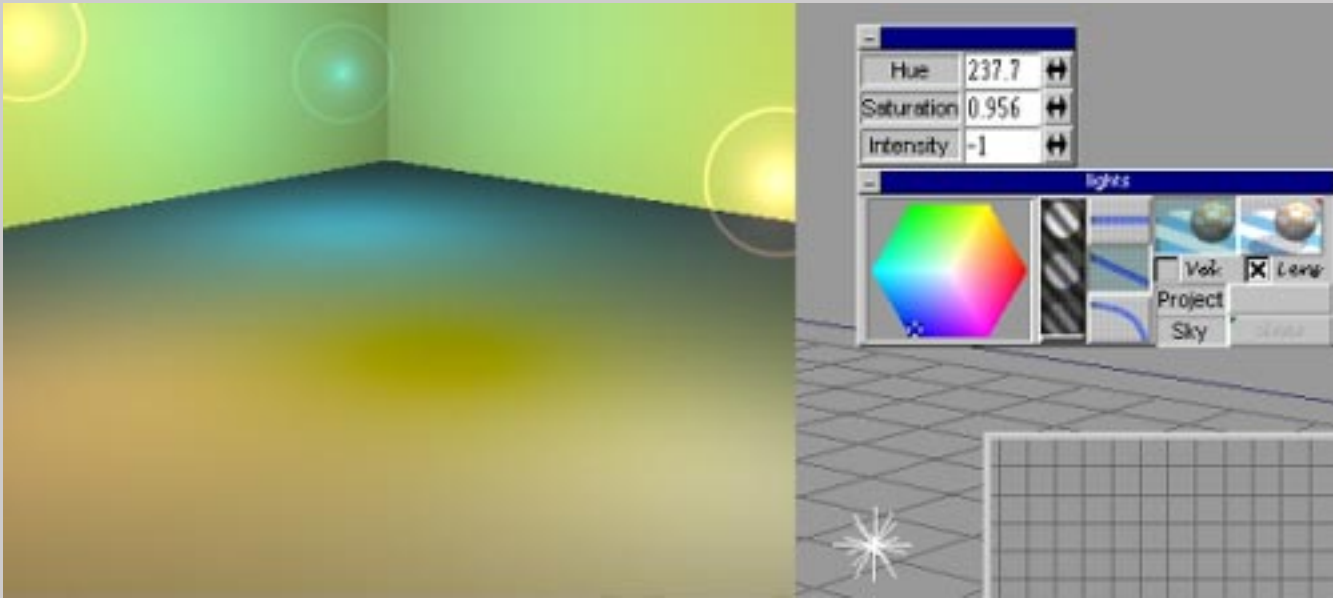


Here, I've given the light an intensity of -1 (Notice that the negative light can't have a lensflare). So far this is pretty much common knowledge.

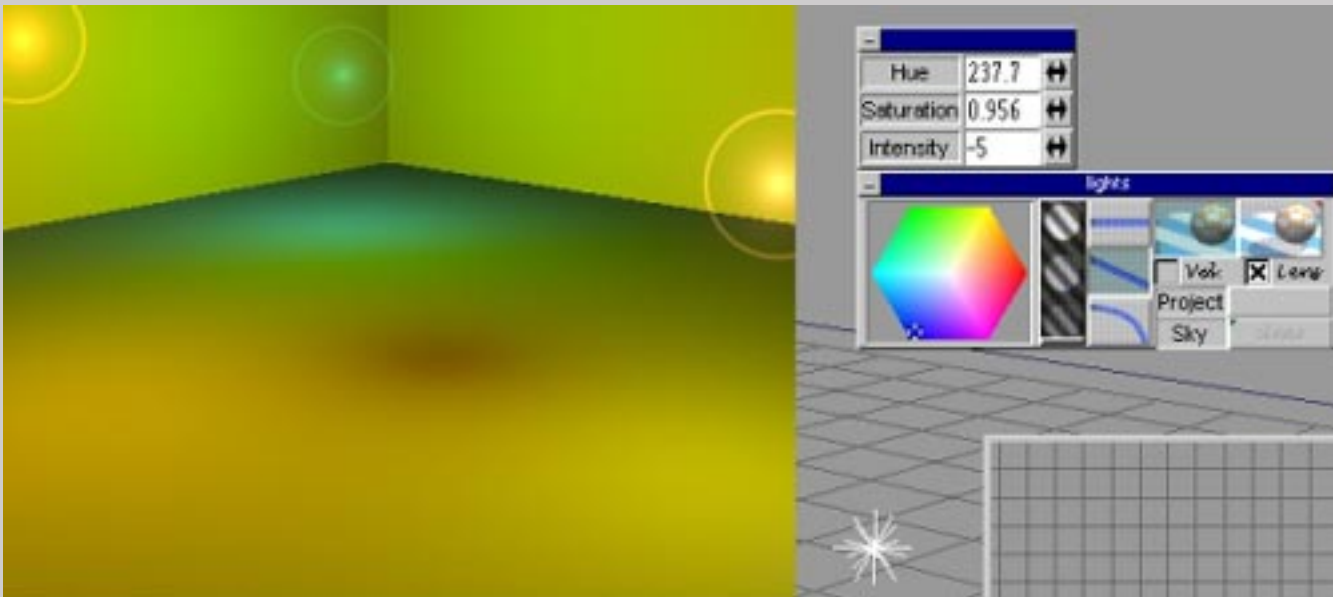


I've made the light blue. As you can see, the scene becomes somewhat green (there is a positive blue light in the scene). Whether you want to call this

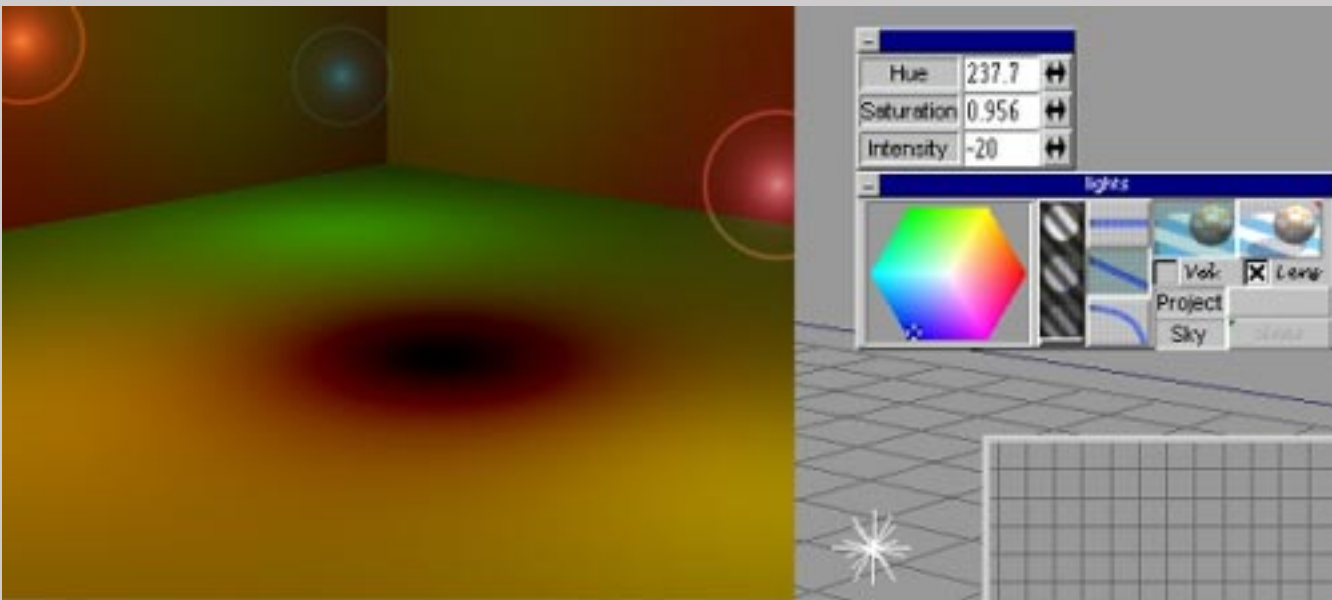
subtracting blue, or adding yellow, the effect is pretty interesting...



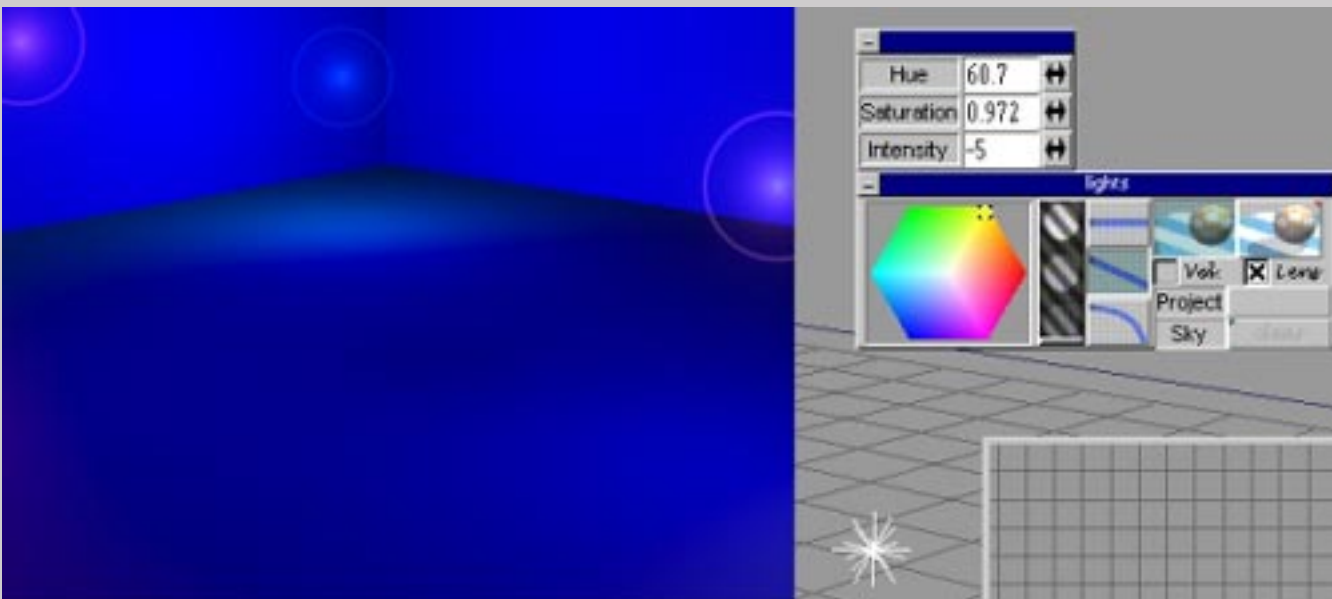
I've made the light deep blue. The green has increased and the dark spot is gone. So apparently, the further you get from white, the more the light becomes a color subtractor instead of a light subtractor.



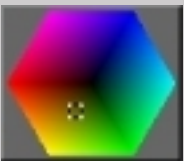
I've heightened the intensity to -5.



When I make the intensity -20, it looks...uhm...a little weird.



This is what happens if you use a yellow negative light. So just as light becomes dark a color becomes its negative. Below is a negative version of the color cube in PSP, it might be useful when experimenting.



Close