

NuravAllen's

THE MOST **ADVANCED LIGHTING SYSTEM IN SECOND LIFE**

1. *Thank you!*
2. *Difference between CY & CN category*
3. *The Settings to be used*
4. *The Photography Lights*
5. *The Photography Light Features*
6. *Type of Lights*
7. *The Photography Grid*
8. *Photography Grid Samples*
9. *Product Photography Table*
10. *Product Photography Table Features*
11. *On Table HUD*
12. *On Device HUD*
13. *The Universal HUD*
14. *FAQ*

Thank you!

Thank you for showing interest in **Nurav Allen's Advanced Lighting System!**

Our products are carefully designed and made for its PURPOSE by PROFESSIONAL PHOTOGRAPHERS in RL, for PROFESSIONAL PHOTOGRAPHERS in Second Life - who knows about various lights, light sources and its effect on subject.

If you are new to Photography in SL, we're sure this booklet will inspire you and help you to become an advanced photographer since by understanding various methods and tricks to be used in SL for better photography and click world class photographs using our products.

You need to have "**Lighting & Shadows**"/"**Advanced Lighting Model**" ENABLED for best results, especially SHADOWS will not work if it is disabled.

Abbreviation Meaning

L	Large
M	Medium
S	Small
SH	Sharp
SO	Soft
OM	Omni
SP	Spot
CY	Copy Enabled
CN	Copy Disabled
BT	Big Table
ST	Small Table

Please note, this document does not cover all the products from Nurav Allen, however it gives an over view of the type of lights, modifiers, backgrounds, etc.

IMPORTANT - Difference between CY and CN category



In Copy Enabled (CY) products, the user will be able to REZ multiple copy on to ground and each of the copy will work independently on different channels, without interfering each other. This is EXTREMELY REQUIRED and helpful if you are going to take photography more seriously!

For Lights:

Since using more copies of light sources will give you freedom to combine in various angles, colors and intensities and have a unique effect.

For Product Photography Table:

It allows you to REZ multiple Product Photography Tables and you can have unique settings for each tables, shoot multiple products, use as many as CY category lights with each table.

For Grids:

Using multiple grids will enable you to become more creative in infinite ways. , use as many as CY category lights to achieve infinite unique effects.



In Copy Disabled (CN) products, the user will be **NOT be able to REZ multiple copy** on to ground. He/she must remember to "take" the product back to inventory after using it!

Even though it limits some freedom of creativity, it's good for starters and costs less.

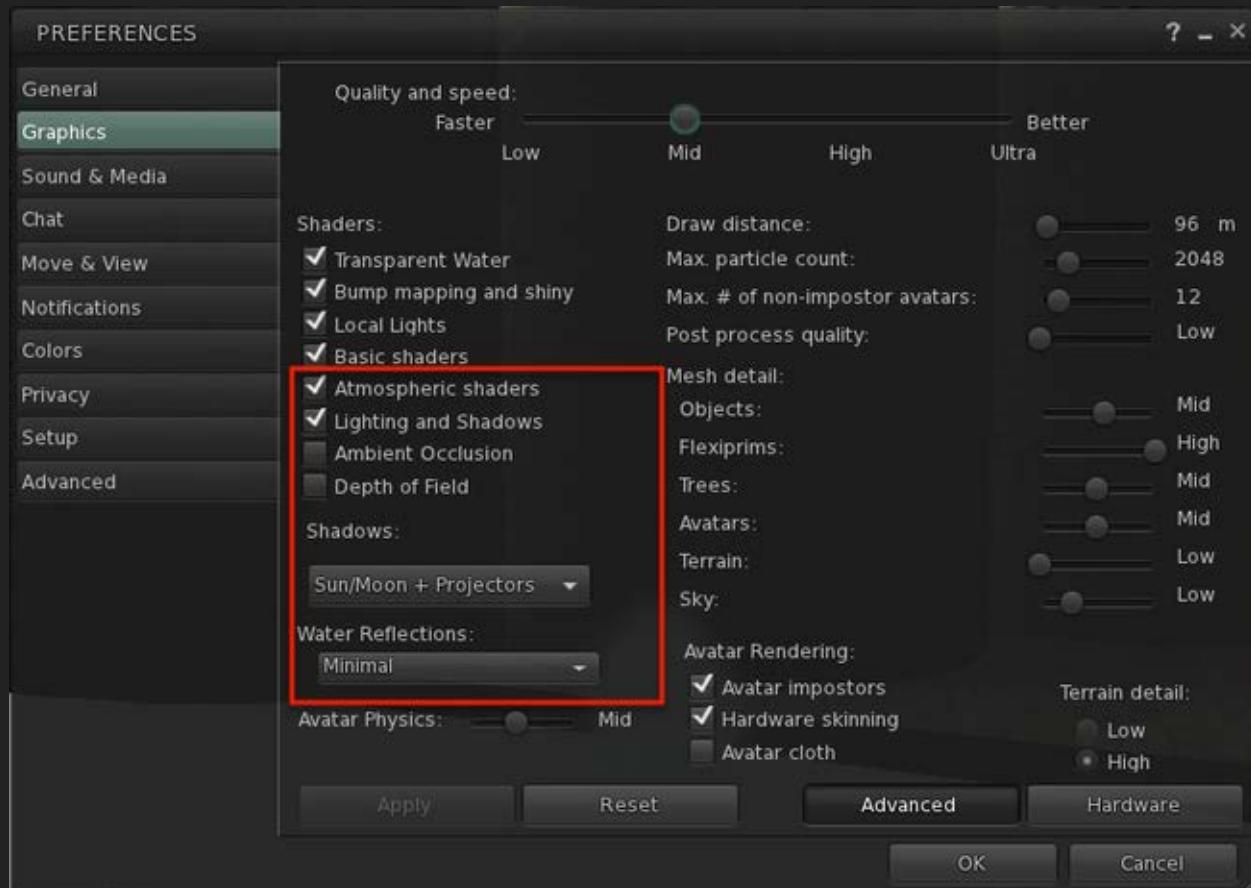
Other than this said difference there are NO other differences between CN & CY products unless stated explicitly.

The Settings To be Used:

How to get shadows?

1. You'll need to go to preferences and enable the "Lighting & Shadows"/"Advanced Lighting Model"
2. If the Quality is set to "Ultra", as you can imagine it will increase the quality of photographs

More info [HERE](#)



Changing the Environment?

1. By changing the Environment, you'll have control over the overall ambient lighting, color, fog, sun/moon position, the angle of natural light sources, etc etc etc (yes a lot of permutation combination possible there)

More info [HERE](#)



ALL PHANTOM



Light Large (L)
70cm x 109 cm

Light Medium (M) **Light Small (S)**
26cm x 17cm 14cm x 9cm

Size L

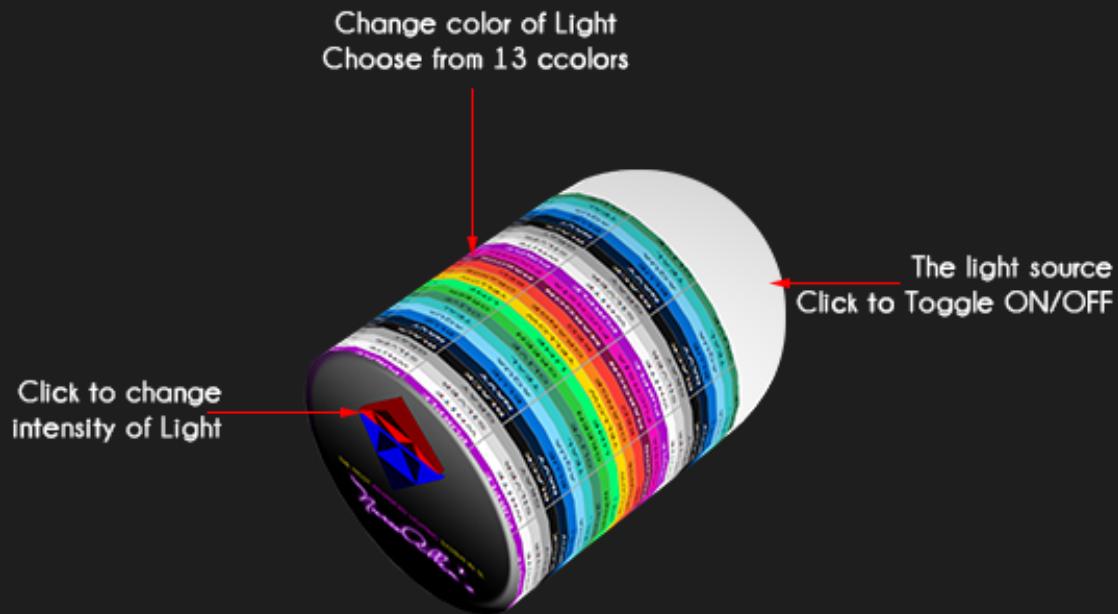
Shipped usually with Studio Photography Lights Pack or with Studio.
Best for life size Avatars shooting

Size M

Ideal for Product Photography of medium sized objects. Best if used with BIG PRODUCT PHOTOGRAPHY TABLE
eg. Clothing, Jacket, etc without involving life size avatars

Size S

Ideal for Product Photography of VERY SMALL sized objects. Best if used with SMALL PRODUCT PHOTOGRAPHY TABLE
eg. ear ring, neck lace, watch etc without involving life size avatars



Features

- > All Phantom
- > Use Show/Hide On Screen Universal Light HUD for Show/Hide
- > Make Multiple Copy and use each **without interfering each other**
IF USING COPY ENABLED VERSION

Versions Available



Shadow Casting Lights

No Shadow

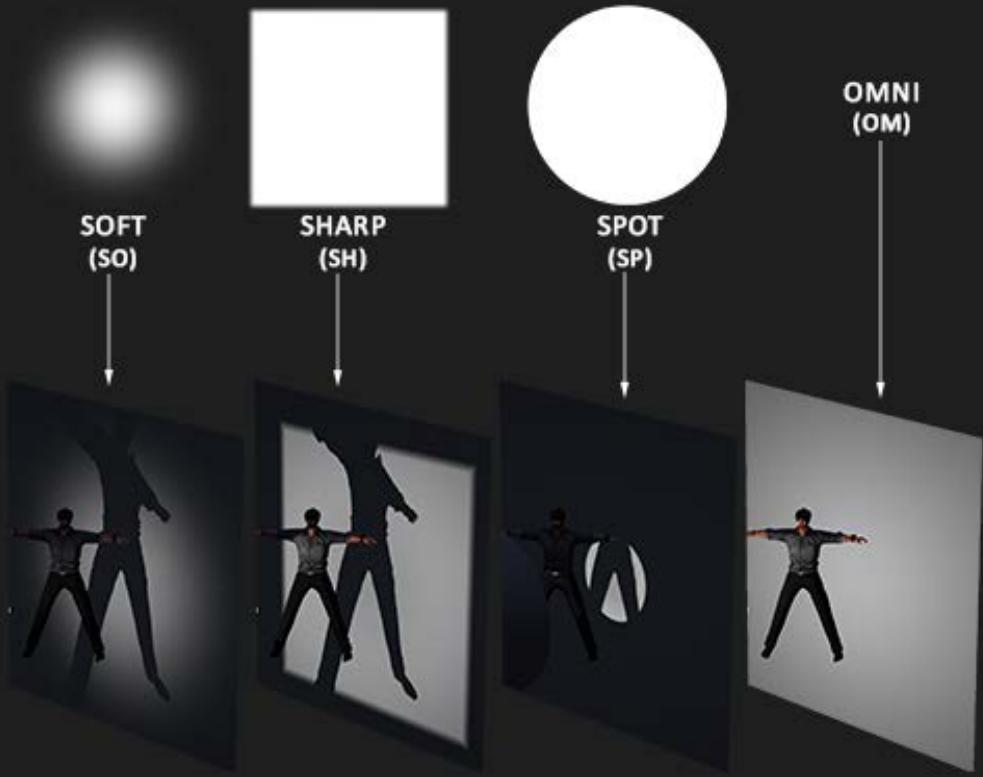
Real Photographs
(no ambient light used while taking pics)

SOFT
(SO)

SHARP
(SH)

SPOT
(SP)

OMNI
(OM)



Versions Available

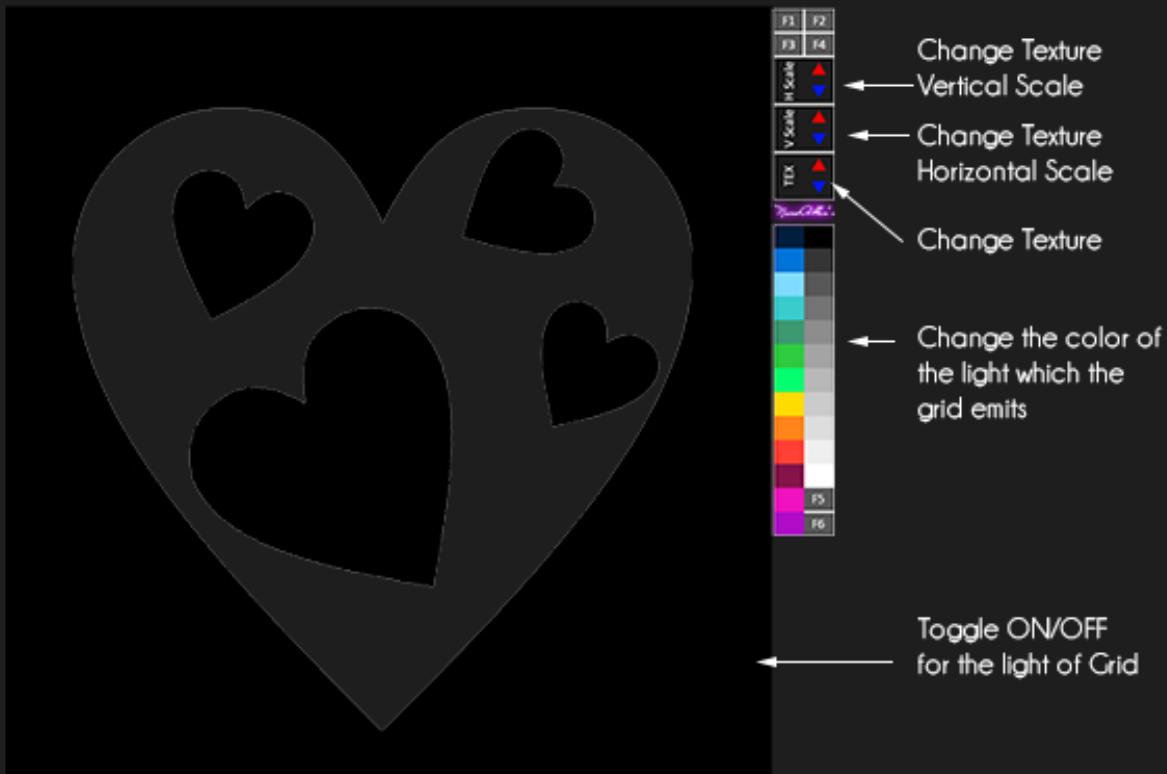
COPY
ENABLED
(CY)

COPY
DISABLED
(CN)

NuravAllen's

The Photography Grid (Gobo)

(it also emits its own shadow casting lights)



A GRID help you to come up with amazingly creative photographs!
You may use multiple Grid & Light combination to get more creative!
See sample photographs.

Sizes Available

- L - For Full length Studio
- M- For medium sized objects (Big Table)
- S - For small sized objects (Small Table)

Versions Available





As you can see use of multiple Grid, Grid texture, Light, Color of Light, Color of Table Background, color of Grid and distance between various components gives you infinite combination of possibilities up to your imagination.

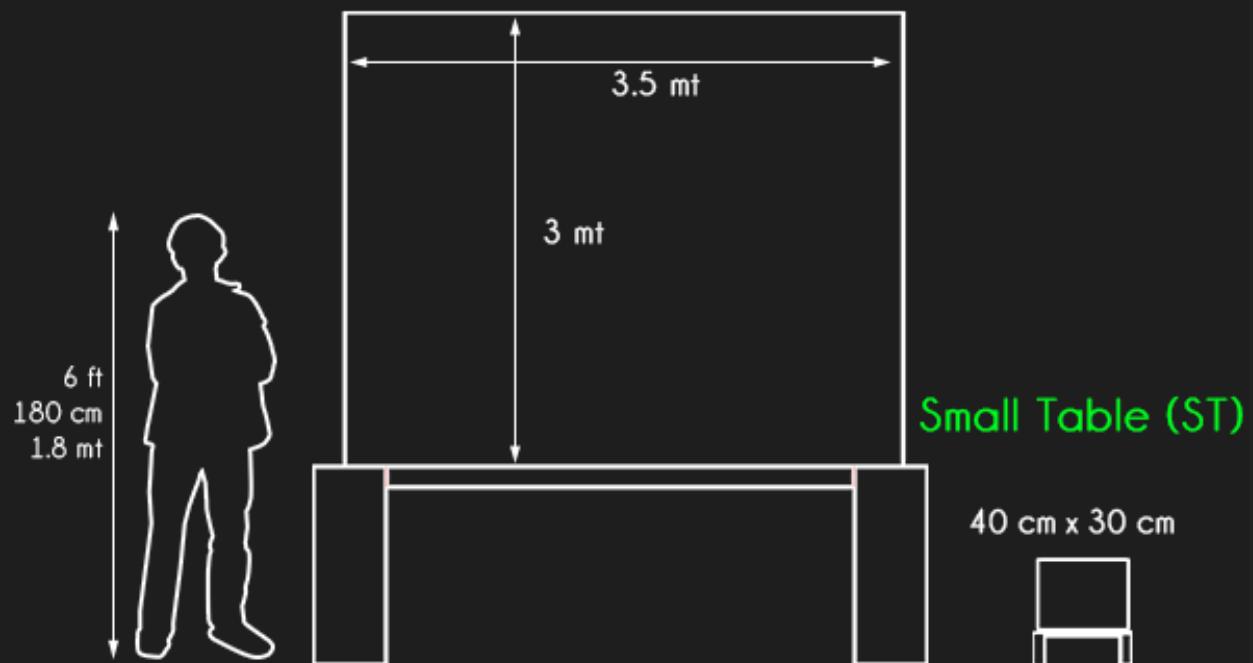
The photographs are not edited in any way, it is as per screen shot

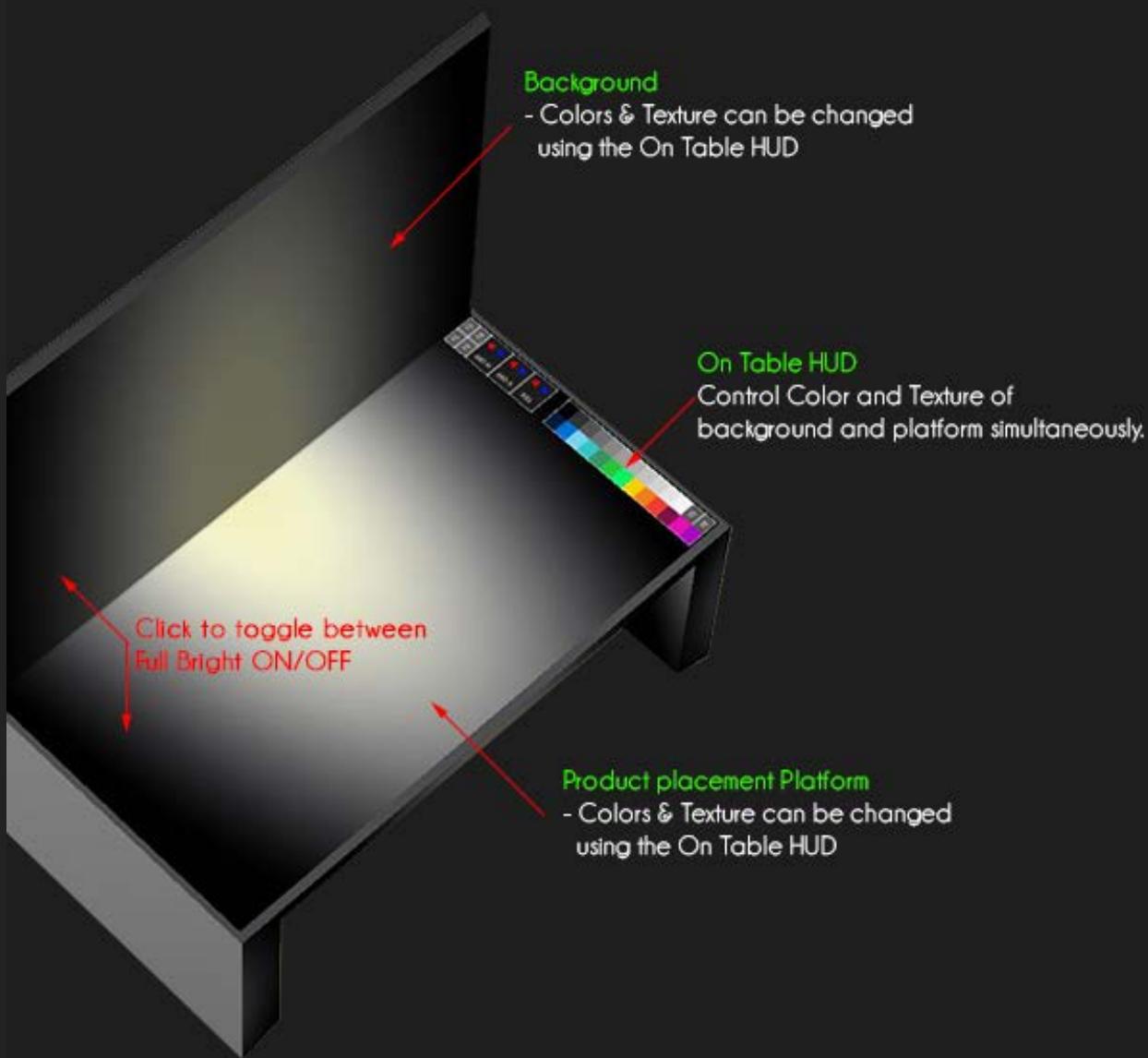
Model: CEREZA

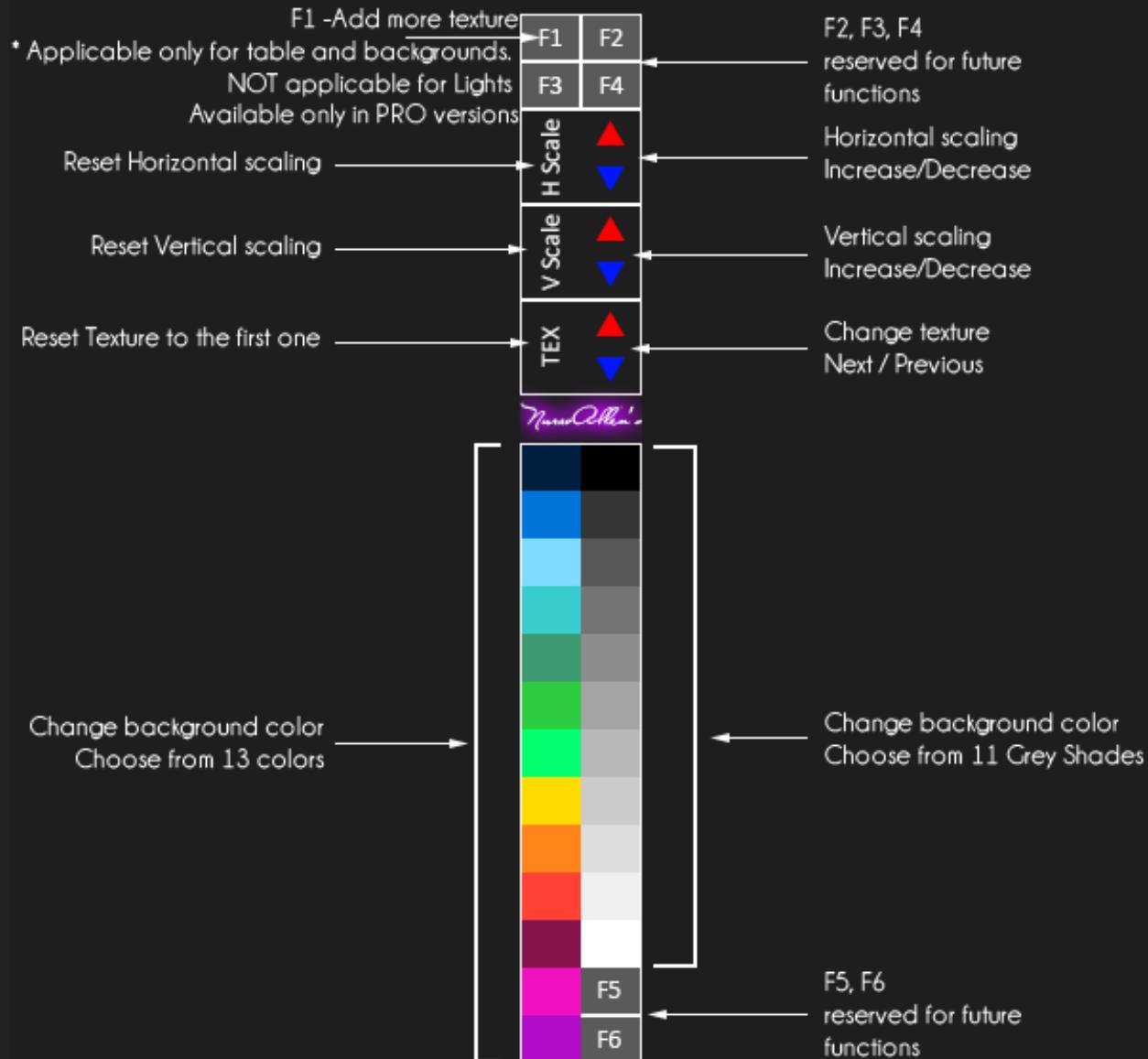
Dimensions



Big Table (BT)









Choose the color of light
12 color options
(13th one Black essentially OFF the light!)

The Universal HUD:



This On Screen HUD acts as a Universal HUD for doing Show/Hide of ALL Lights OWNED BY YOU.

FAQ

1. Not able to see shadows in Nurav Allen's Lights.

- a. Ensure you are not using "OMNI" version of light. Omni lights do not cast shadows.
- b. Ensure "Advanced Lighting Model"/"Lights & Shadows" of your viewer is ENABLED
- c. Ensure the 'Shadows' is set to "Sun/Moon + Projectors"
- d. Ensure the background surface is NOT set to FULL BRIGHT. It does not cast shadows on full bright objects.

All those listed above are Second Life's features/limitations. It is not in my control.

2. After pressing the Show/Hide button of the universal HUD to hide then UNHIDE the light, I'm not able to see the light.

- a. There is no known solution to this strange problem which is happening to link sets and extremely small prims. If you happen to come across this issue, one way is to approximately identify the location and try right clicking on the light- it will appear back. Now you can do Show/Hide as many times you want, the issue will not occur until you rez again.
- b. If you are not able to locate by the method above, right click on ground and select "edit" now select the approximate area by dragging the mouse on where you think your light is. The light will get selected and appear back.
- c. Go to "world" and then do "area search" by the light name or owner name if your viewer supports it.
- d. Press CTRL + SHIFT + T to toggle between showing and hiding transparent objects and see if you can find the light.

If you know a solution to the problem, it will be highly appreciated and will be rewarded :)