



Animated Smoke-Map

### High-Res-maps for the background to be seen through the window



1. Original Situation



3. After the shifting

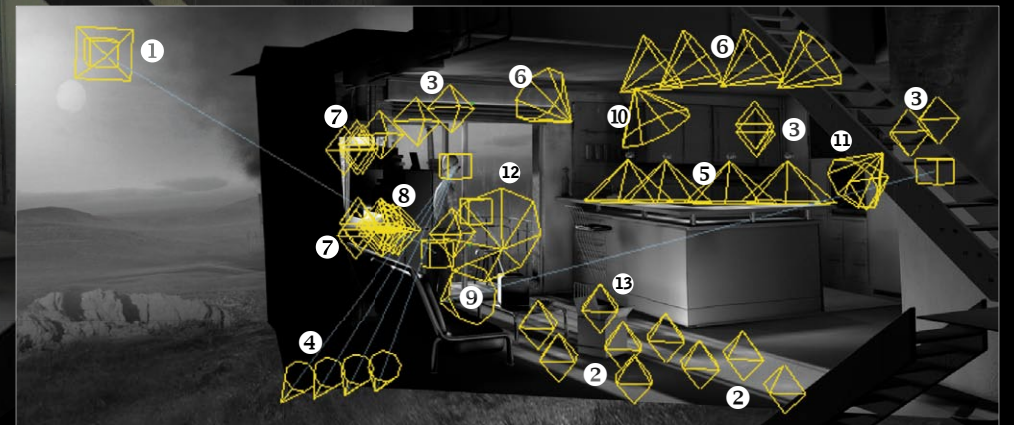


2. With open sky



4. At the End

### Light setup



- 1 Direct sunlight
- 2 Omnilight-Array for indirect light from the floor
- 3 Omnilight-Array for indirect light from the walls
- 4 Spotlight-Array for indirect light from outside
- 5 Spotlights over the bar
- 6 Negative Lights to fake soft shadows
- 7 „Junping“ animated lights for the water-column
- 8 Omnilight-Array for the lightsource under the shelf
- 9 Spotlight for soft shadows at the stairs
- 10 Spotlight for shining of the bar-spots on floor
- 11 Lightsources within the mailbox
- 12 spotlights for indirect light on the balcony