Let’s have fun with a little exercise, where we light a character based on random lighting scenarios.

****Notes:****

* Blender 4.2.2
* Post your 3 rendered results into discussion below, with behind the scenes images of how you placed your lights
* If our provided character proves to be too heavy for your computer, you can try using some of the characters from Blender Cloud: [https://studio.blender.org/characters/](https://studio.blender.org/characters" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

****Timestamps:****

* 00:00 - Intro
* 00:10 - Exercise description
* 01:00 - Lighting Breakdown 1
* 01:46 - Lighting Breakdown 2
* 02:42 - Lighting Breakdown 3
* 04:35 - Outro

****Links:****

* [Exercise Wheel](https://pickerwheel.com/pw?id=T35mv" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

<https://pickerwheel.com/pw?id=T35mv>