Lighting a static scene is fairly straight forward. Once your characters start moving, however, it adds a whole new level of difficulty. Let’s have a look at a few approaches you can use in such cases.

****Notes:****

* Blender 4.0.2

****Timestamps:****

* 00:00 - Intro
* 00:18 - Simplicity is the Key
* 00:40 - Areas of Lighting
* 01:16 - Animate the Lights