

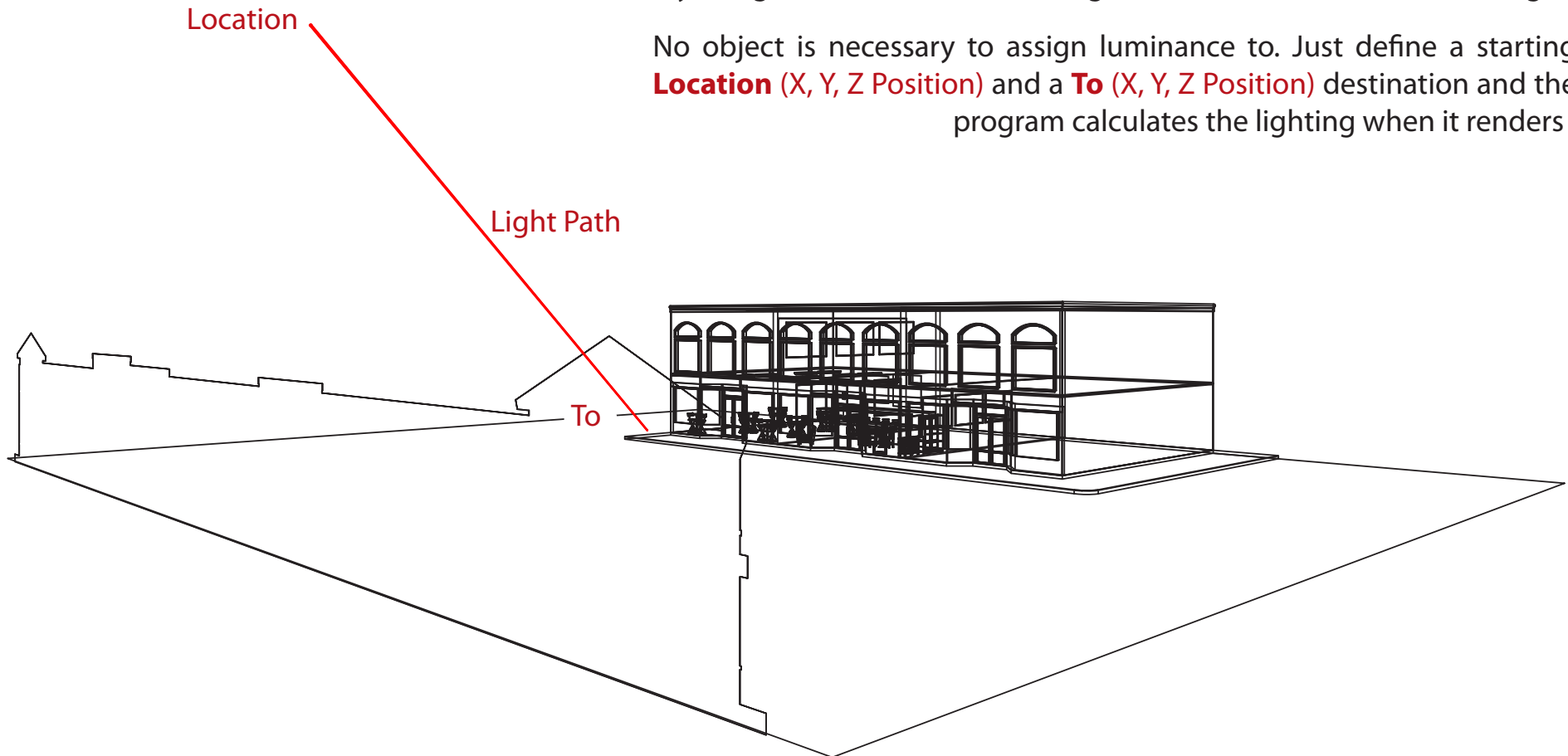
Are you having trouble getting lights to shine through glass or other transparent objects? Look no further - the solution is close at hand.



In order to get lights to shine through glass or other transparent materials one must use Luminance lighting. Standard lights will simply not do in this case.

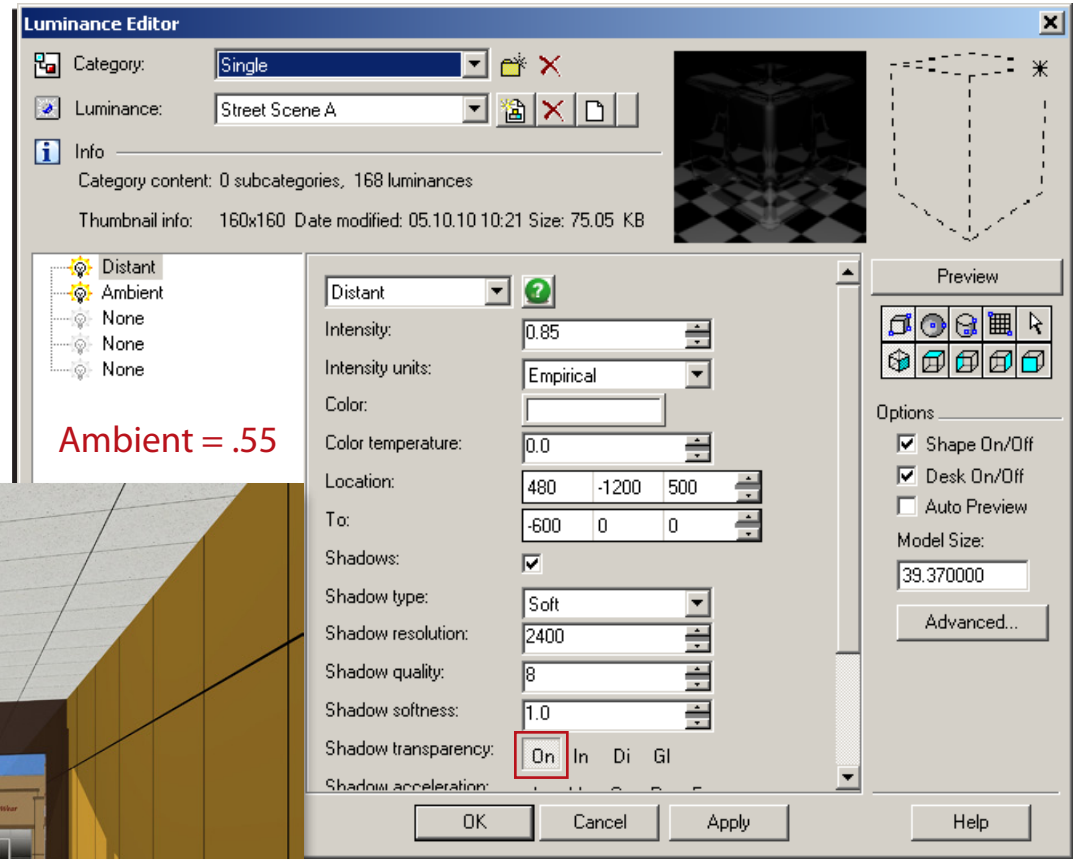
Try using one Distant luminance light and one Ambient luminance light.

No object is necessary to assign luminance to. Just define a starting **Location** (X, Y, Z Position) and a **To** (X, Y, Z Position) destination and the program calculates the lighting when it renders .

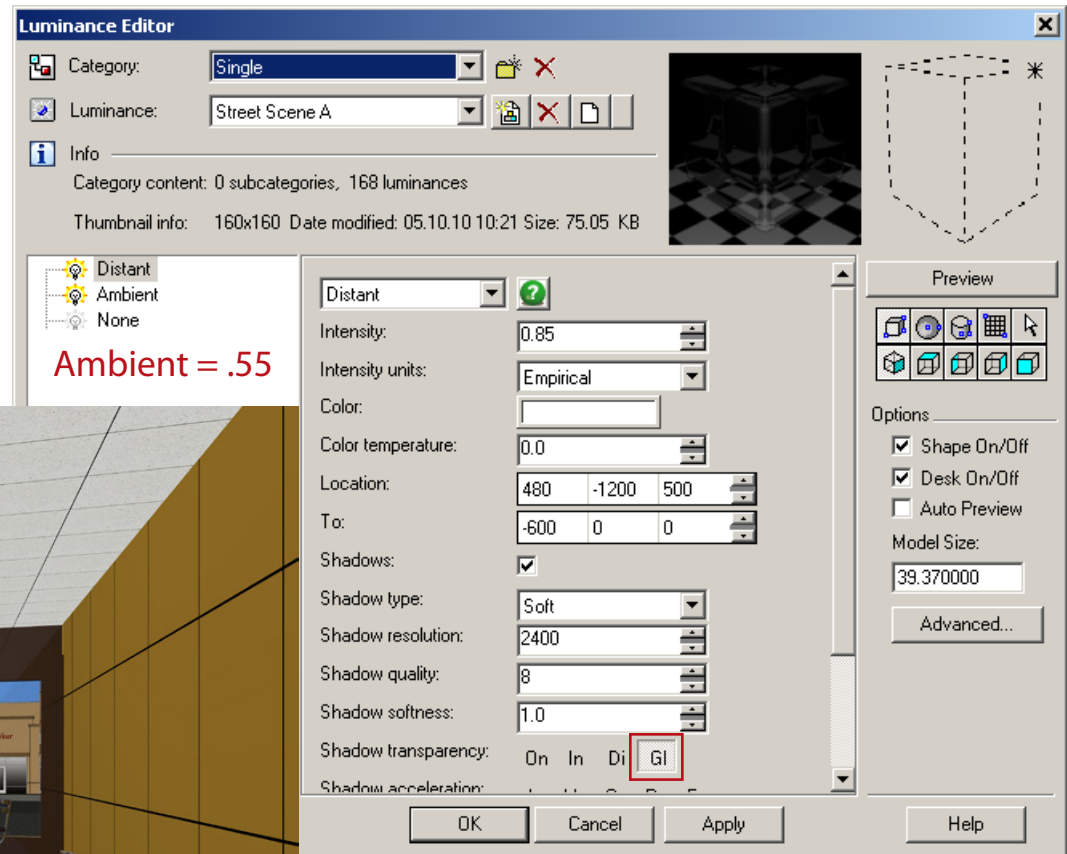


Additionally, Shadow Transparency must be set to ON.

Sadly, shadows will always have hard edges as this is a limitation of LightWorks as seen in TurboCAD.



Shadow Transparency is disengaged below and light does not pass through windows and cast shadows as was seen on page 3.



Ambient = .55



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