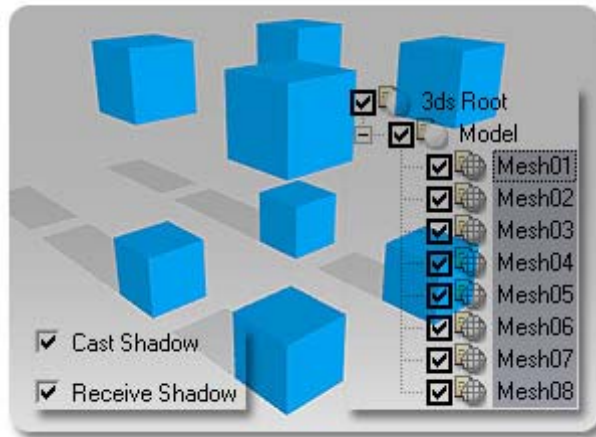


Casting and Receiving Shadows

To see the shadows of the object exported from 3DXchange in iClone:

1. In 3DXchange, select the editable mesh node and check both the **Cast Shadow** and **Receive Shadow** boxes.



(In 3DXchange)

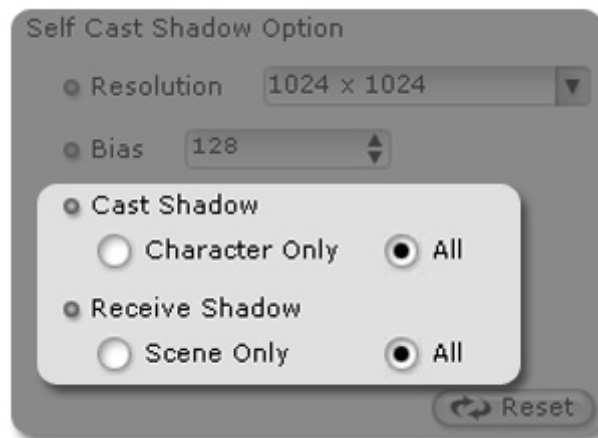
2. Export to VNS prop file.
3. In iClone, apply the new prop in a 3D scene.
4. You may find that it casts a shadow only rather than casting and receiving shadow at the same time.



(In iClone 2)

5. Switch to **Lights / Modify** page and change the shadow mode to **Self Cast Shadow** in the shadow drop down list.

6. Set both the **Cast Shadow** and **Receive Shadow** to **All**.



(In iClone 2)

You may see that the object is now casting and receiving shadow.



(In iClone 2)

Note:

- The **self-cast shadow** is supported in iClone 2 only for graphics cards with **NVIDIA** chipset.