

## Lighting Effects-Creating Realistic Shadows

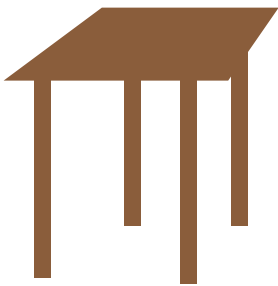
The simplest way to create a shadow is with the **drop shadow** effect. It's most effective with objects that are flat on a surface like a floor, wall or table.



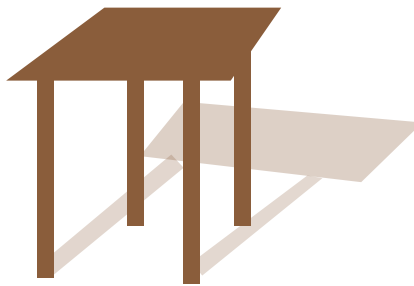
Select your object  
Effects>Stylize>Drop Shadow  
You can edit the shadow in the  
Appearances Palette after making.



A **cast shadow** would be more appropriate for objects that are free standing with light shining on them.



Table

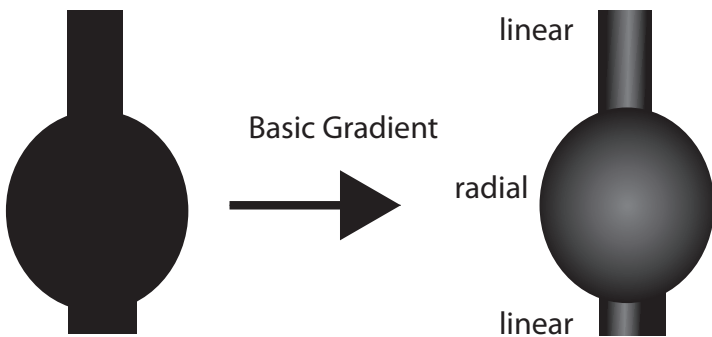


Hand-drawn cast shadow  
Filled with transparent color



Hand-drawn shadow  
grouped then filled with  
gradient - more subtle

Adding Highlights To an Object--increases realism



Gradient-This object is made up of three separate shapes. Each shape has a gradient applied to give it as much realism as possible.

If you want the object to have the same gradient just select all the parts and group.



Draw contrasting highlight shape on top of your object.

Select both object and highlight shapes!

Object>Blend>Make  
You can modify blend with Blend Options



Very controlled highlights..just takes a bit of trial and error to get the look you want.