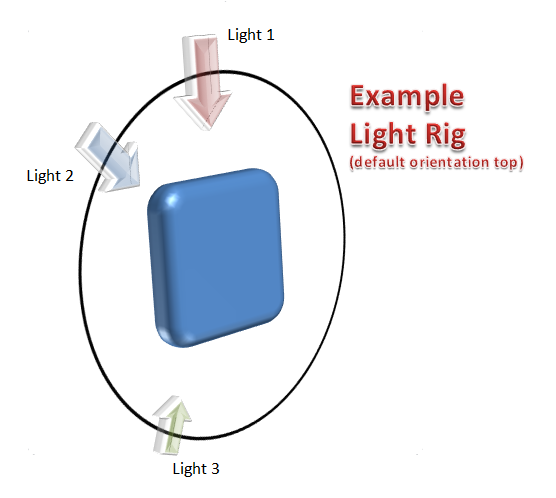
#### ST\_LightRigDirection (Light Rig Direction)

Represents the direction from which the light rig is positioned relative to the scene. The light rig, itself, can be made [up](up.docx) of multiple lights in any [orientation](orientation.docx) around a given shape. This simple type defines the [orientation](orientation.docx) of the light rig as a [whole](whole.docx), and not the individual lights within the rig. This means that because the direction of the light rig is left, that does not guarantee the light will be coming from the left side of the shape, but rather the [orientation](orientation.docx) of the rig as a [whole](whole.docx) is rotated to the left.

[Example: Consider the following example as a visual representation of a light rig oriented from the top of the shape in the center:



In this example we see that the light rig defines three lights (all in a single plane as represented by the black circular line). The lights defined in this representation can all have different intensities, which means, for this example, Light 3 and Light 2 look to have a more intense [effect](effect.docx) (or could even be a different color) than Light 1. One can image rotating this rig to the so that Light 1 is to the right of the shape when the light rig direction is defined to be right. [end](end.docx) example]

The following properties were used to define the shape used in the image examples below:

* Rounded rectangle [shape](shape.docx)
* Three Point light rig type
* Circle [bevel](bevel.docx) type
* Plastic material type
* Camera type defined by the orthographicFront preset
* Bevel width and height each equal to 190500

This simple type's contents are a restriction of the XML Schema token datatype.

The following are possible enumeration values for this type:

|  |  |
| --- | --- |
| Enumeration Value | Description |
| b (Bottom) | [Example: Consider the following example of a light direction from the bottom:    [end](end.docx) example] |
| bl (Bottom Left) | [Example: Consider the following example of a light direction from the bottom left:    [end](end.docx) example] |
| br (Bottom Right) | [Example: Consider the following example of a light direction from the bottom right:    [end](end.docx) example] |
| l (Left) | [Example: Consider the following example of a light direction from the left:    [end](end.docx) example] |
| r (Right) | [Example: Consider the following example of a light direction from the right:    [end](end.docx) example] |
| [t](t.docx) (Top) | [Example: Consider the following example of a light direction from the top:    [end](end.docx) example] |
| tl (Top Left) | [Example: Consider the following example of a light direction from the top left:    [end](end.docx) example] |
| [tr](tr.docx) (Top Right) | [Example: Consider the following example of a light direction from the top right:    [end](end.docx) example] |

|  |
| --- |
| Referenced By |
| lightRig@dir (§) |

The following XML Schema fragment defines the contents of this simple type:

<simpleType [name](name.docx)="ST\_LightRigDirection">

<restriction base="xsd:token">

<enumeration value="tl"/>

<enumeration value="[t](t.docx)"/>

<enumeration value="[tr](tr.docx)"/>

<enumeration value="l"/>

<enumeration value="r"/>

<enumeration value="bl"/>

<enumeration value="b"/>

<enumeration value="br"/>

</restriction>

</simpleType>