#### lightRig (Light Rig)

This element defines the light rig associated with the table. The light rig comes into play when there is a [3D](3D.docx) [bevel](bevel.docx) applied to a cell. When [3D](3D.docx) is used, the light rig defines the lighting properties associated with the scene.

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| Parent Elements |
| [cell3D](cell3D.docx) (§); [scene3d](scene3d.docx) (§); [scene3d](scene3d.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [rot](rot.docx) (Rotation) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| [dir](dir.docx) (Direction) | Defines the direction from which the light rig is oriented in relation to the scene.[Example: Consider the following example of [dir](dir.docx) being used in a light rig:<a:lightRig rig="threePt" [dir](dir.docx)="[t](t.docx)"/>In this example, we define the direction to be top. [end](end.docx) example]The possible values for this attribute are defined by the [ST\_LightRigDirection](ST_LightRigDirection.docx) simple type (§). |
| rig (Rig Preset) | Defines the preset type of light rig which is to be applied to the scene.[Example: Consider the following example of rig being used in a light rig:<a:lightRig rig="threePt" [dir](dir.docx)="[t](t.docx)"/>In this example, we define the rig to be a threePt rig. [end](end.docx) example]The possible values for this attribute are defined by the [ST\_LightRigType](ST_LightRigType.docx) simple type (§). |

The following XML Schema fragment defines the contents of this element:

<complexType [name](name.docx)="CT\_LightRig">

 <sequence>

 <element name="[rot](rot.docx)" type="CT\_SphereCoords" minOccurs="0" maxOccurs="1"/>

 </sequence>

 <attribute [name](name.docx)="rig" type="[ST\_LightRigType](ST_LightRigType.docx)" use="required"/>

 <attribute [name](name.docx)="[dir](dir.docx)" type="[ST\_LightRigDirection](ST_LightRigDirection.docx)" use="required"/>

</complexType>