

Toggling Shadows in Camera Views

Reference Number: **KB-00230**

Last Modified: **August 20, 2021**

The information in this article applies to:



QUESTION

I would like to toggle the shadows on or off in my camera views. Is this possible?

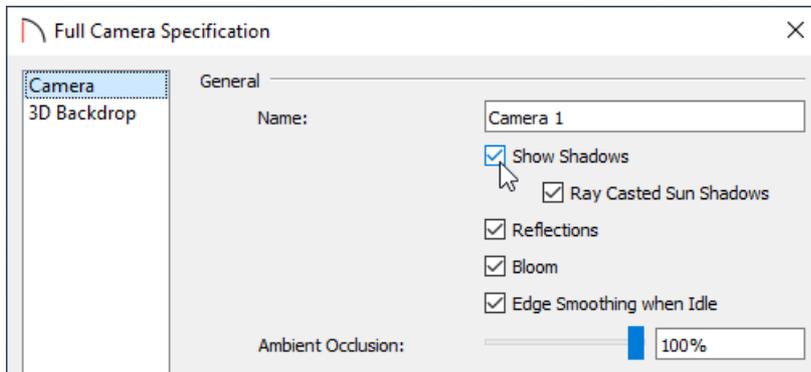


ANSWER

Shadows can be toggled on and off for each individual camera view by accessing the Specification dialog for the view or by selecting the Toggle Shadows tool. Additionally, shadows can be controlled for each camera tool by accessing the default settings.

To toggle shadows for an individual camera view

1. Create a **Camera**  view of your structure.
2. With the view open and active, navigate to **3D> Edit Active Camera** .
3. In the **Specification** dialog that displays, check or uncheck the **Show Shadows** box, then click **OK**.



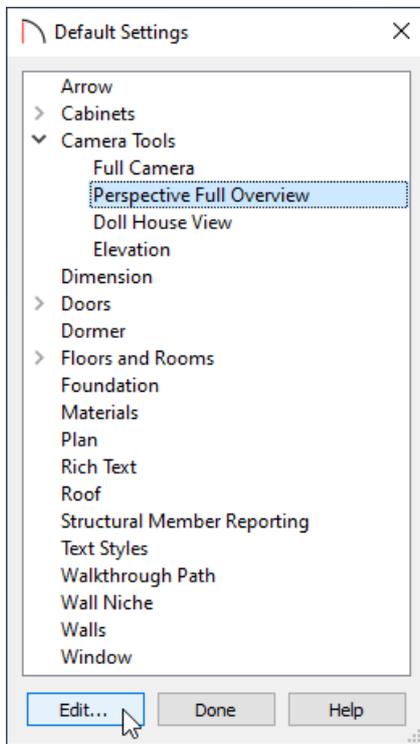
You can also navigate to **3D> Camera View Options> Toggle Shadows**  to toggle the shadows on and off in a camera view.

Note: Ray Casted Sun Shadows create higher quality shadows cast by sunlight. These may take longer to generate within the view and will only update when the camera is not moving.

4. The view will update based upon the change that you made.

To toggle shadows in the default settings

1. Navigate to **Edit> Default Settings** .
2. In the **Default Settings** dialog that opens, expand **Camera Tools**, click on one or more of the Camera options listed, then click **Edit**.



3. In the **Defaults** dialog that displays next, check or uncheck the **Show Shadows** box, then click **OK** and **Done**.
4. Now, any newly created camera views that are associated with the Camera tool that you changed will have the shadows setting that you specified.

In Home Designer Architectural and Home Designer Pro, the Shadow Intensity can also be adjusted for Vector Views. To adjust the Shadow Intensity, navigate to 3D> Rendering Techniques> Technique Options while in a Vector View.

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