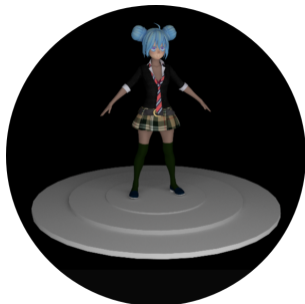
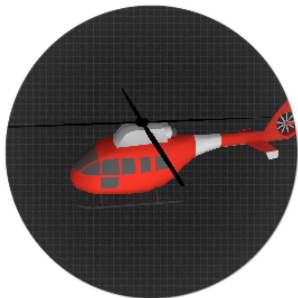


# Test Scenes



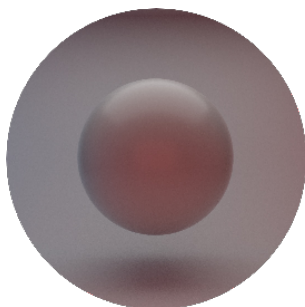
Scene designed to test faceset feature of 3Delight. In Cinema4D this is done using PolygonSelection Tag. So when you assign a material to some specific faces of a polygon, these faces will now have a PolygonSelection Tag to keep their information.

[anime\\_girl.zip](#)



This scene is designed to test motion blur. So to have motion blur active on your scene you have to enable motion blur in quality section of 3Delight render settings.

[helicopter.zip](#)



A simple scene to test the usage of Multi-Light with four area-lights placed in the scene. You will see separated layers for each used light and the rgba layer containing all lights.

[multi-light-sphere.zip](#)