

		Backlight	Directional Light	Ring Light	Low-Angle Light	Diffused Light	On-Axis Light	Structured Light
<p>The main goal of lighting in a vision application is to create contrast between the part and the background.</p>								
Optical Properties	Example Parts							
Shape	Notches Stampings Embossing	Highlights outlines and profiles	Casts shadows to highlight height changes		Height changes are bright Flat surfaces are dark	Lowers contrast between shapes	Flat surfaces are bright Height changes are dark	Highlights changes in height on part
Surface Texture	Polished metal Sandpaper		Textured surfaces are bright Smooth surfaces are dark		Diffuse surfaces are brighter than reflective	Lowers contrast between reflective and textured surfaces	Reflective surfaces are brighter than diffuse	
Color	Wires Printing Plastics UV coatings		Based on target color	Based on target color		Based on target color	Based on target color	
Translucency	Drilled hole Plastics	Solid parts block light, clear parts transmit light						