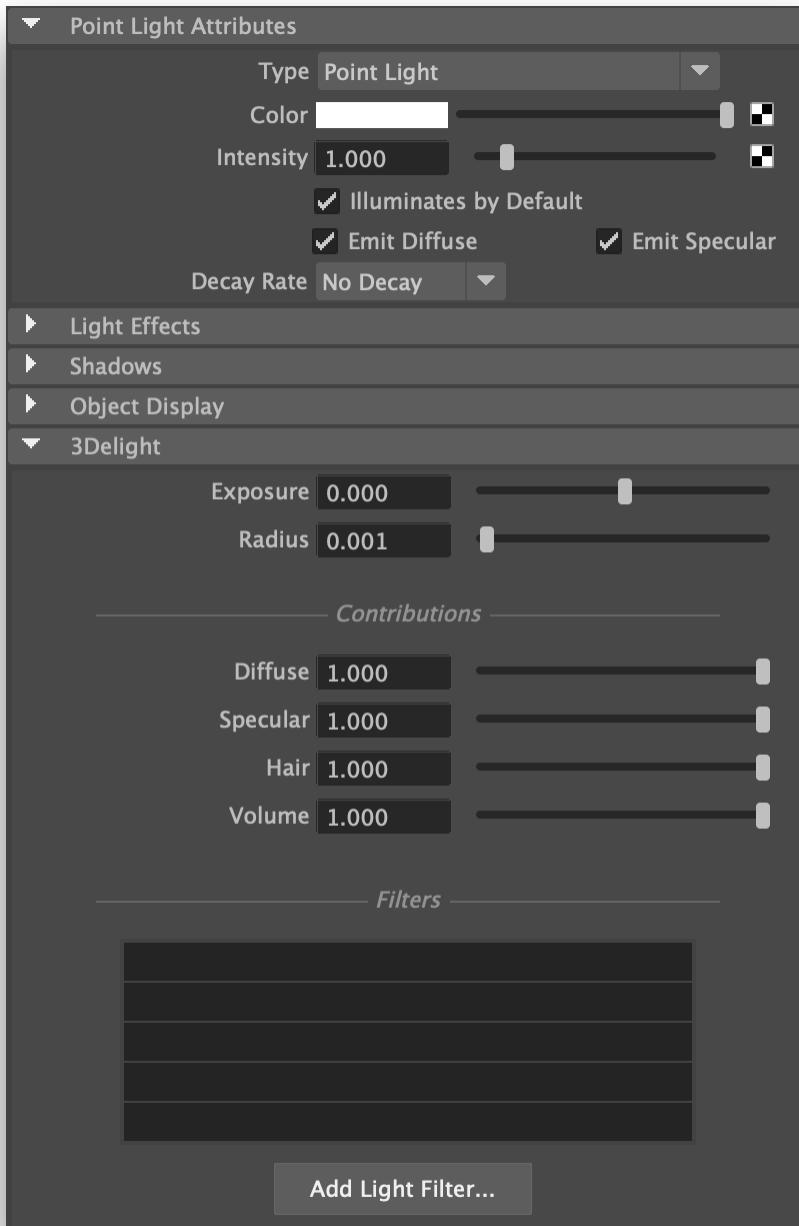


# Point Light



*A point light.*

## Point Light Controls

### *Radius*

The radius of the sphere that emits light in all directions. Increasing the *Radius* will soften the lit region edge and the shadows casted by the spot light.



0.0



0.1



0.5



3.0

#### *Visible to Camera*

Makes the light source visible to the camera (a.k.a primary rays). Since the point light is rendered as a sphere with the specified *Radius*, the visible shape will be a sphere. Note that a *Radius* of 0 might still produce a very tiny visible dot. This option is only available in *3Delight for Katana*.

## Light Intensity and Color Controls

### *Color*

Defines the light color.

### *Intensity*

Specifies the light intensity.

### *Exposure*

This is an additional control over the standard light intensity. Exposure is in many cases a preferred control due to its likeness to photography. Final light intensity is thus computed by:

$$I = \text{intensity} * \text{pow}(2, \text{exposure})$$

### *Decay Rate*

Specify the rate at which the light intensity decreases in function of the distance to the light source. The available values are:

No Decay	Light intensity remains constant with respect to distance.
Linear	Light intensity decreases linearly with distance.
Quadratic	Light intensity decreases proportionally to the square of the distance. This is the physically correct behaviour.
Cubic	Light intensity decreases proportionally to the cube of the distance.

## Fine Tuning the Light Contribution to the Shading Components

It is sometimes useful to have a fine and direct control on how the light intensity affects various shading components. The following controls allows for that:

### *Diffuse Contribution*

Specifies a multiplier for the light contribution to diffuse shading.

### *Specular Contribution*

Specifies a multiplier for the light contribution to specular shading.

### *Hair Contribution*

Specifies a multiplier for the light contribution to hair shading.

### *Volume Contribution*

Specifies a multiplier for the light contribution to volumetric effects in atmosphere and OpenVDB volumes.

## **Filtering the Light**

To use one of the scene's light filters on the light source, click on it in the filters list. All highlighted filters in the list will be applied on the light source.

Click *Add Light Filter...* to create a new light filter. It will be applied on the light source.