* Light Contributions

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.