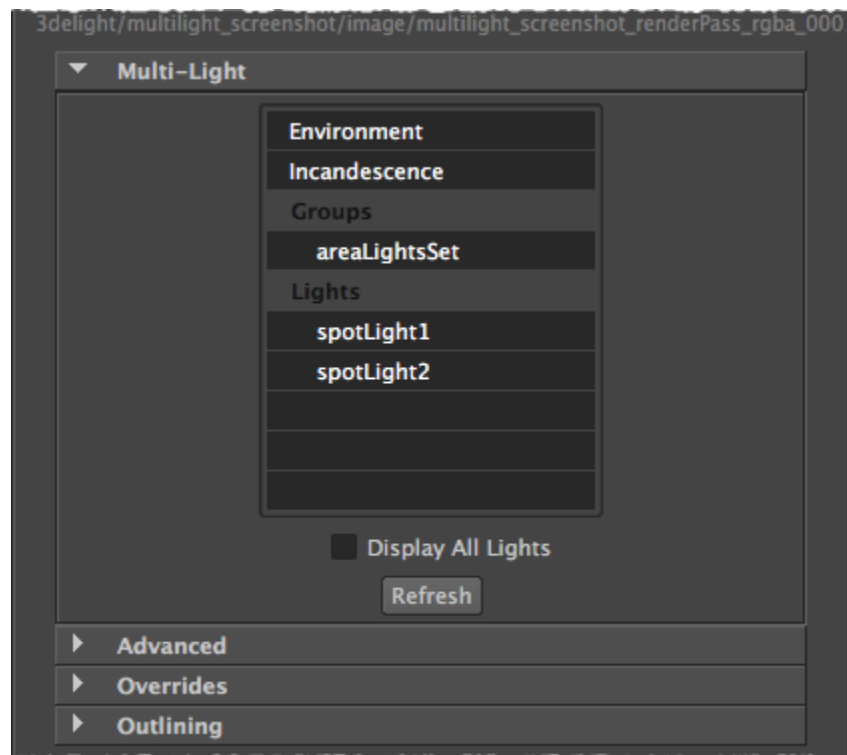


Layers Multi-Light



A layer's Multi-Light attributes

The Multi-Light section lets you render different lighting elements *at once* for a certain layer. Selecting one or more lighting elements in the UI will produce as many additional outputs for the currently selected layer. Each output will only contain the light emitted from the selected lighting element. This powerful feature lets you then composite lighting elements in *comp* or mix them using *i-display*. Refer to [Multi-Light Rendering](#) for more.

Display All Light

This toggle is only useful when using light groups. By default, if a light is present in a light group, it is not shown in the *Lights* section of the UI. This is the correct behaviour because it is incorrect to composite lighting elements which have light sources repeated. If you still wish to see every light source, even if it is already included in some light group, toggle this option on.

Refresh

This button lets you refresh the *Light* and *Groups* list in case you added, removed or renamed some light sources.