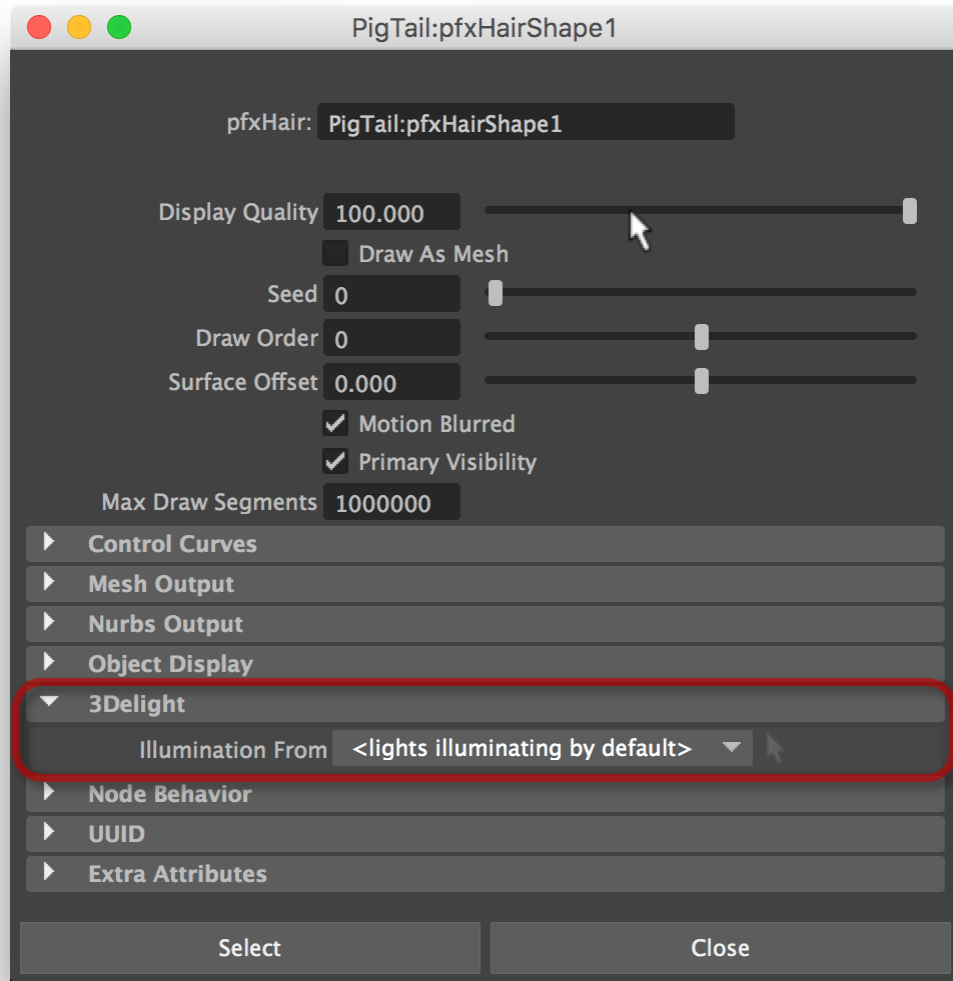


# The Paint Effects and Hair Extension Attributes

The Paint Effects and the Maya Hair nodes have the same 3Delight extension attribute group.



*Extension Attributes for a Maya Hair node.*

## *Illumination From*

This attribute allows specifying an object set; the lights contained in that set will be used to illuminate the object. By default, only light sources that have the *Illuminates by Default* option enable will light the object. The *Illumination From* extension attribute is a work around for issues caused by the fact that some *Maya* nodes are renderable by *3Delight* but considered non-renderable by *Maya*; *Maya* prevents non-renderable objects from being used with the light-linking mechanism and its shader assignment mechanism. To address the light-linking limitation, use the *Illumination From* extension attribute. To assign a shader on such a node, you can use one of the materials button in the [3Delight Shelf](#), or the [3Delight Assignment Panel](#).