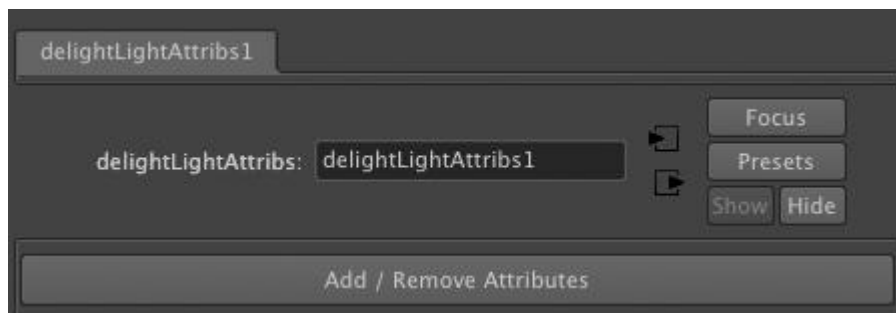# The Light Attribute Node

Overview

The *Light Attribute Node* is used to specify parameters that are not contained in the light shader. For instance, several light shaders can use *Shadow Maps* and the *Light Attribute Node* can be used to generate these *Shadow Maps*. When there are no *Light Attribute Node* attached to a light, *3Delight for Maya* will do its best to extract relevant parameters from the *Maya* light node.


Light Attribute Node – created empty

Light Attribute Nodes are created empty; it contains no attributes at all. It is an empty container where one can add just the relevant attributes. Attributes can be added and removed using *Add / Remove Attributes* button, which brings up The Add / Remove Attributes Window. Right-click on the *Add / Remove Attributes* button instead offers the same functionality through popup menus, which are more convenient when only one attribute or attribute group needs to be added or removed.

Light Attributes

The following pages describe in details the purpose of all the attributes of the *Light Attribute Node.*

Shadow Maps

Shadow Objects
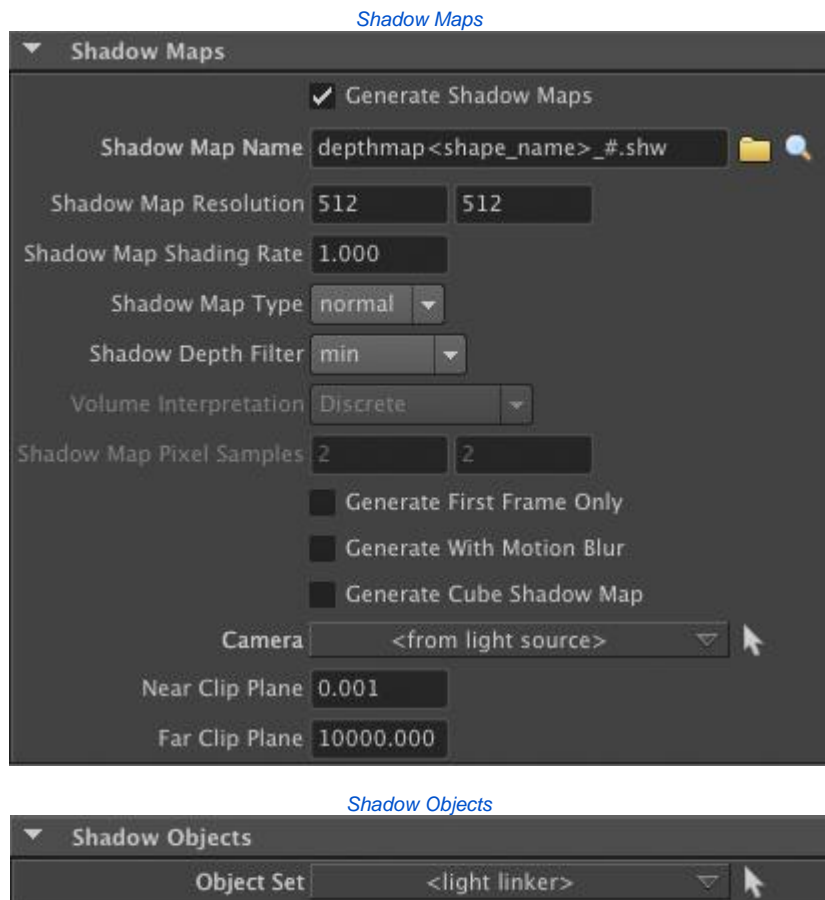
Photon Maps

Photon Maps

Emit Photons

Motion Blur

Motion Blur

Transformation Blur | Off

MEL Scripts

MEL Scripts

Pre Render MEL

Post Render MEL