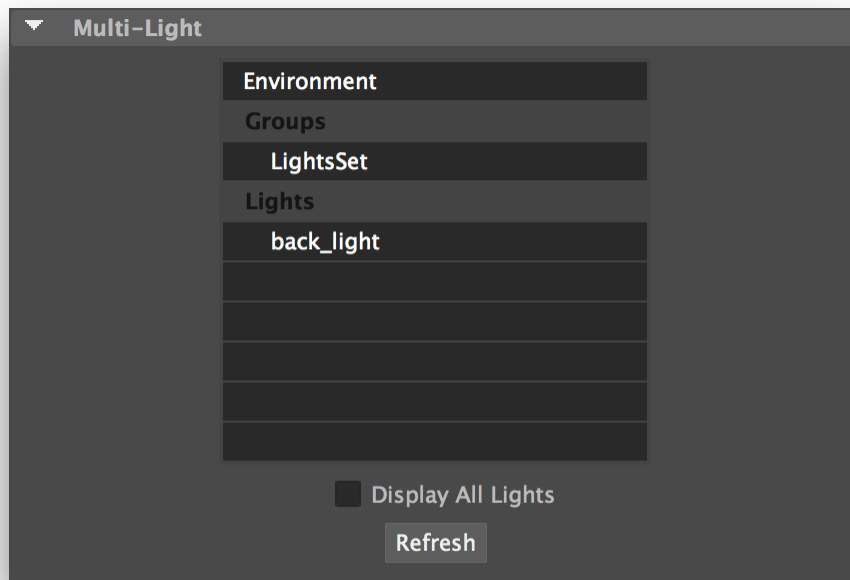


Multi-Light



The Multi-Light section of the Image Layers group of settings.

The Multi-Light section lets you render separate lighting element contributions *at once*. Selecting one or more lighting elements in the UI will produce as many additional outputs for each *shading component* image layer in the Image Layer list. 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 **3Delight Display**.

An example of how this feature can be used is detailed in [Multi-Light Rendering](#).

The elements of the multi-light list are presented as follows:

Environment

Selecting this will produce an image layer with the light contribution of the Environment, as set in the [Scene Elements](#) section; this item is insensitive when no environment is set in *Scene Elements*.

Groups

Lists the *Maya sets* that have light sources as members. Selecting one item under *Groups* will produce an image layer with the light contribution of every light source in the *Maya set*.

Lights

Lists the light sources that are not in any *Groups*.

By default, the *Lights* section only offers light sources that are not members of any *Light Groups*. This is the default behaviour because attempting to composite lighting elements which have light sources repeated will yield incorrect results. Turning on *Display All Lights* will list every light source under *Lights*, even those that are *Light Group* members.



Compositing together a *light group* layer with a *light* layer of one of its members will yield incorrect results.

Click *Refresh* to force a *Multi-Light* list content update in case you added, removed or renamed some light sources.