

Decay Light Filter

The *Decay Light Filter* provides control over the light decay with many more parameters other than the decay rate.

Creating and Applying a Decay Filter

To create a new filter and apply it to a light source:

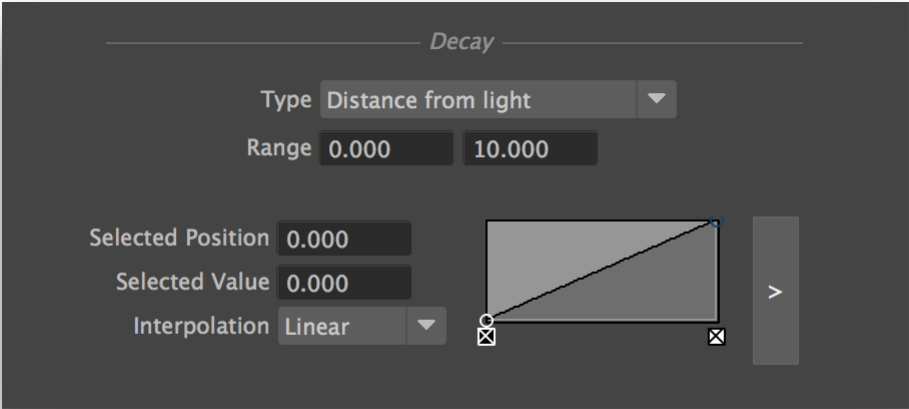
- Select the light source.
- In the *Attribute Editor*, under the *3Delight* section, click *Add Light Filter...*
- Choose the light filter type to create.

A new light filter is created and placed as a child of the light source. It is automatically applied to the light source.

Light filters can also be created from the *Hypershade*. They are listed under the *3Delight Light Filters* section.

To apply an existing light filter on a light source, select that light source. In the *Attribute Editor*, choose the desired light filter in the filter list of the *3Delight* section.

Controlling a Decay Filter



The *Decay* light filter attributes.

Decay Light Filter Controls

Type

Specify on what variable the decay is evaluated. Available options are:

Value	Description
Distance from light	Decay curve sections define radial regions from the light source.
Distance from light plane	Decay curve sections define regions perpendicular to the light source's emitting plane.
Angle from axis	Decay curve sections define angle ranges from the light's axis. A given curve section will define a wider light region when placed toward the right end of the decay curve.
Distance from axis	Decay curve sections define distances from the light's axis.

Range

This pair of parameters define the range of distances (or angles when *Type* is set to 'Angle from Axis') over which the decay curve is applied.

Curve

Defines the decay values over the range specified by *Range*.