

# Incandescence Light

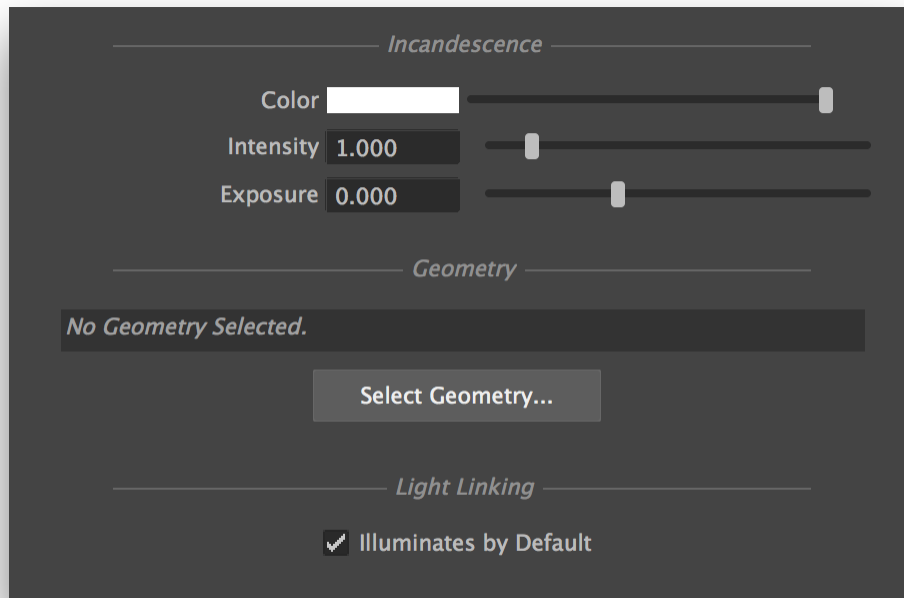
The *Incandescence Light* allows editing the incandescence material attributes of one or more objects as light attributes (provided that the object material has support for incandescence). The difference between a mesh light and an incandescence light is that an incandescence light directly controls the incandescence parameter of the geometry's surface shader, preserving the other surface shader properties; a mesh light applies the area light shader on its source mesh instead of its surface shader. One incandescence light can control as many such object/materials as desired.

As with any other light sources, incandescence lights will be listed in the *Multi-Light list*; each incandescence light can thus be output in its own *Multi-Light* layer. They also can be edited by *3Delight Display's Mixer*.

## Creating an Incandescence Light



An incandescence light can be created by clicking  in the *3Delight Shelf* or by choosing the *3Delight Create Incandescence Light* menu item.

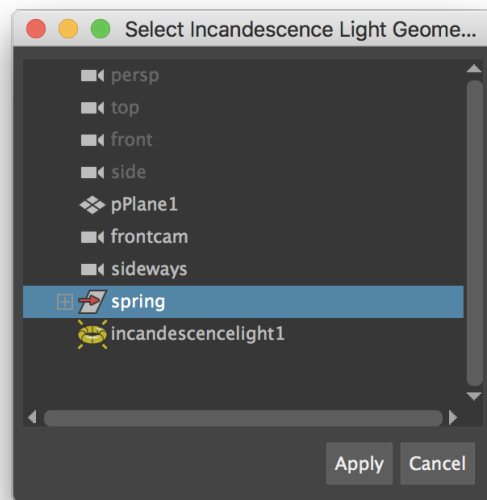


*The incandescence light attributes.*

## Shaping the Incandescence Light

Upon creating an incandescence light, the geometry in the current *Maya* selection is set as the light's geometry.

Click on *Select Geometry...* to select the geometric objects whose incandescence will be controlled by the incandescence light.



## Controlling the Light From an Incandescence Light

### Incandescence Light Controls

*Color*  
*Intensity*  
*Exposure*

These parameters act as multipliers of the controlled geometry's incandescence color. The original material's *Incandescence Intensity* parameter will be multiplied by this value.