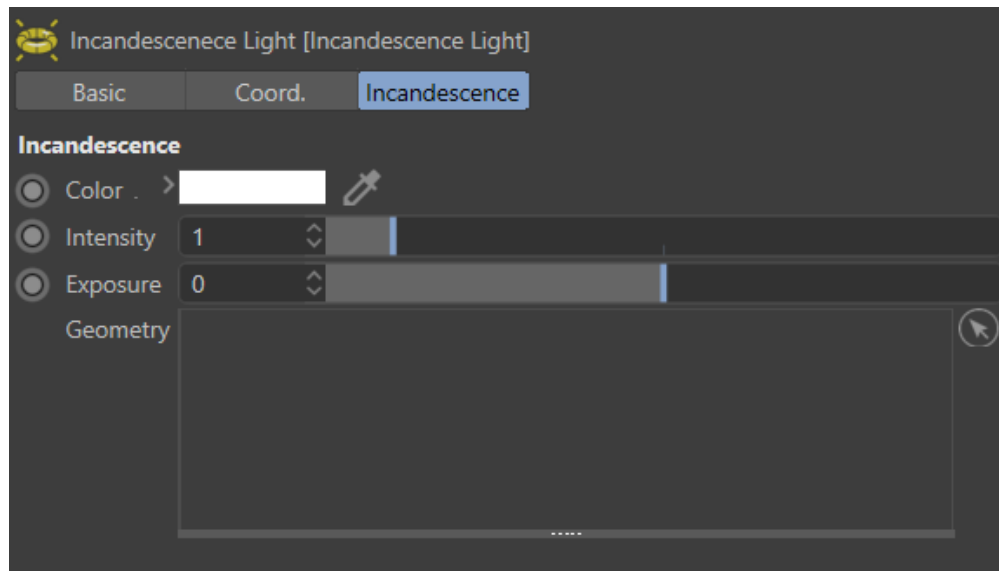# Incandescence Light

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.

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

The *Geometry to Control* parameter from the *Object* tab specifies the scene graph location of the object or group of objects whose incandescence attributes will be controlled.

The objects whose incandescence attributes will be controlled can be specified this way:

- Clicking the arrow button on the right of the geometry in_exclude parameter and then selected the objects that I want to add by clicking on them from the view port.
- Right Clicking on the in_exclude and selected Start Pick Session. It is the same as clicking the arrow button so after doing this you will have to select the objects you want to add from the view port again.

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.