

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:

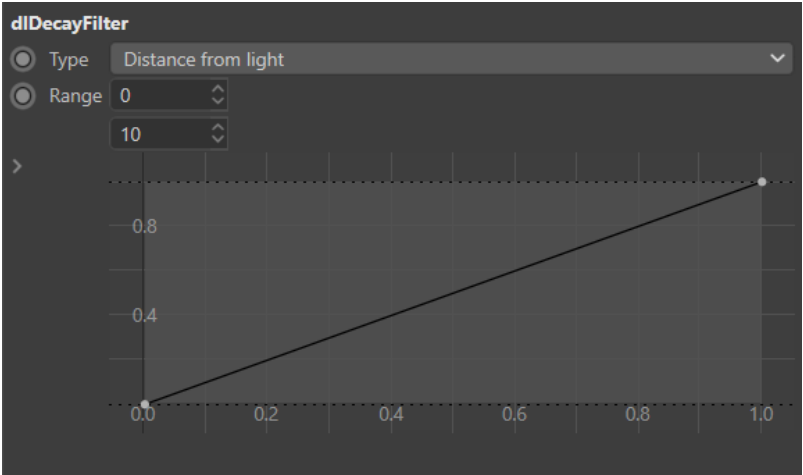
- Select the light source.
- In the *Attribute Editor*, click *Add Light Filter Button*
- Choose the light filter type you want to create.

A new light filter is created and it is automatically applied to the corresponding light source the light source.

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.

NOTE: When you create a light filter to a specific light source, you can only apply that filter to only that "parent" light source. You have to create the light filters for each light source you want them to apply to.

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*.