Lights

3Delight for Houdini relies on Houdini's standard lights. This means that you use the same manipulators and parameters that you are used to. You can expect a very close lighting to Mantra's renders. Some of the parameters are not supported (she as Shadow map and LPE parameters) and will be removed by the light creation scripts. The scripts are executed when light sources are created from 3Delight's shelf so we recommend to use that method instead of using Houdini's standard Light shelf.