

Lights & Light Filters

3Delight for Maya supports *Maya*'s standard lights. There are three exceptions: the Environment Light is *3Delight*-specific and the ambient light and volume light are not supported. To these standard *Maya* lights, *3Delight for Maya* adds some additional controls (e.g. exposure, light focus, ...) in the *3Delight* section of each light.

3Delight's *Unified Sampling*

You will notice that there are no sampling parameters for light sources in *3Delight for Maya*. 3Delight's unique *Unified Sampling* algorithm simplifies greatly the control of noise in the image by providing a single parameter in the [Render Settings](#) that acts on all shading components, including lights.

Content:

[Area and Mesh Light](#)

[Directional Light](#)

[Environment Light](#)

[Incandescence Light](#)

[Spot Light](#)

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[Decay Light Filter](#)