

V-Ray Light Directional

This page provides information about the Light Directional in V-Ray for Grasshopper.

Overview

The V-Ray Directional Light is a V-Ray specific light source plugin that can be used to create physically accurate area lights. It can be connected to the V-Ray Render component or any V-Ray Light Rig which automatically adds it to the rendered scene.



Input Parameters

On (*Boolean*) – Enables or disables the light source.

Position (*Point*) – Light source location (point position). If a list of input Positions is connected multiple lights will be generated. The number of input positions will determine the lights count.

Target (*Point*) – The Directional light **Position** and **Target** combined determine the light orientation vector.

Color (*Colour*) – Light source color.

Intensity (*Number*) – Light source intensity. Calculated in Default (Scalar) units.

Shadow Softness (*Number*) – Sets the shadow softness. Zero (0.0) makes the shadows perfectly sharp, larger values produce blurrier shadows.

Output Parameters

Light (*Generic Data*) – Light output that can be connected to a V-Ray Render component.

Example

Light Directional component connection.

