

Direct Light

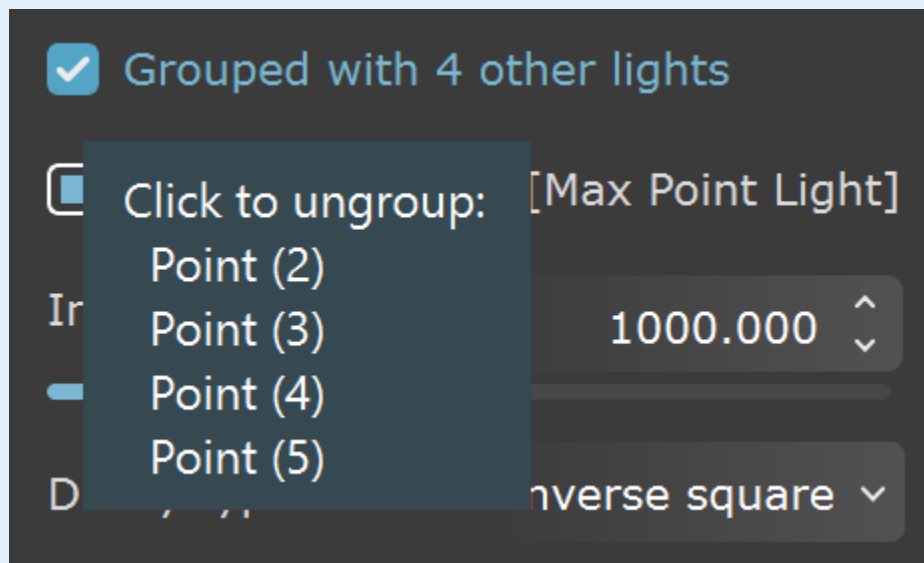
This page offers information about the Direct Light in Chaos Vantage.

Overview

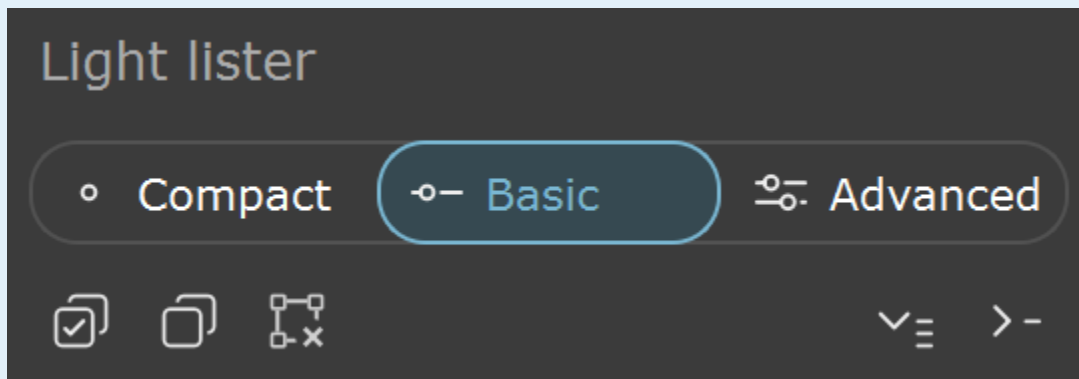
The Direct Light is the representation of the Direct light in Chaos Vantage. The Direct Light can only be accessed when imported with a `.vrscene` file.

You can use the right mouse button click to reset the parameters numeric values to defaults.

Lights that have **[G]** in front of their name are grouped and share properties. Changing any value will be instantiated in all the grouped lights. You can ungroup lights by clicking the checkbox in front of "Grouped with ## other lights".



Listed parameters can be filtered by using the **Compact**, **Basic**, and **Advanced** buttons.



Direct Light Parameters

Enabled – Turns on and off the direct light.

Color – Changes the color of the direct light.

Intensity – Specifies the intensity of the direct light's brightness.

Shadows – When enabled (the default), the light casts shadows. Turn this option off to disable shadow casting for the light. The **value** moves the shadow toward or away from the shadow-casting object(s). Higher values move the shadow toward the object(s), while lower values move it away. If this value is too extreme, shadows can "leak" through places they shouldn't or "detach" from an object. Other effects from extreme values include Moire patterns, out-of-place dark areas on surfaces, and shadows not appearing at all in the rendering.

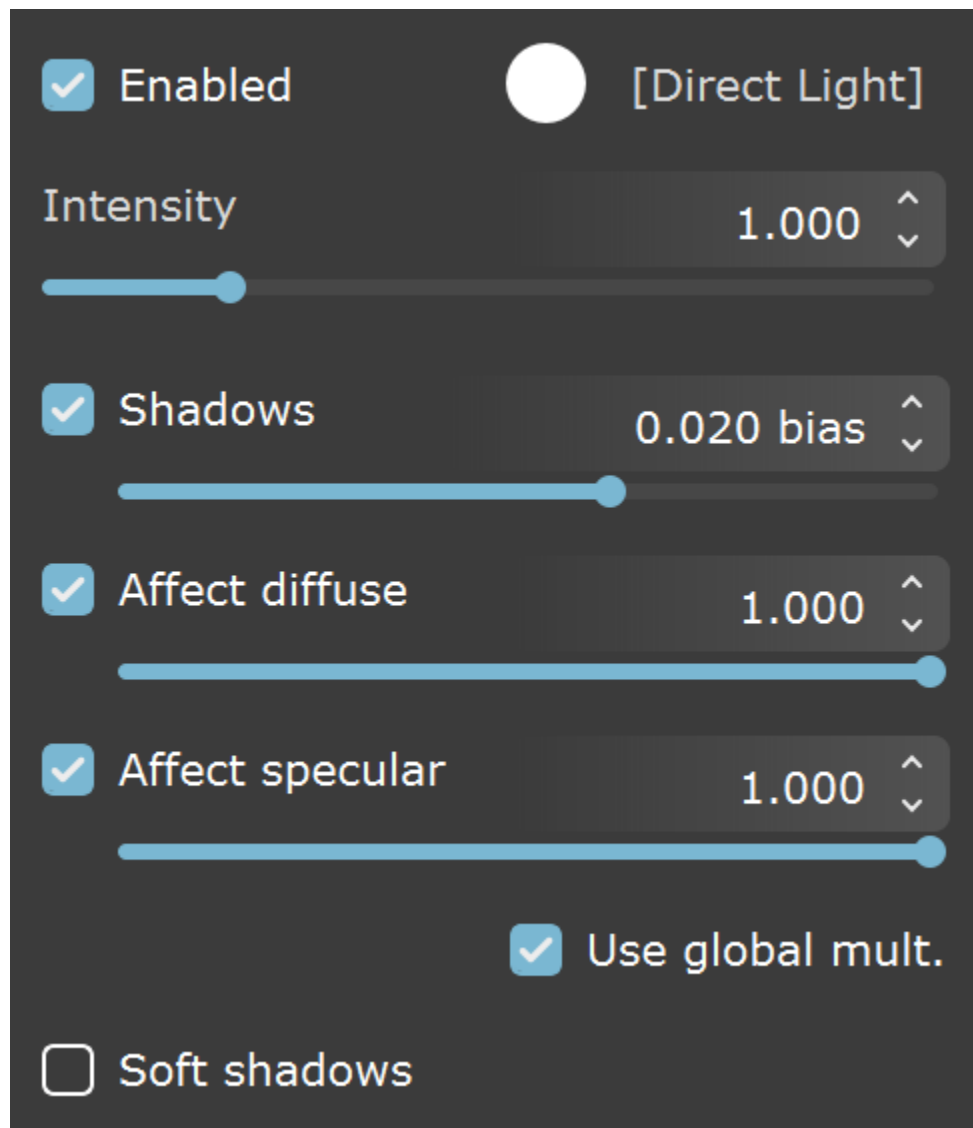
Affect diffuse – Determines whether the light affects the diffuse portion of the materials. The value controls the light's contribution to the diffuse portion of the materials.

Affect specular – Determines whether the light affects the specular portion of the materials. The value controls the light's contribution to specular reflections.

Use global mult. – When enabled, uses the **Enable Lights** value (Render tab > Advanced mode > Lighting rollout) as a multiplier to **Intensity** value. When disabled, the light is independent from the global multiplier.

Soft shadows – When enabled, the light shape is considered for illumination and the light is going to generate soft shadows. When disabled, the light is going to generate sharp shadows.

Area speculars – When enabled, the shape of the light is visible in the specular reflections. When disabled, the particular light is rendered as a point light in the specular reflections.



☒ Enabled [Direct Light]

Intensity 1.000

☒ Shadows 0.020 bias

☒ Affect diffuse 1.000

☒ Affect specular 1.000

☒ Use global mult.

☐ Soft shadows