Emission

This attribute gives the appearance that the material is emitting incandescent light.

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Color

The emitted light color.
Texture map representing hot lava connected to Emission Color

**Scale**

Controls the amount of emitted light. It can create noise, especially if the source of indirect illumination is very small (e.g. light bulb geometry).

![Image of light bulb with different scale settings]

Increasing the number of **Diffuse samples** will help to reduce any noise in dark, indirectly lit areas of a scene when using emission.

![Image of scene with different diffuse sample settings]

Note that a **Mesh light** may work better in a situation where you need an object to emit light that
casts realistic ray-traced shadows.