

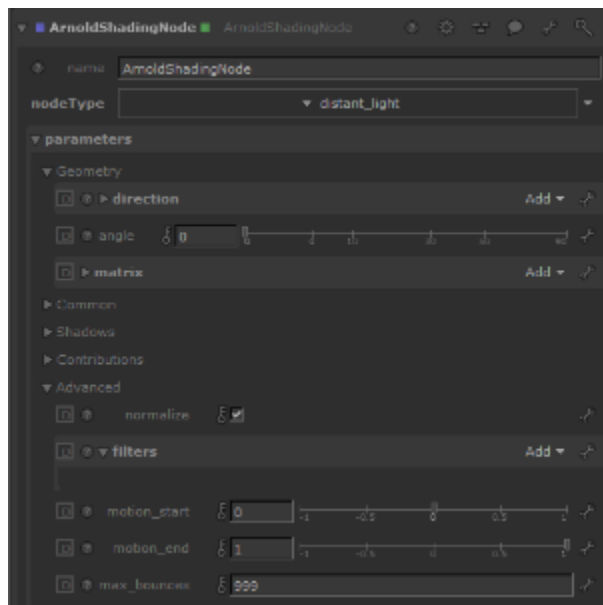
Distant Light



This light can be used to simulate sunlight coming through a window

This is a parallel light from a distant source, specified in terms of a direction vector. Often used to model sunlight.

Along with the settings that are common to all lights, this light also has the following parameters:



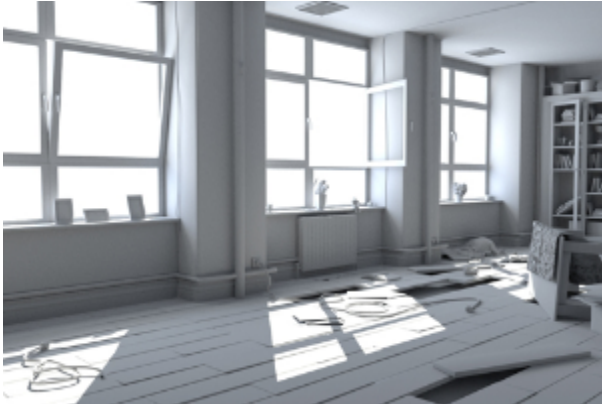
direction

A vector specifying the direction that the distant light points in.

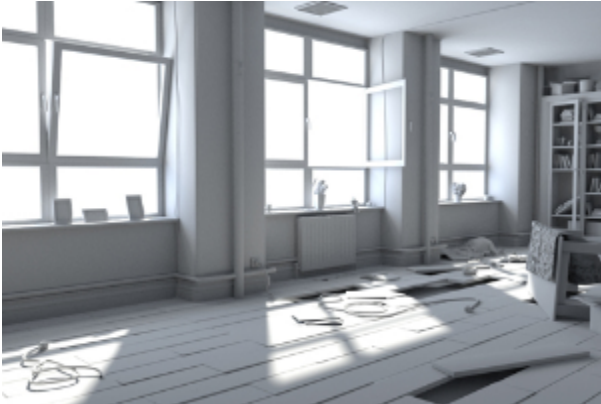
angle

The angular size of the light, in degrees. Non-zero values produce realistic soft shadows. For example, the Sun subtends approximately 0.5 degrees as seen from the surface of the Earth. A setting of 1 or 2 will produce slightly softened shadows like hazy sunshine, larger numbers such as six will be much softer.

Note that increasing the angular area of the light will make it brighter, unless 'normalize' is on.



0



2

