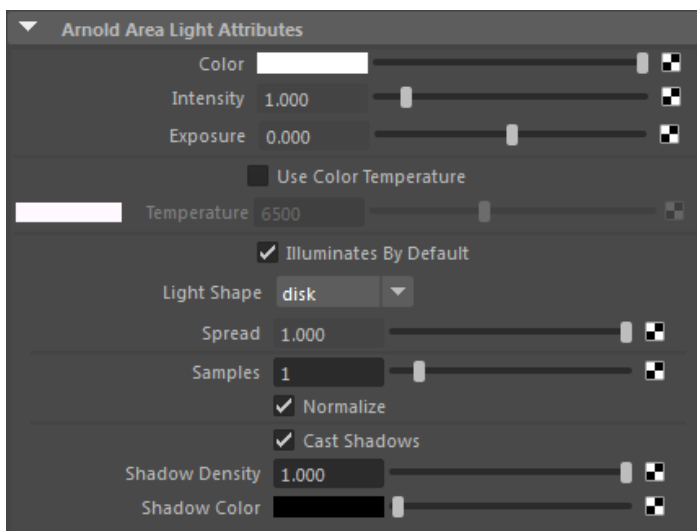


## Disk Light



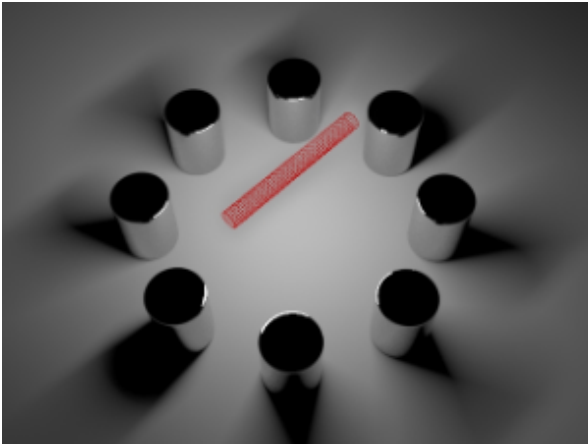
The disk light shape simulates light from a circular area source (flat disk).

The **Lights** page has more detail about the controls. In addition to honoring the standard Maya light attributes, the *Attribute Editor* will also show the following attributes under the Arnold group:

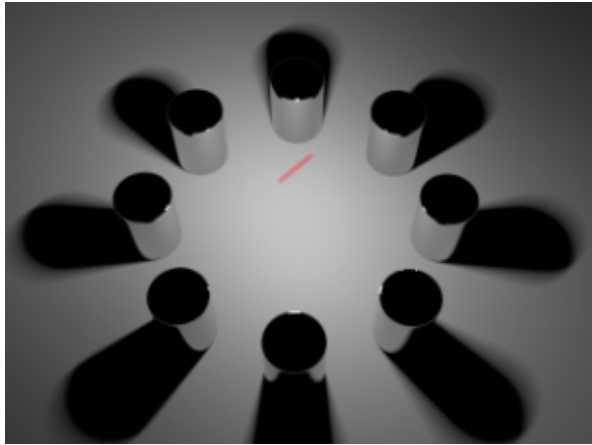


Disk light attributes

Increasing the size of the cylinder light will create a larger area light size and therefore will soften the shadows that run perpendicular to the cylinder's axis. Cylinder lights will always be circular. It is not possible to scale the width to create an ellipse.



Cylinder light scaled up.



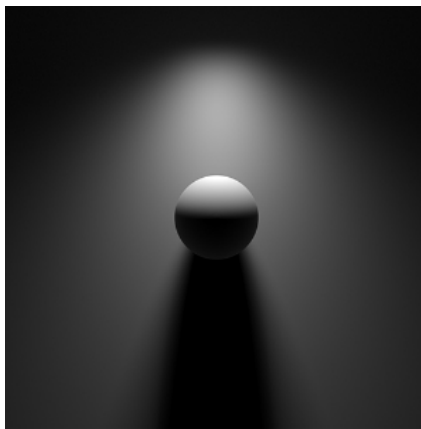
Cylinder light scaled down.

## Spread

Emits light focused in the direction along the normal. The default spread value of 1 gives diffuse emission, while lower values focus the light more until it becomes almost a laser-like beam at value 0. Currently fully focused laser beams at value 0 are not supported, there is always a small minimum spread. Low spread values can be noisier than the default high spread, so be careful when using them.



1

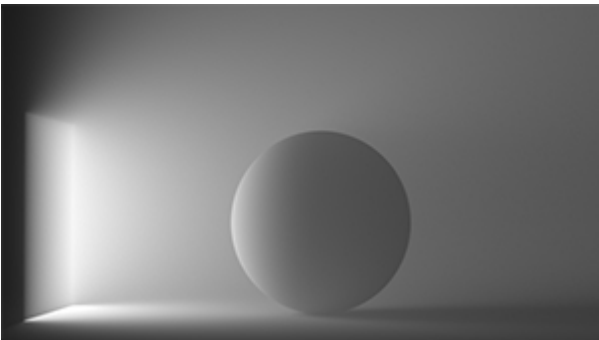


0.3



0.2

The animation below shows the effect when lowering the *Spread* value.



*Spread* value lowered from 1 (Quad light)



*Disk light representing the moon*