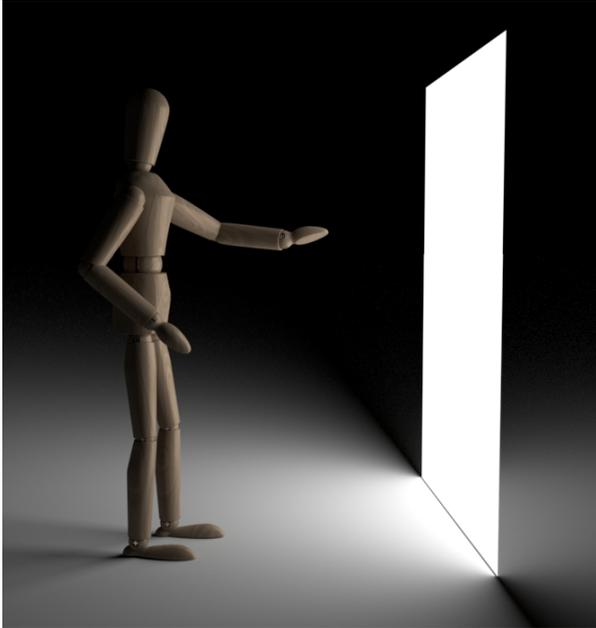
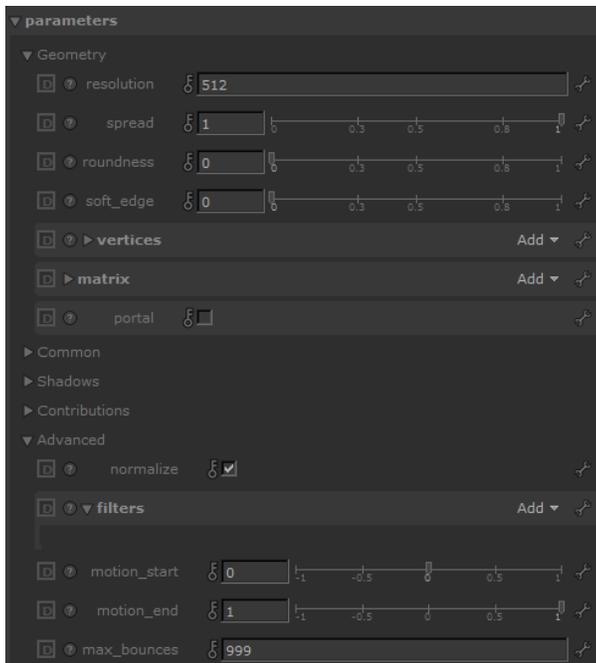


# Quad Light



Simulates light from an area source (a quadrilateral, specified by four vertices). It can be used to model light from an extended source (fluorescent strip lights) or in some circumstances from a window.

Along with the settings that are [common](#) to all lights, this light also has the following parameters:



## Quad Size

Scales the size of the Quad Light.

## Quad Map

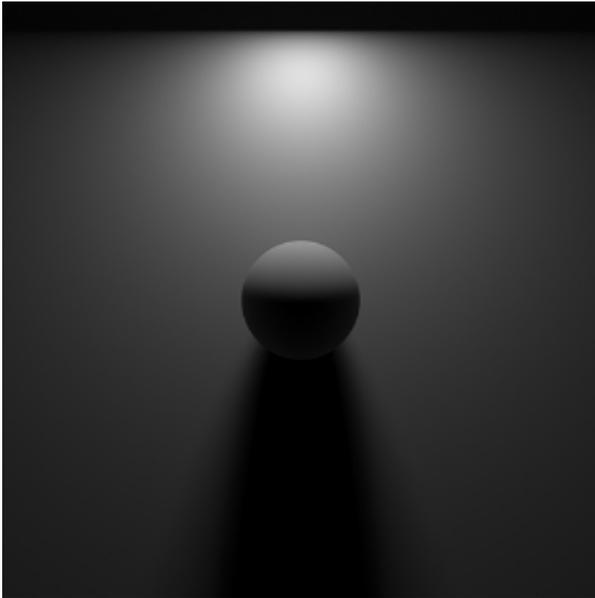
An HDR image can be mapped here. See Table Resolution Below.

## Resolution

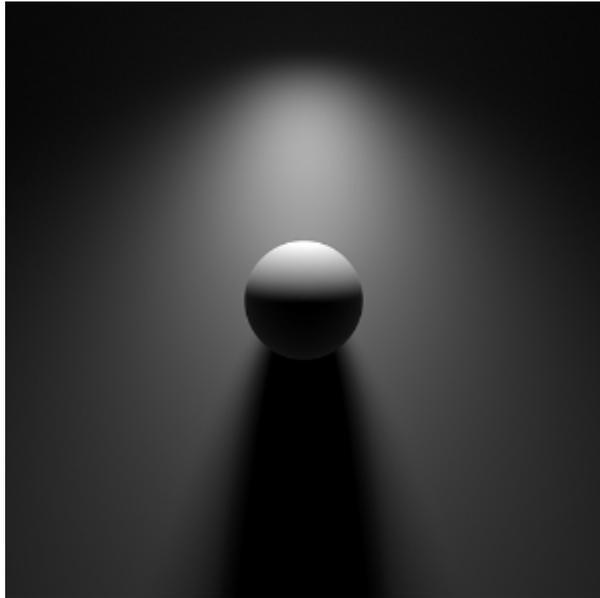
When a shader is connected to a quad\_light, Arnold will automatically construct importance sampling tables similar to those used in the skydome\_light. This permits efficient sampling according to the luminance of the texture, which can greatly reduce sampling noise, especially when using HDR textures. Like the skydome\_light, the resolution of the table is controlled by the resolution parameter with a default value of 512. If you are using a color image as an input, then you will not need to set this value higher than the resolution of the image passed to the color parameter.

## 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.

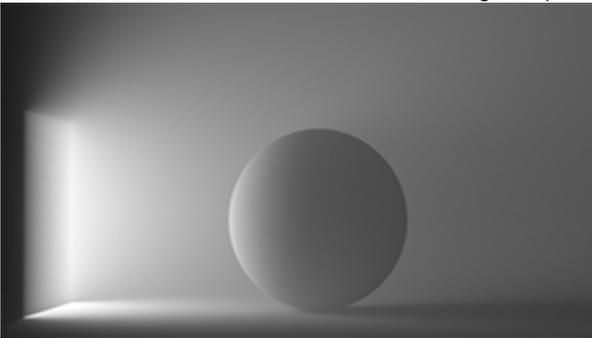


1



0.3

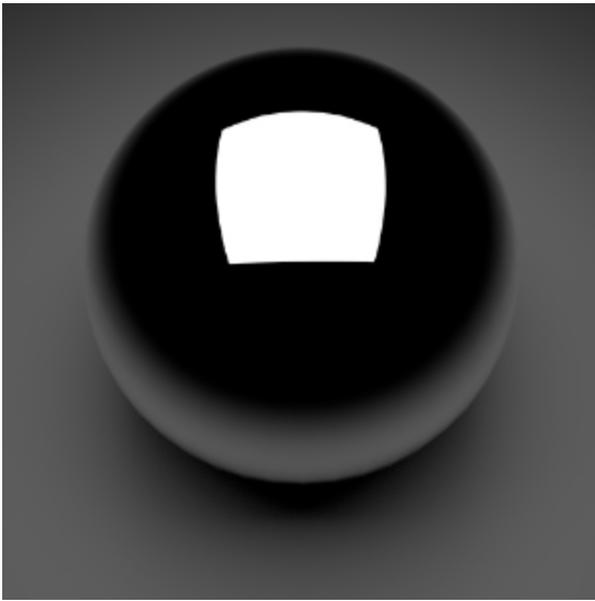
The animation below shows the effect when lowering the *Spread* value.



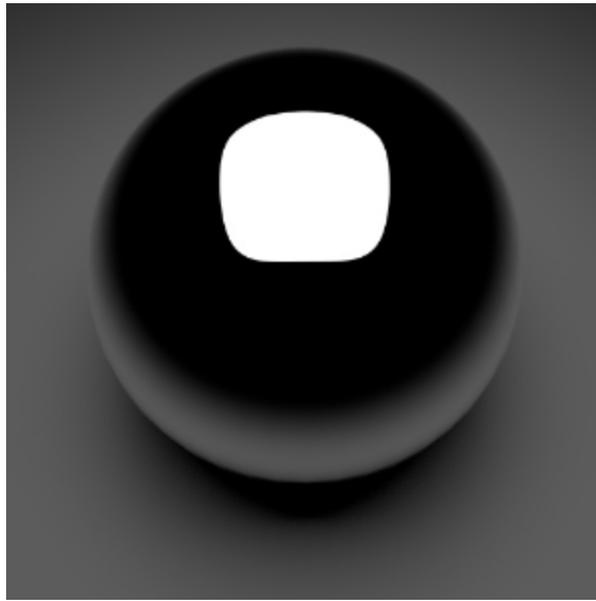
*Spread* value lowered from 1 (Quad light)

## Roundness

Changes the shape of the light from a square at 0, to rounded corners, to a disk at 1.



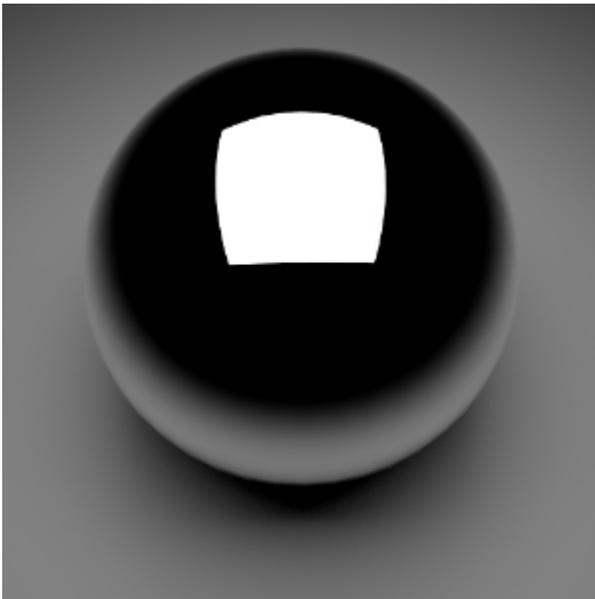
0 (default)



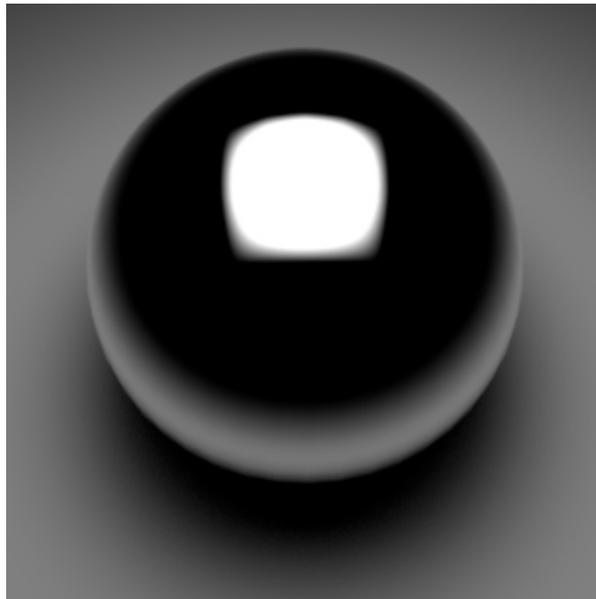
0.5

### Soft Edge

Specifies a smooth falloff for the edges of the light. The value specifies the width of the soft edge, from no soft edge at 0, to smooth falloff all the way to the light center at 1. Works similarly to the `penumbra_angle` for spot lights.



0 (default)

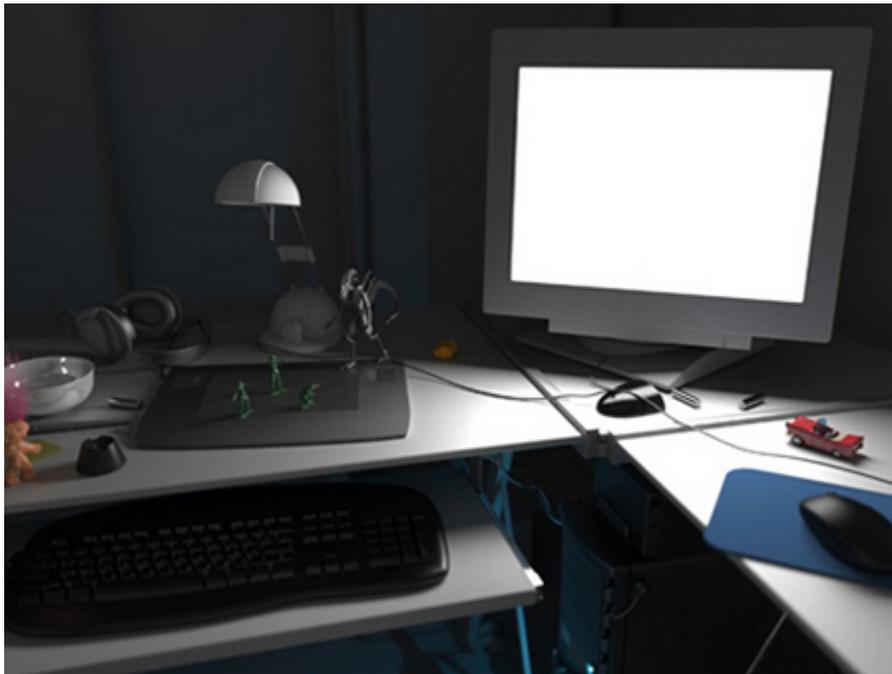


1

### Further Examples



Cars lit with large 'quad' area lights simulating soft box studio lighting



Quad light positioned in front of monitor (rollover image)