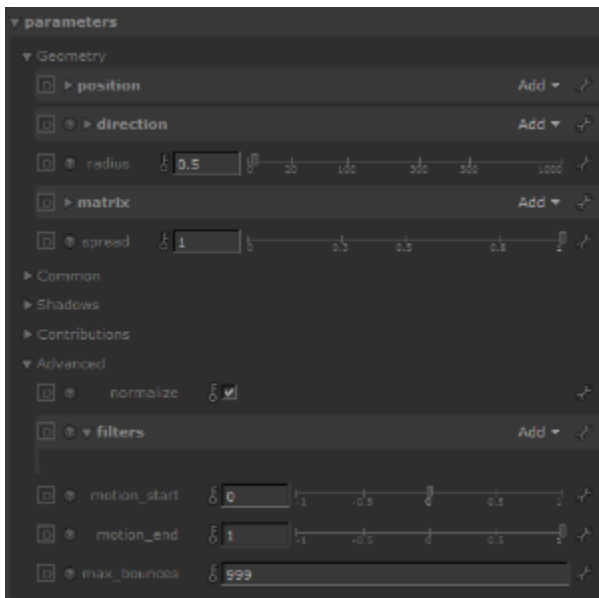


Disk Light



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

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

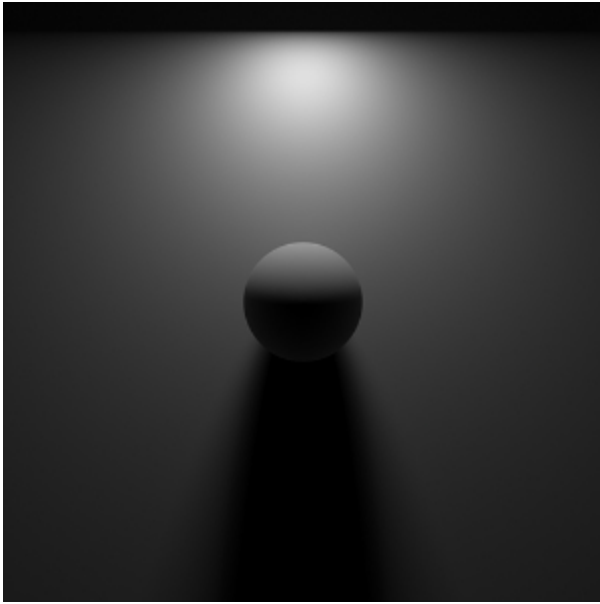


disk_radius

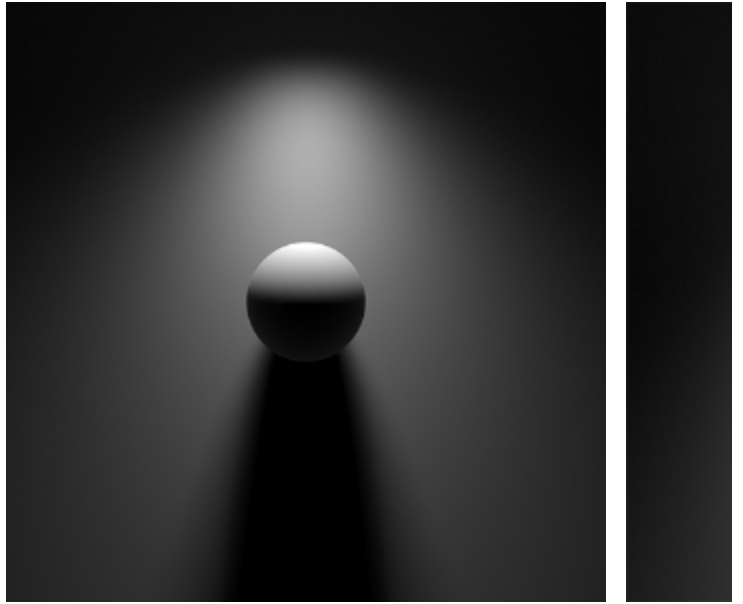
The radius of the disk. Disk lights will always be circular. It is not possible to scale the width or height to create an ellipse. When rendering, Arnold stores a disk light as just a point and a radius. Any transforms are applied to the position, but not the radius.

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.

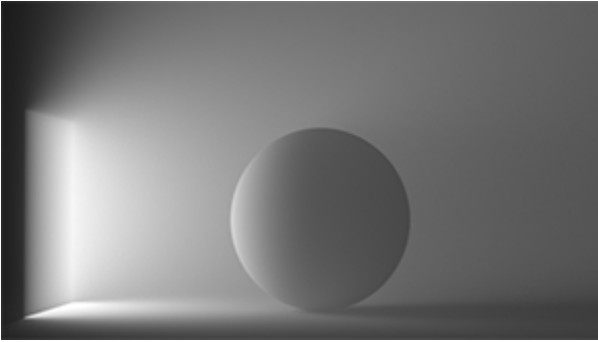


1



0.3

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



Spread value lowered from 1 (Quad light)



Further example of a scene lit with a disk light