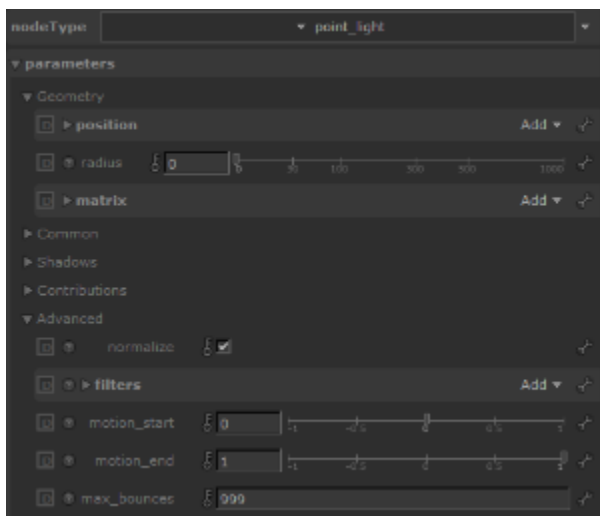


# Point Light



Although named point for historical reasons, this light source can model light either from a (theoretical) point source, or from a sphere (the latter being more realistic in most cases, and producing less sharp shadows). The light is cast evenly in all directions.

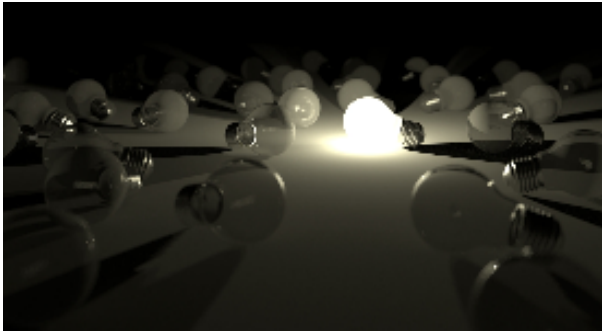
Along with the settings that are [common](#) to all lights, this light also has the following parameters:



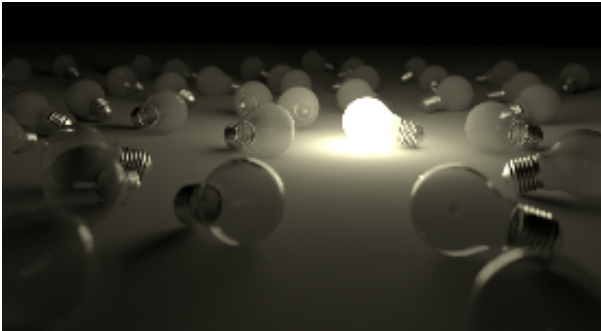
## radius

The radius of the light's spherical surface. Although the name of this light is 'point' for historical reasons, it really is an emissive sphere, unless

radius is set to zero, in which case it becomes a true point light of no physical size.



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