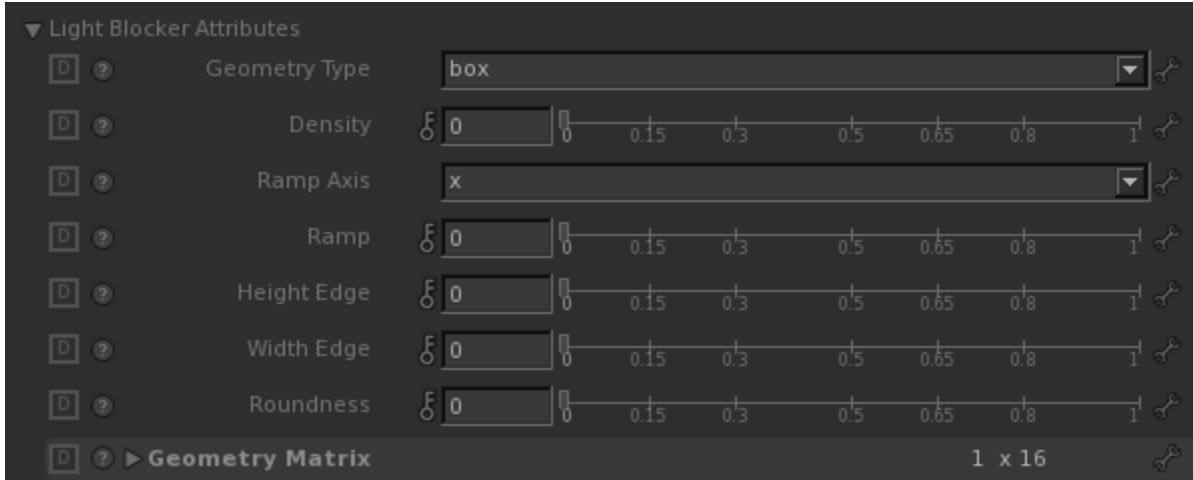


Light Blocker



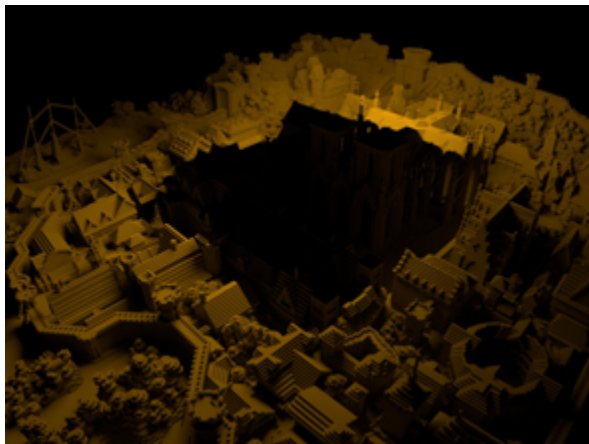
Light blockers give flexibility to the lighting TD. They can be used as an artificial method of masking light in a scene without the overhead of adding additional geometry. Used carefully, they provide a degree of artistic freedom, allowing you to define the light boundaries in non-physical ways.

The *light_blocker* is a light filter that specifies a primitive volume defined in the *Geometry Type* (*box*, *sphere*, *cylinder*, or *plane*) which when connected to a light node will block or modify the light as it passes through that volume. The blocker will only influence a light it is connected to, just like other filters (i.e. the geometry affects nothing else, including GI, and is invisible). One, simplistic use would be to mimic the effect of a complex lamp housing, (possibly in combination with the *barndoor* filter) without modeling the lamp geometry. Another use would be to create shadows in your scene that look different from how they normally would.

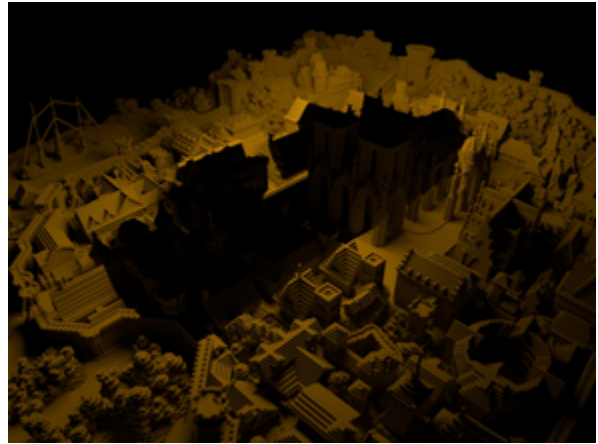
See the [Light Filters](#) page for more information on how to create and connect the Light Blocker filter.

Geometry Type

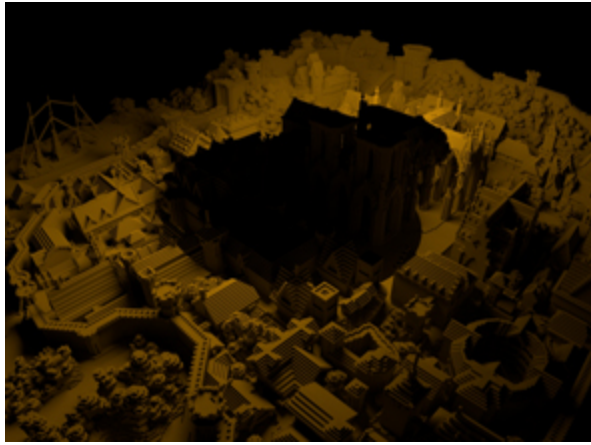
Determines the shape of the blocked light. A light blocker can be a box, cylinder, sphere, or plane.



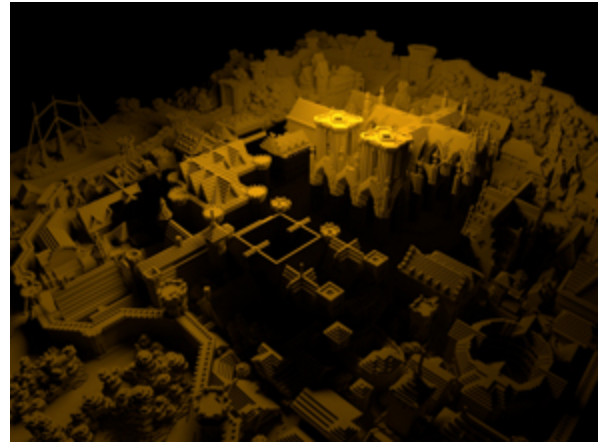
Box. Rollover image for GUI (Maya).



Cylinder. Rollover image for GUI (Maya).



Sphere. Rollover image for GUI (Maya).



Plane. Rollover image for GUI (Maya).

Density

This value is the strength of the *light_blocker* effect. The *light_blocker* will not be apparent unless the density value is above 0.



0.2



0.5



Ramp Axis

Excerpt not found

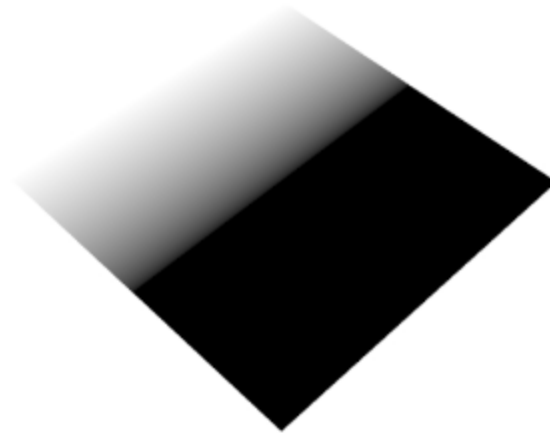
The page: *light_blocker* was found, however the excerpt named: **ramp_axis** was not found. Please check/update the excerpt name.

Ramp

This is the magnitude of the *ramp* multiplier, applying along the *Ramp Axis* direction. Negative values flip the *Ramp Axis* direction.



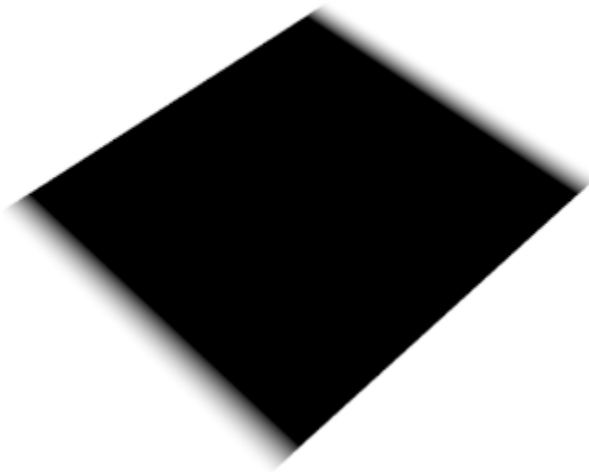
0.25



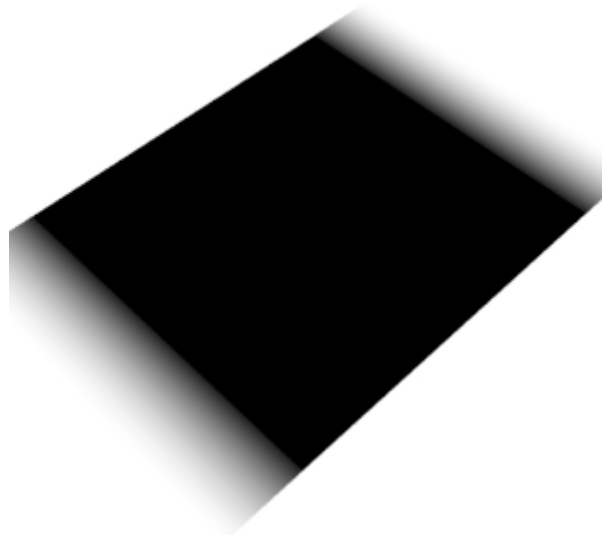
0.5

Height Edge

Attenuates the edge of the height of the *light_blocker*.



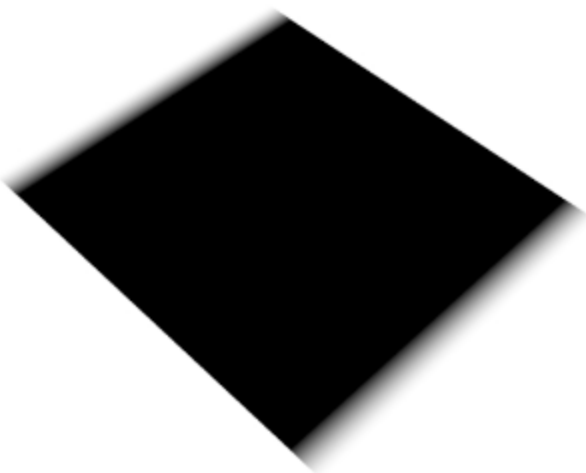
0.1



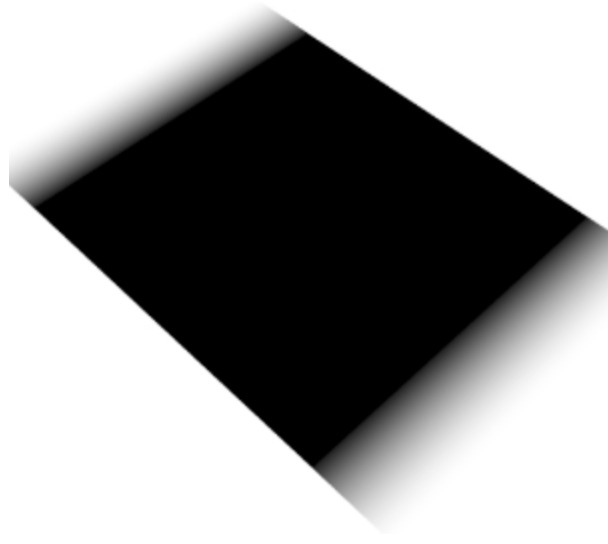
0.25

Width Edge

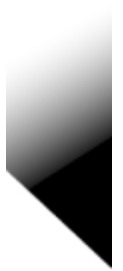
Attenuates the edge of the width of the *light_blocker*.



0.1

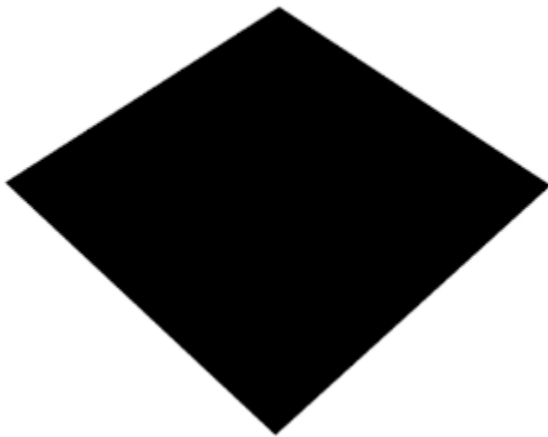


0.25

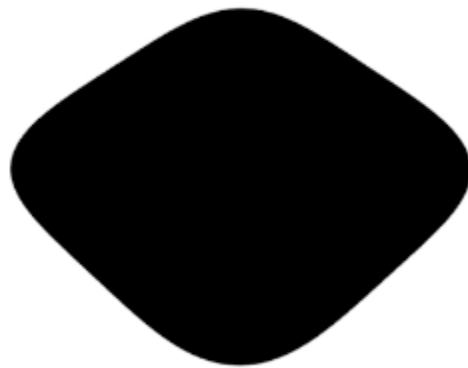


Roundness

Increases the circular shape of plane light blockers.



0



0.5

...