

## Ai Area Light

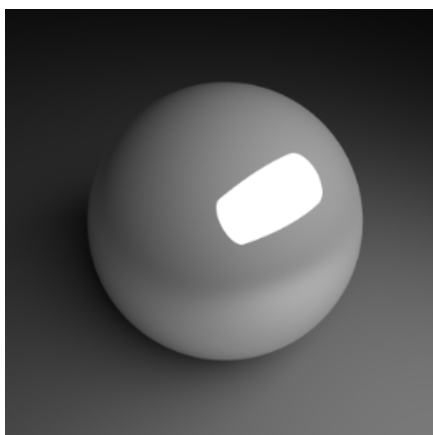
There are two ways to use an Arnold area light in MtoA. You can either add a regular *Maya Area Light*, in which case Arnold will assume a rectangle/quad source or if you require a different shape, you can alter the light node type to be an *Ai Area Light*.

Note that Arnold will render assuming that the area light is a *Quad*. If you need a different shape, you will need to select *Ai Area Light* as the node type instead. The *Ai Area Light* is a custom Arnold light that enables the user to create realistic lighting effects based on different preset shapes such as *Disk* and *Cylinder* (as well as *Quad*).

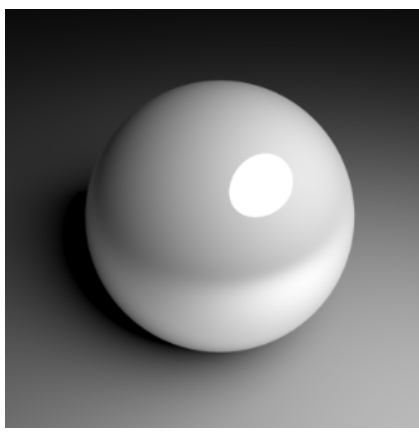
The most important attribute of the *Arnold Area Light* is '*Light Shape*'. This specifies whether the area light is a *cylinder* shape, a *disk* shape, or a *quad* (rectangular) shape. This is the first attribute you should set - choose the one which matches the geometry to which you are attaching the light.

Detailed explanations of the other controls are described in the following topics, which show examples of using the *Arnold Area Light* with each of the *Light Shape* types.

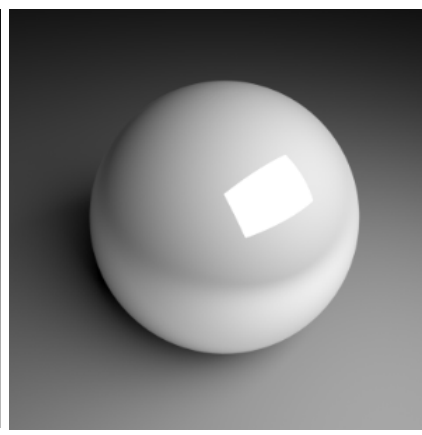
- [Cylinder Light](#)
- [Disk Light](#)
- [Quad Light](#)



Cylinder light



Disk light

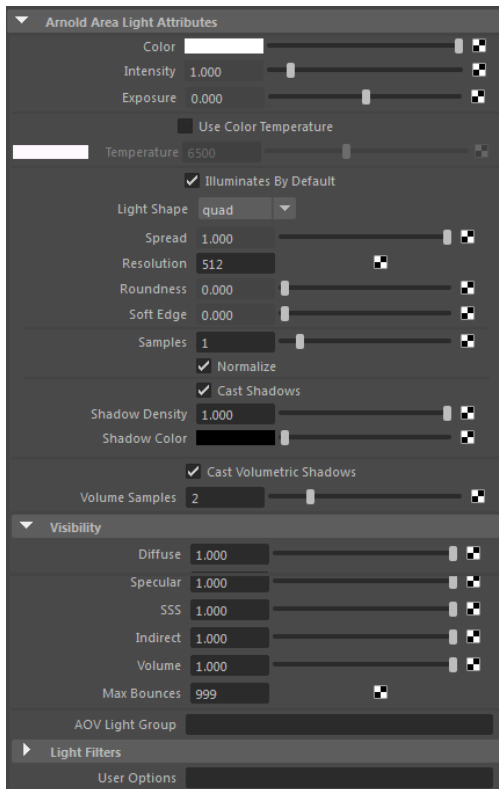


Quad light

Different area light shapes visible in the specular reflection of a sphere

Note that if you just use a regular *Maya Area Light* instead of the Arnold *Ai Area Light*, you will have all the control attributes under the *Arnold* tab that you would for an *Ai Area Light* if you selected the *Quad* shape (apart from the '*Light Shape*' attribute). See the [Quad Light Shape](#) topic for details of how the Arnold *Ai Area Light* works with the *Quad* shape selected.

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:



**Ai Area Light attributes**