Light Decay

This filter can be added to all Arnold lights. This is where you will specify the attenuation ranges. All lights in Arnold use a physically-based falloff by default, but the `light_decay` filter can be used to adjust the falloff for artistic purposes.

Use Near Attenuation

The `Near Attenuation` value sets the distance at which the light intensity "fades in". It works like a reverse decay. The light does not shine from the source to the Start range of the `Near Attenuation` then increases brightness until the end range of `Near Attenuation`.

Use Far Attenuation
The *Far Attenuation* value sets the distance at which the light "fades out". It works like a normal decay, but you can specify the start and end distance. The light diminishes from the *Far Start* range to the *Far End* range using a smooth ramp between.

**Near Start**

The distance at which the light begins to fade in. ie, 0 = light source.

**Near End**

The distance at which the light reaches its full value.
**Far Start**

The distance at which the light begins to fade out.

**Far End**

The distance at which the light has faded out to 0.