

## Light Filters



*barndoor*



*gobo*

The following light filters are available in MtoA:

- Barndoor
- Gobo
- Light Blocker
- Light Decay

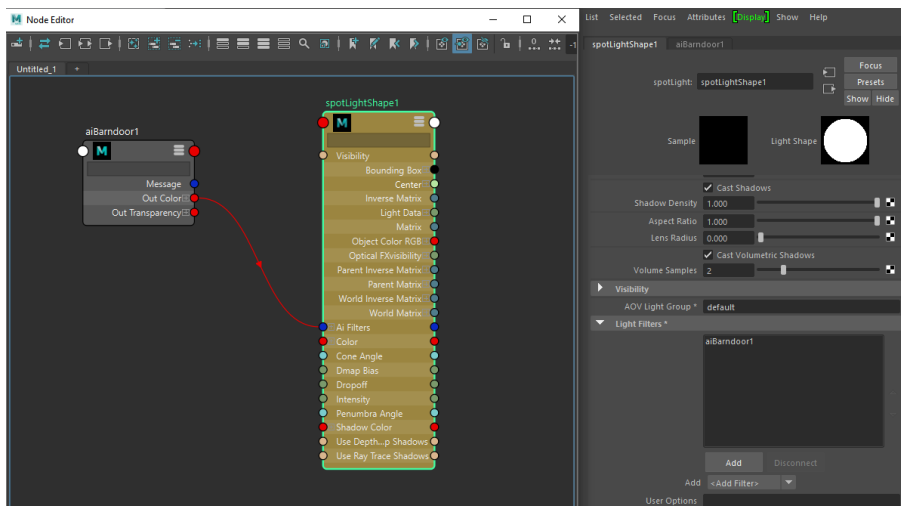
Arnold "light filters" are arbitrary shaders that can modify a light's output based on distance, position, or other factors. This makes it easy to extend the built-in light sources with additional effects. There are 4 light filters:

**Barndoors** are opaque moving panels attached to the sides of the light's opening used for additional control over the shape of the light beam.

The **gobo** filter is used to break up the light beam into an irregular, more natural pattern such as tree leaves, etc.

The **light\_blocker** filter will block out an arbitrary geometrically defined area of a connected light.

The **light\_decay** filter specifies the attenuation ranges of where the light starts and ends.



**brandoor** light filter -> **spotlight**