

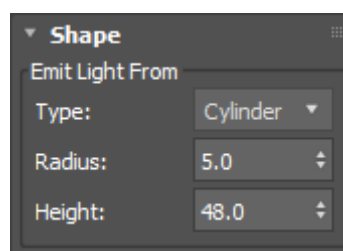
Cylinder Light



Typically cylinder lights are used to simulate fluorescent tube lighting

The cylinder light shape simulates light from a cylindrical area source (tube shape).

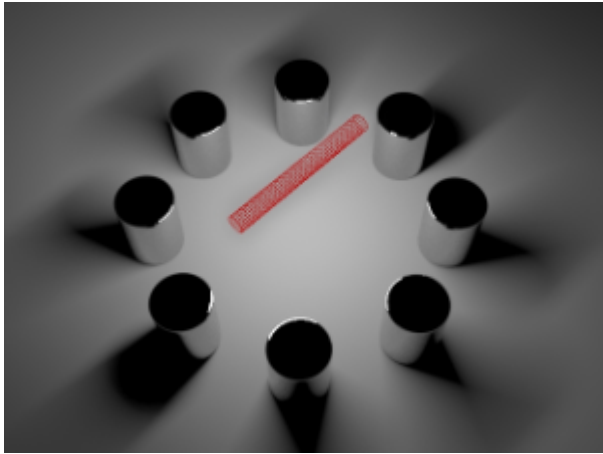
The [lights](#) page has more detail about the controls. The additional parameters are shown below. In addition to honoring the standard 3ds Max light parameters, the *Modify Panel* will also show the following parameters:



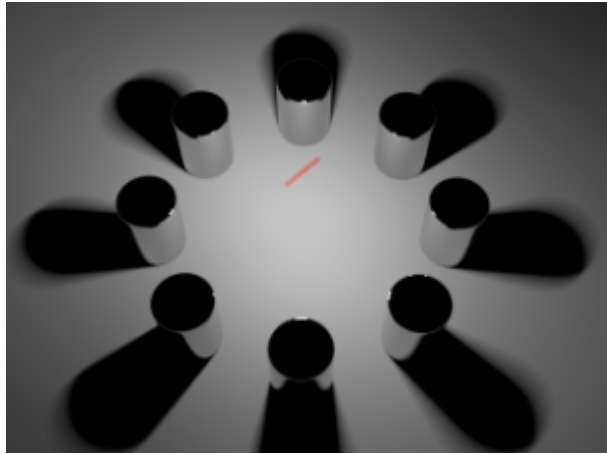
Cylinder light parameters

Radius

Increasing the size of the cylinder light will create a larger area light size and therefore will soften the shadows that run perpendicular to the cylinder's axis. Cylinder lights will always be circular. It is not possible to scale the width to create an ellipse.



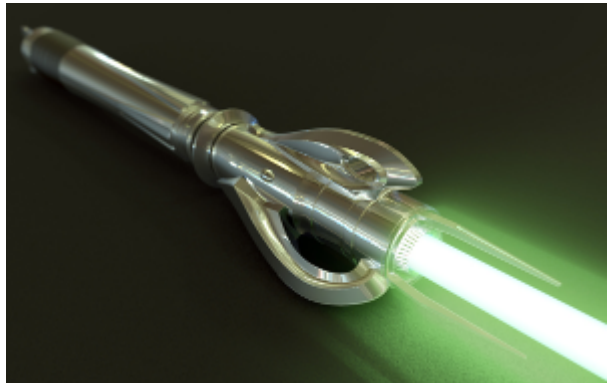
Cylinder light scaled up.



Cylinder light scaled down.

Height

Scales the height of the light.



Volume Scattering enabled

Further examples of cylinder lights