

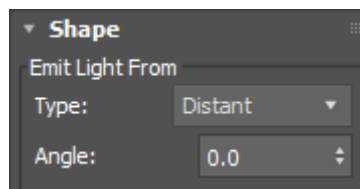
## Distant Light



This light can be used to simulate sunlight coming through a window

This is a parallel light from a distant source, specified in terms of a direction vector. Often used to model sunlight.

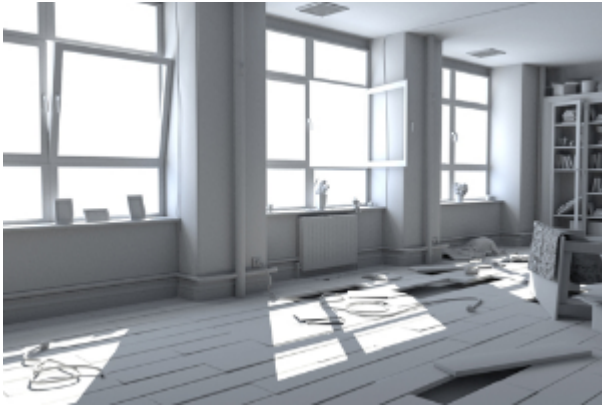
The [lights](#) page has more detail about the controls. The additional parameters are shown below. In addition to honoring the standard 3ds Max light parameters, the *Modify Panel* will also show the following parameters:



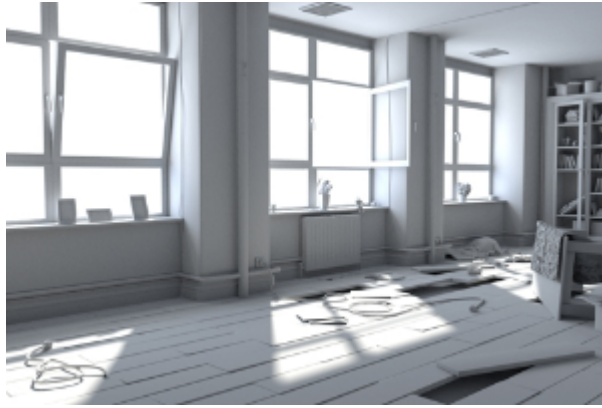
### Angle

The angular size of the light, in degrees. Non-zero values produce realistic soft shadows. For example, the Sun subtends approximately 0.5 degrees as seen from the surface of the Earth. A setting of 1 or 2 will produce slightly softened shadows like hazy sunshine, larger numbers such as six will be much softer.

Note that increasing the angular area of the light will make it brighter, unless 'normalize' is on.




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 The above 3ds Max interior scene is available [here](#).