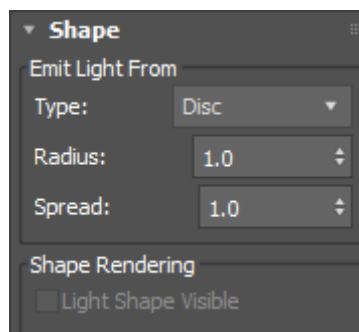


Disk Light



The disk light shape simulates light from a circular area source (flat disk).

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:



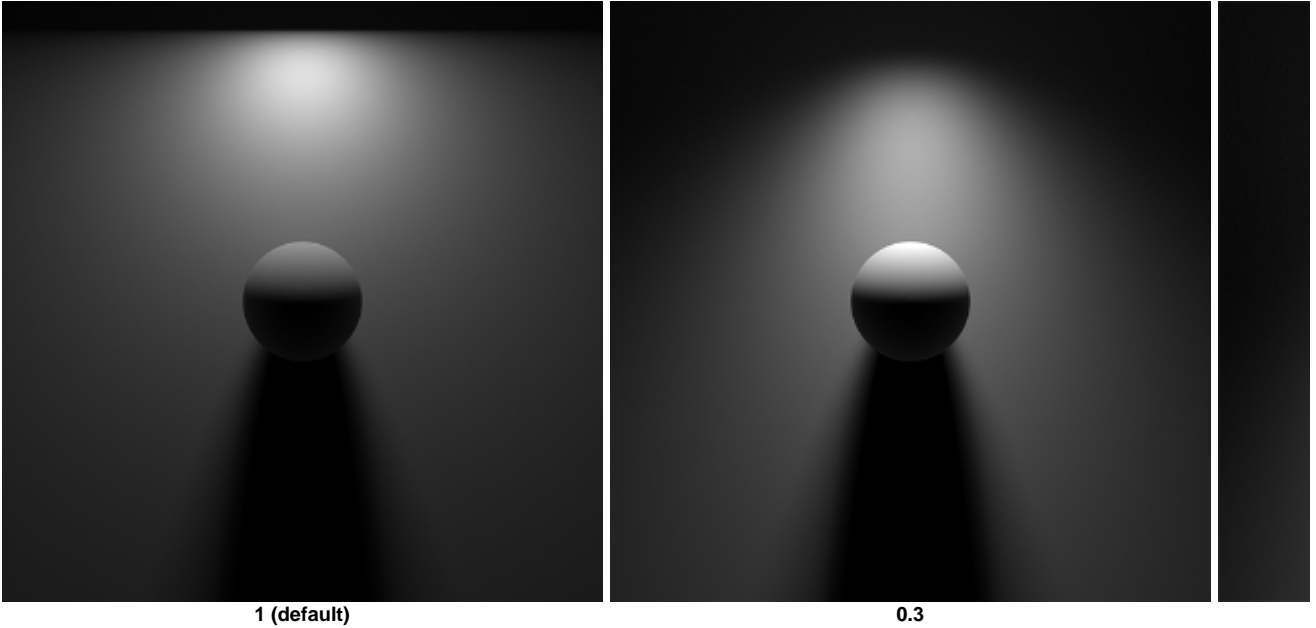
Disc light parameters

Radius

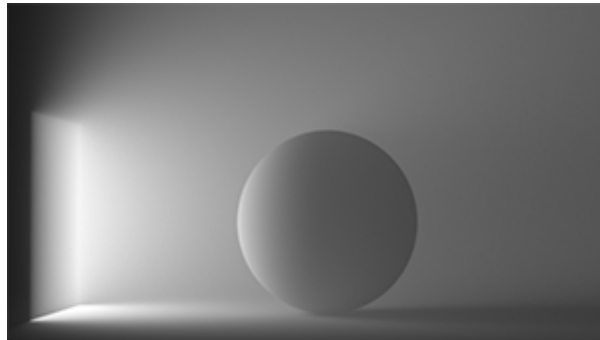
The radius of the disk. Disk lights will always be circular. It is not possible to scale the width or height to create an ellipse. When rendering, Arnold stores a disk light as just a point and a radius. Any transforms are applied to the position, but not the radius.

Spread

Emits light focused in the direction along the normal. The default *spread* value of 1 gives diffuse emission, while lower values focus the light more until it becomes almost a laser-like beam at value 0. Currently fully focused laser beams at value 0 are not supported, there is always a small minimum *spread*. Low *spread* values can be noisier than the default high *spread*, so be careful when using them.



The animation below shows the effect when lowering the *spread* value.



spread value lowered from 1 (*quad_light*)



Further example of a scene lit with a disc light