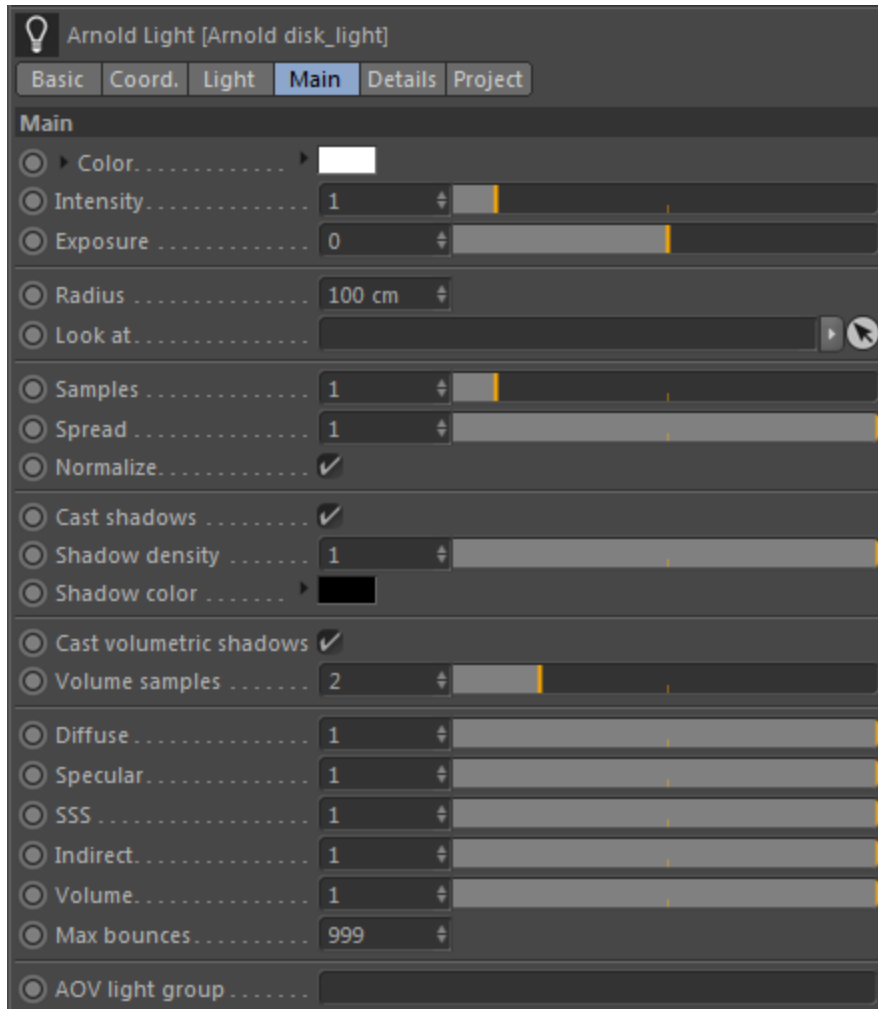


## Disk Light



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

Along with the settings that are [common](#) to all lights, this light also has the following attributes:



## 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.

## Look at

Allows you to define a target object the light always points toward.

## 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.

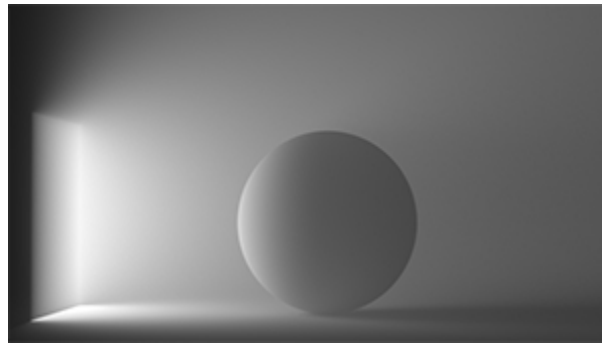


1 (default)



0.3

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 disk light