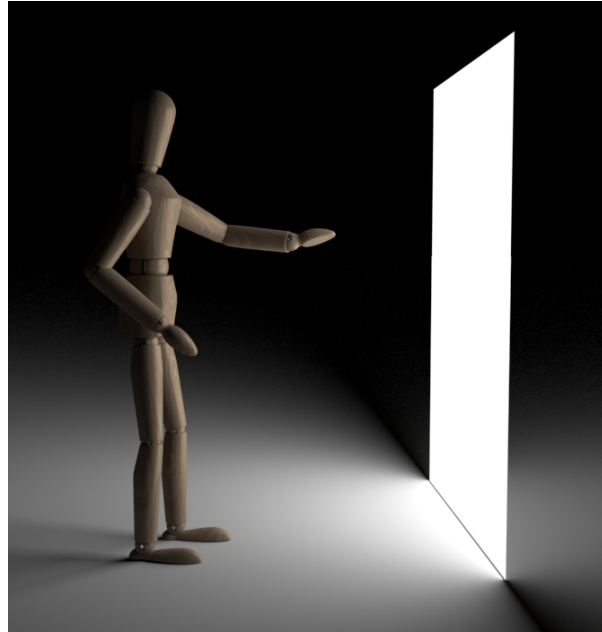
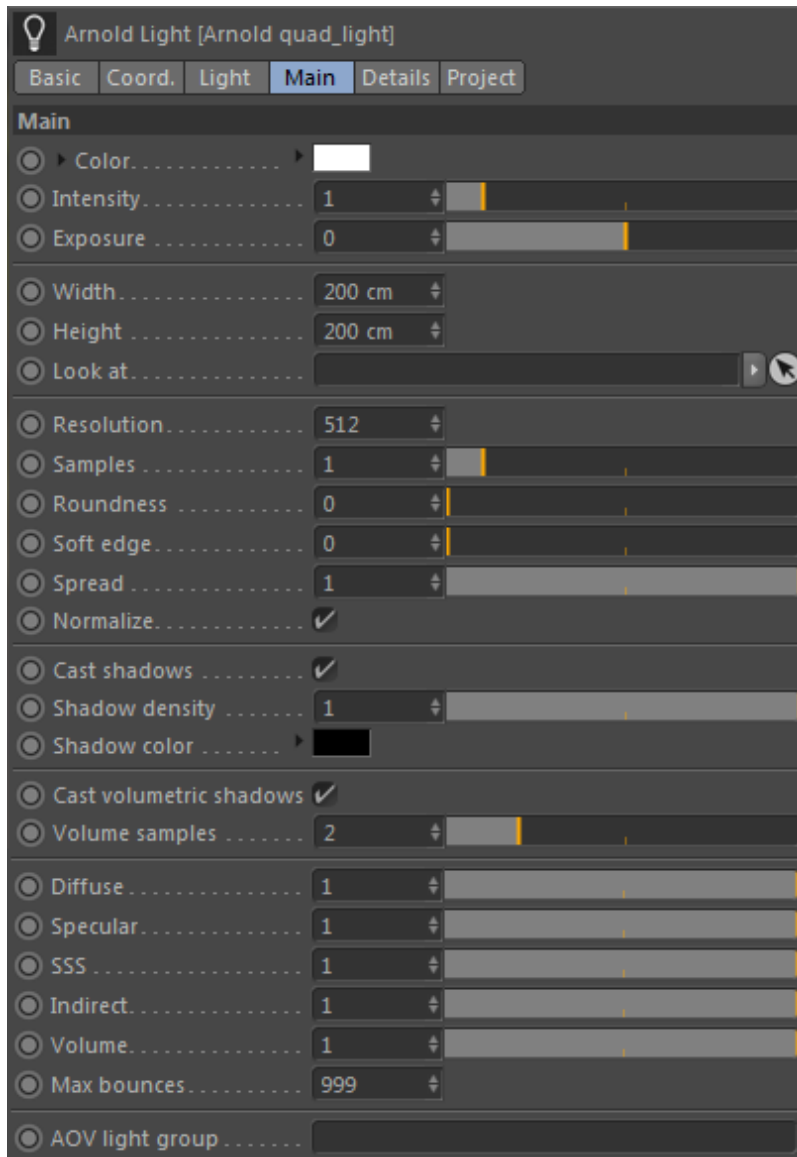


Quad Light



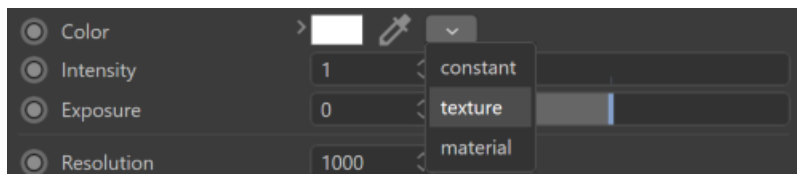
Simulates light from an area source (a quadrilateral, specified by four vertices). It can be used to model light from an extended source (fluorescent strip lights) or in some circumstances from a window.

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



Color Texture

To use a texture map as the light color, you must change the mode of the *color* parameter to *texture* or *material*.



In *texture* mode, you can load an image as a native *C4D texture (Bitmap shader)*. This mode does not allow the use of an Arnold shader network.

In *material* mode, you can create an *Arnold Material* and drag & drop it to the *color* field. The root of the shader network has to be a texture-type shader (e. g. *image*).

Look at

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

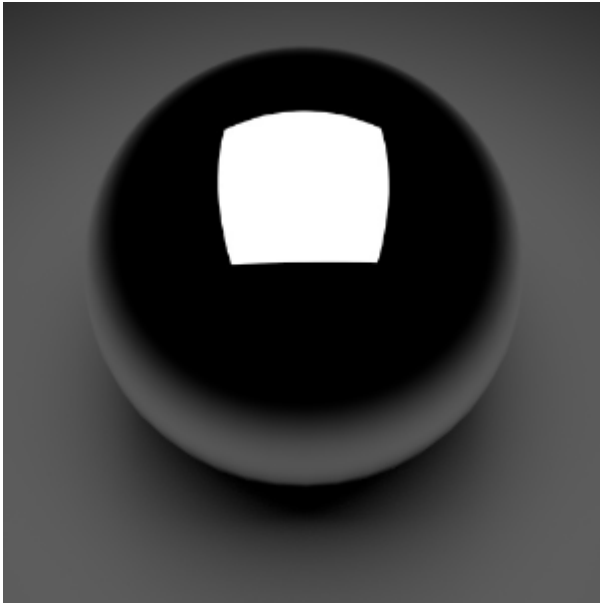
Resolution

When a shader is connected to a *quad_light*, Arnold will automatically construct importance sampling tables similar to those used in the *skydome_light*. This permits efficient sampling according to the luminance of the texture, which can greatly reduce sampling noise, especially when using HDR1 textures. Like the *skydome_light*, the resolution of the table is controlled by the resolution parameter with a default value of 512. If you are using a color image as an input, then you will not need to set this value higher than the resolution of the image passed to the color parameter.

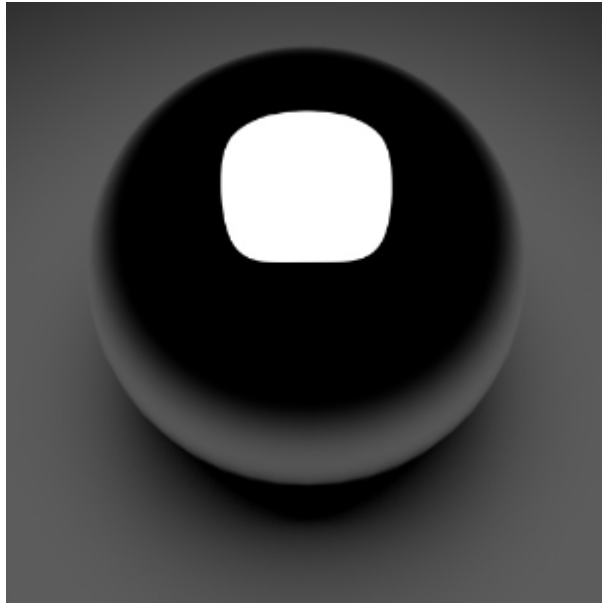
See the [Skydome light](#) for more information (in particular the description on Multiple Importance Sampling in the Skydome light Resolution parameter).

Roundness

Changes the shape of the light from a square at 0, to rounded corners, to a disk at 1.



0 (default)

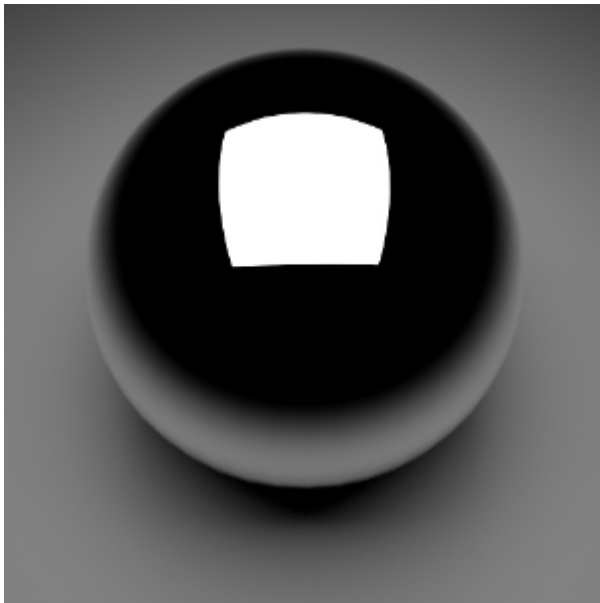


0.5

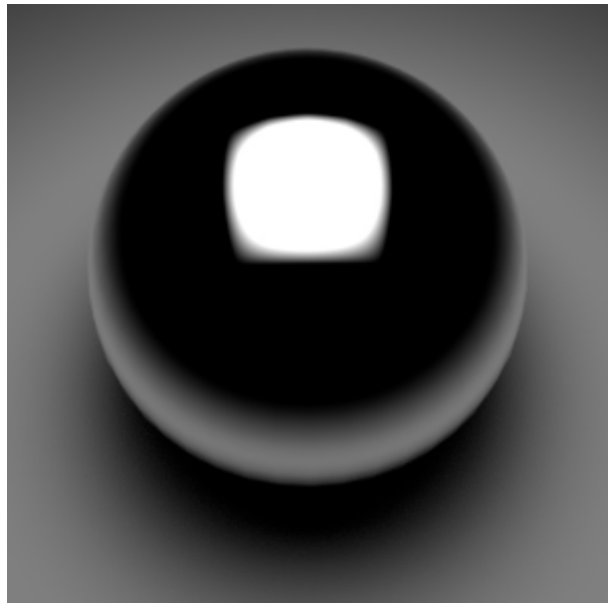


Soft Edge

Specifies a smooth falloff for the edges of the light. The value specifies the width of the soft edge, from no soft edge at 0, to smooth falloff all the way to the light center at 1. Works similarly to the `penumbra_angle` for spot lights.



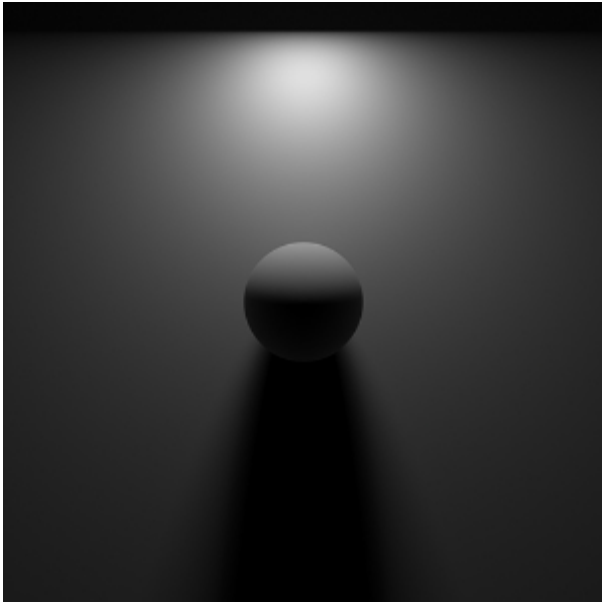
0 (default)



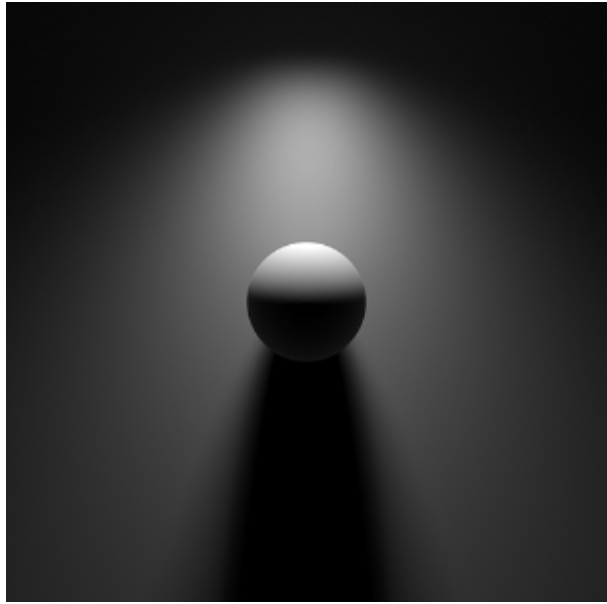
1

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.

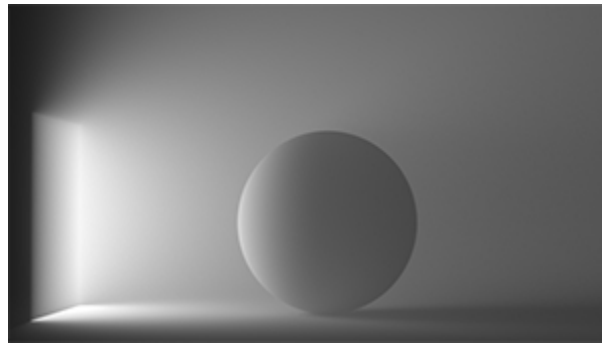


1 (default)



0.3

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



spread value lowered from 1 (*quad_light*)

Further Examples



Cars lit with large 'quad' area lights simulating soft box studio lighting



Quad light positioned in front of monitor (rollover image)