

Light Filters



barndoor



gobo



The following light filters are available in C4DtoA:

- [Barndoor](#)
- [Gobo](#)
- [Light Blocker](#)
- [Light Decay](#)

Arnold "light filters" are arbitrary shaders that can modify a light's output based on distance, position, or other factors. This makes it easy to extend the built-in light sources with additional effects. There are 4 light filters:

Barndoors are opaque moving panels attached to the sides of the light's opening used for additional control over the shape of the light beam.

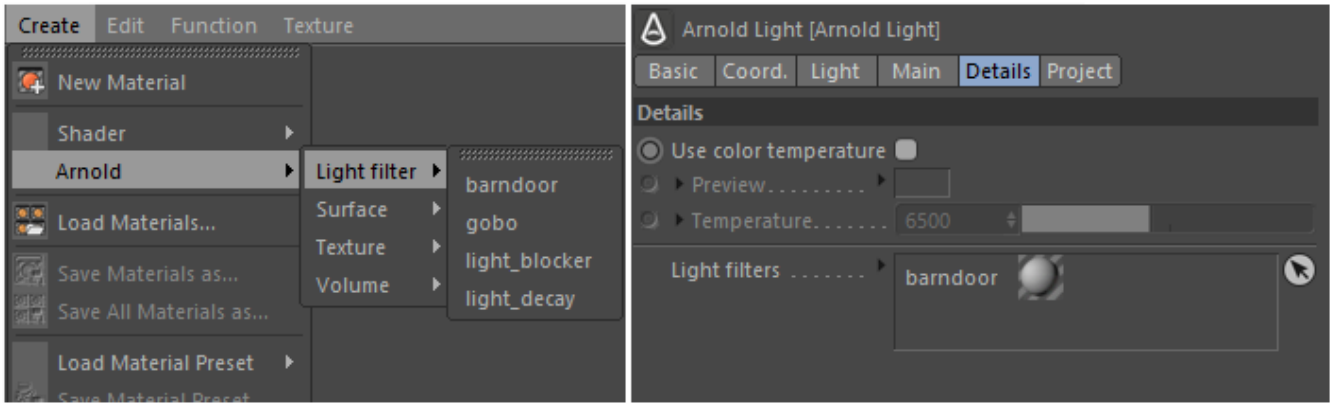
The **gobo** filter is used to break up the light beam into an irregular, more natural pattern such as tree leaves, etc.

The **light_blocker** filter will block out an arbitrary geometrically defined area of a connected light.

The **light_decay** filter specifies the attenuation ranges of where the light starts and ends.

Creating Light Filters

To create a light filter material you must go to the **Material Manager** and select **Arnold > Light filter** and drag and drop it onto the light filter list.



Drag and drop light filter from the Material Browser onto the light filter list