


Emission



This attribute gives the appearance that the material is emitting incandescent light.

 Note that a *Mesh Light* may work better in a situation where you need an object to emit light that casts realistic ray-traced shadows.

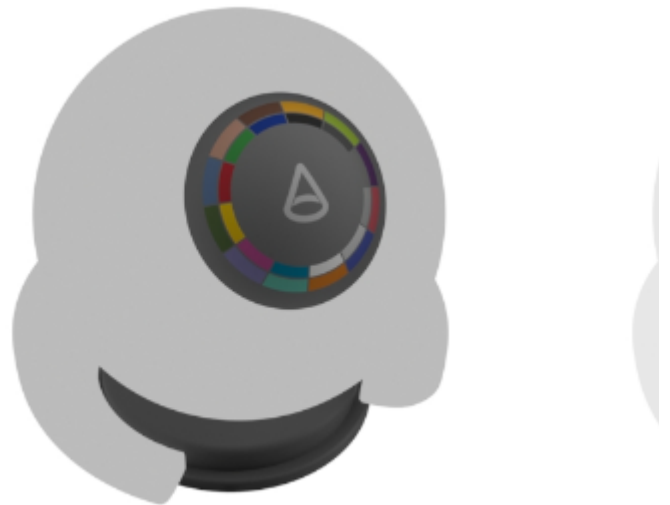


Weight

Controls the amount of emitted light. It can create noise, especially if the source of indirect illumination is very small (e.g. light bulb geometry).



0 (default)



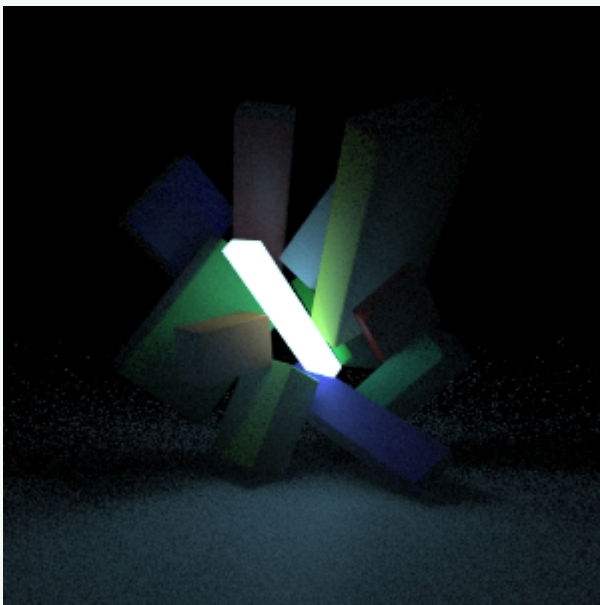
0.5



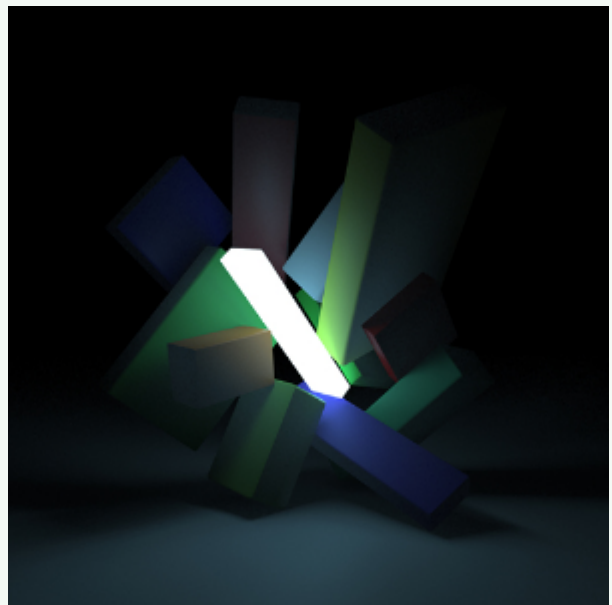
Bulb with emissive shader assigned to it (rollover image)



Increasing the number of *diffuse samples* will help to reduce any noise in dark, indirectly lit areas of a scene when using emission.



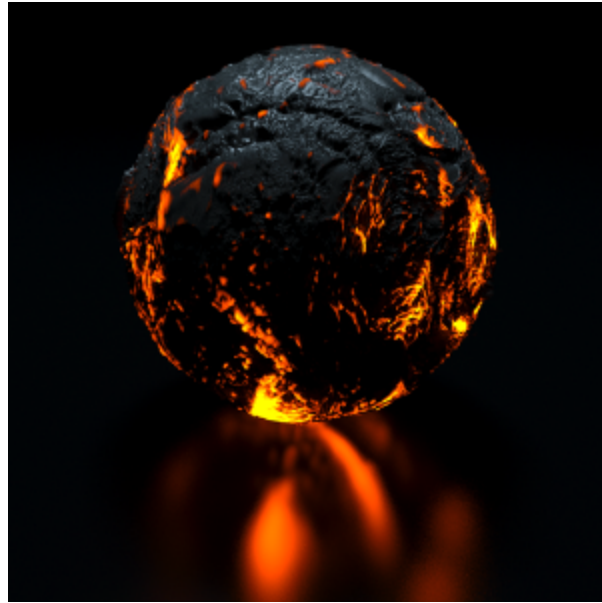
Diffuse Samples: 2



Diffuse Samples: 6

Color

The emitted light color.



Texture map representing hot lava connected to *emission_color*