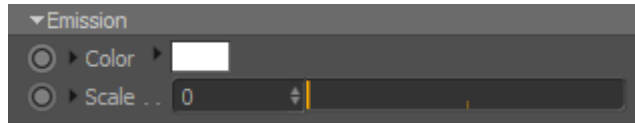


# Emission.

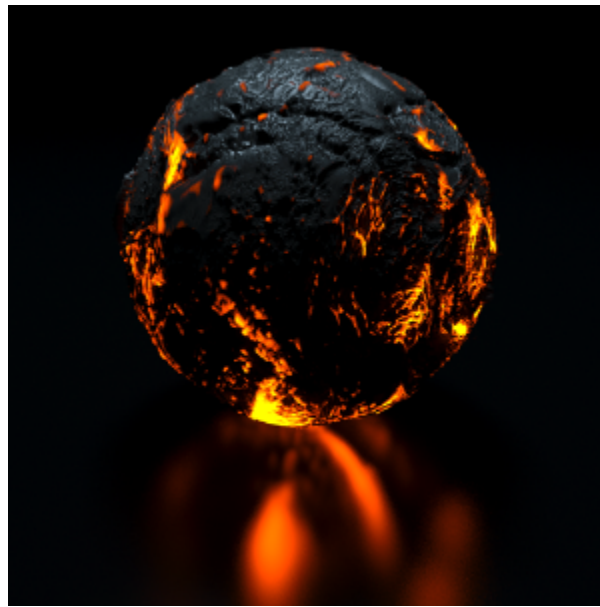
? Unknown Attachment

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



## Color

The emitted light color.



Texture map representing hot lava connected to Emission Color

## Scale

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).



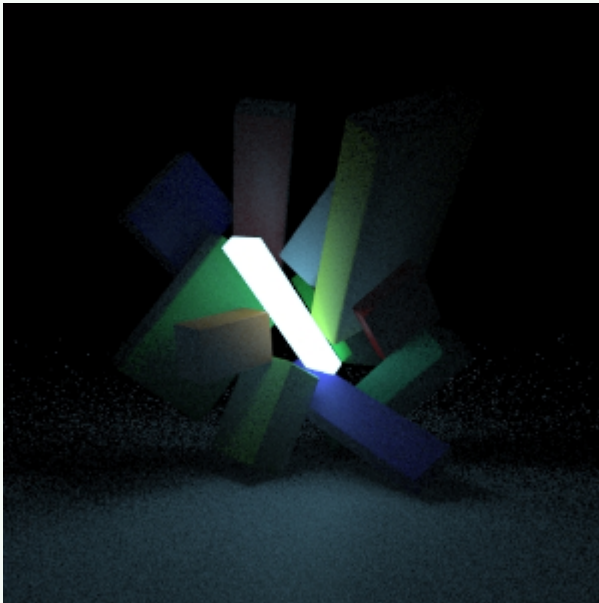
0



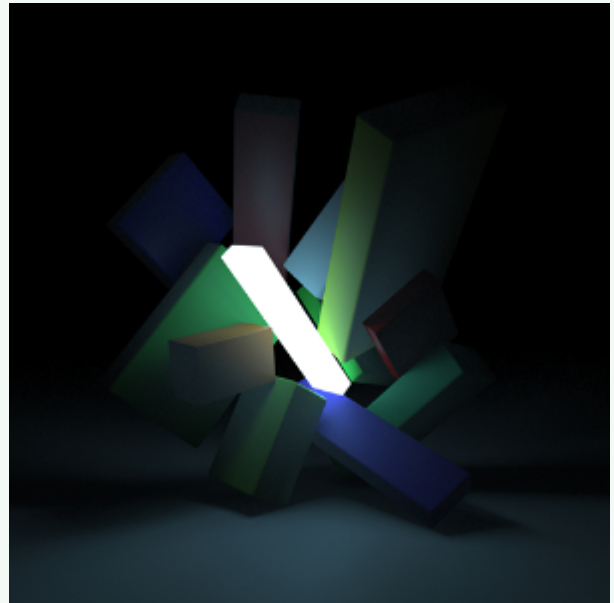
1



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



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.