

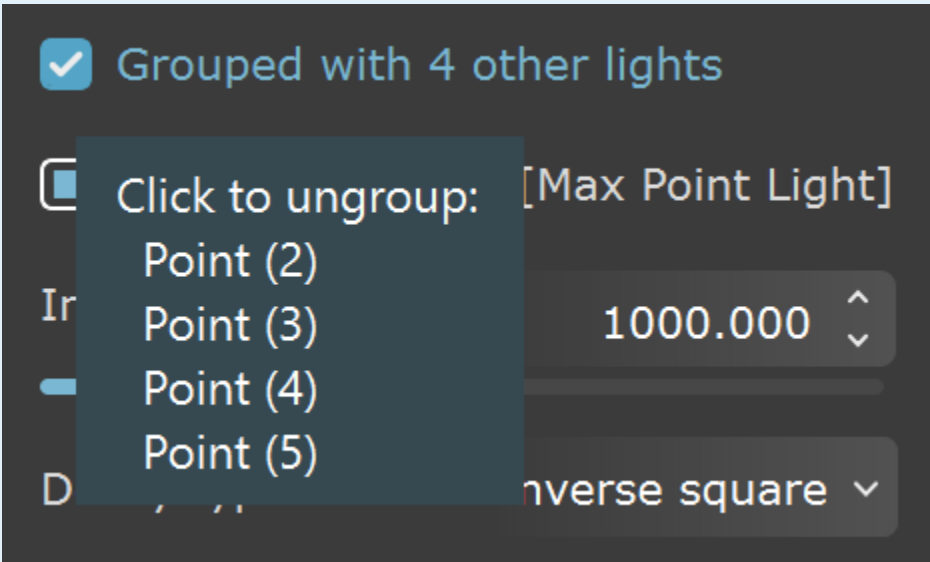
IES Light

This page offers information about the IES Light in Chaos Vantage.

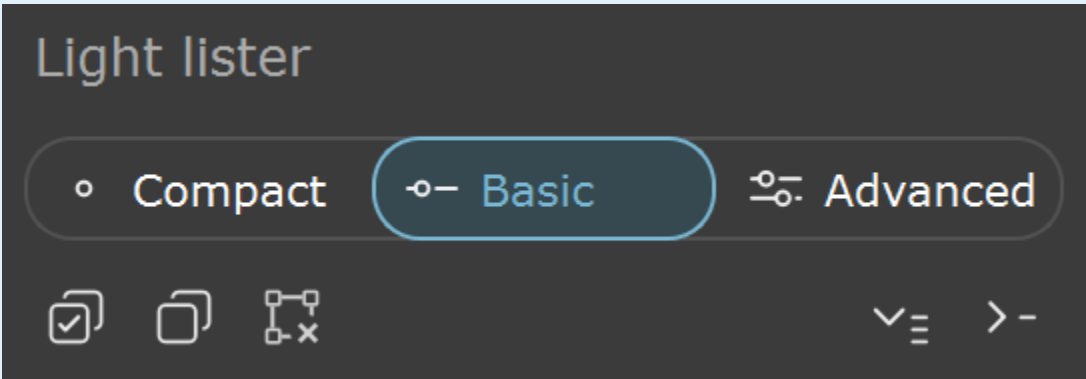
Overview

The IES Light is the representation of the V-Ray IES light in Chaos Vantage. The IES Light can only be accessed when imported with a `.vrscene` file.

You can use the right mouse button click to reset the parameters numeric values to defaults. Lights that have **[G]** in front of their name are grouped and share properties. Changing any value will be instanced in all the grouped lights. You can ungroup lights by clicking the checkbox in front of "Grouped with ## other lights".



Listed parameters can be filtered by using the **Compact**, **Basic**, and **Advanced** buttons.



IES Light Parameters

Enabled – Turns on and off the IES light.

Color – Changes the color of the IES light.

Target power – Specifies the IES light intensity in lumens.

Prescribed power – Displays the luminous power stored in the loaded `.ies` file.

Integrated power – Displays the calculated luminous power by Chaos Vantage of the IES light based on the intensity photometric web stored in the `.ies` file.

Max intensity – Displays the maximum of all values (in candela) from the intensity photometric web stored in the `.ies` file.

Load IES file... – Specifies the `.ies` file that defines the light profile.

Override intensity – Allows you to choose how the IES light source intensity is overridden by the **Target power** parameter.

Intensity from file – Sets the IES light intensity to the intensity value stored in the loaded .ies file.

Rescale integrated power – Rescales the IES file's calculated luminous power by Chaos Vantage so it matches the user's defined light intensity in the **Target power** parameter.

Rescale prescribed power – Rescales the IES file's stored luminous power so it matches the user's defined light intensity in the **Target power** parameter.

Rescale intensity – Rescales the IES file's photometric web maximum value so it matches the user's defined light intensity in the **Target power** parameter.

Override shape from file – When enabled, the light profile within the .ies file is ignored. The **Shape** parameter defines light shape for calculating shadow softness. Sharp shadows are generated with the point type.

Shape – Specifies a shape (and its orientation) for the IES light when **Override shape from file** is enabled. Some shapes (shown below) enable additional options for size.

- **Point**
- **Rectangle**
- **Circle**
- **Vert. cylinder**
- **Hor. cylinder along lum. length**
- **Hor. cylinder along lum. width**
- **Ellipse along lum. length**
- **Ellipse along lum. width**

- **Ellipsoid along lum. length**
- **Ellipsoid along lum. width**
- **Elliptic cylinder**
- **Hor. elliptic cylinder along lum. length**
- **Hor. elliptic cylinder along lum. width**
- **Vertical circle**
- **Vertical ellipse**
- **Cuboid**

Width – Specifies the width for applicable light **Shape** types.

Length – Specifies the length for applicable light **Shape** types.

Height – Specifies the height for applicable light **Shape** types.

Diameter – Specifies the diameter for applicable light **Shape** types.

Shadows – When enabled (the default), the light casts shadows. Turn this option off to disable shadow casting for the light. The value moves the shadow toward or away from the shadow-casting object(s). Higher values move the shadow toward the object(s), while lower values move it away. If this value is too extreme, shadows can "leak" through places they shouldn't or "detach" from an object. Other effects from extreme values include Moire patterns, out-of-place dark areas on surfaces, and shadows not appearing at all in the rendering.

Affect diffuse – Determines whether the light affects the diffuse portion of the materials. The value controls the light's contribution to the diffuse portion of the materials.

Affect specular – Determines whether the light affects the specular portion of the materials. The value controls the light's contribution to specular reflections.

Use global mult. – When enabled, uses the **Enable Lights** value (Render tab > Advanced mode > Lighting rollout) as a multiplier to **Intensity** value. When disabled, the light is independent from the global multiplier.

Soft shadows – When enabled, the light shape is considered for illumination and the light is going to generate soft shadows. When disabled, the light is going to generate sharp shadows.

Area specular – When enabled, the shape of the light is visible in the specular reflections. When disabled, the particular light is rendered as a point light in the specular reflections.

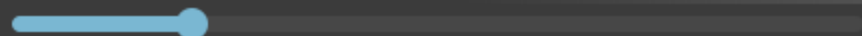
☒ Enabled



[IES Light]

Intensity

1.000



<no IES profile>



Intensity mode

Intensity from file



☐ Override shape

Point

0.00 lumens

0.00 lumens

0.00 candelas

☒ Shadows

0.000 bias



☒ Affect diffuse

1.000



☒ Affect specular

1.000



☒ Use global mult

☐ Soft shadows