

# Lights

This page provides information on lighting in V-Ray for Unreal.

## Overview

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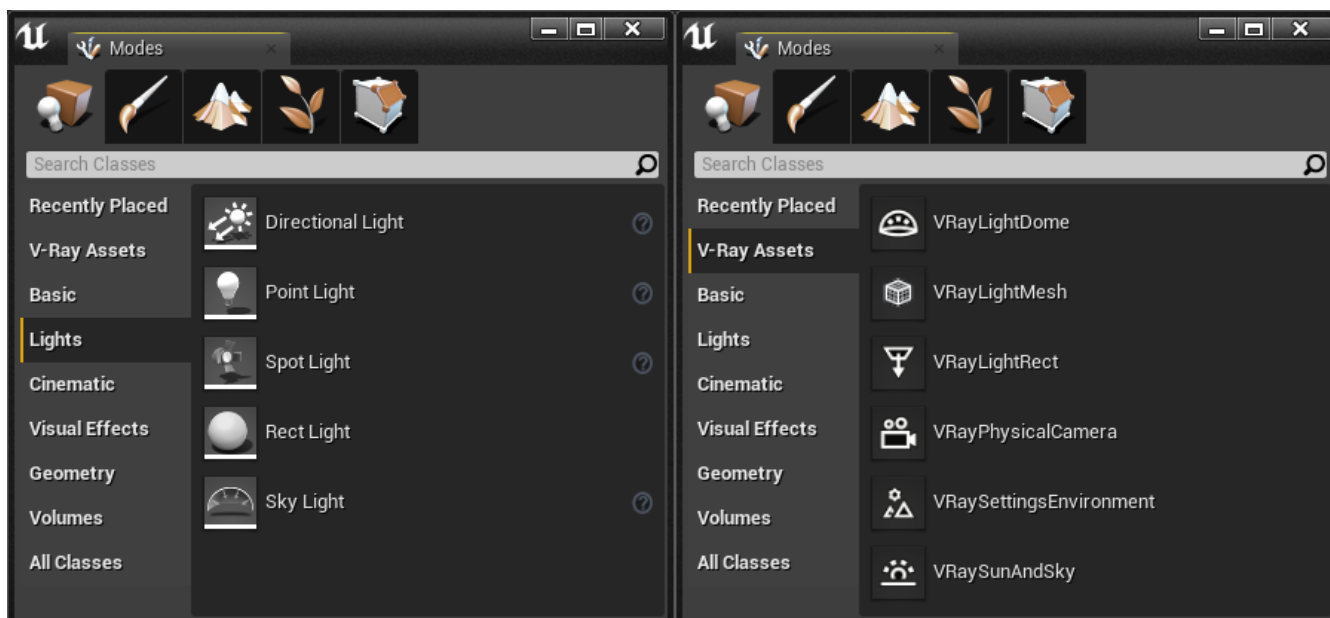
Lighting your scene can be set using the standard Unreal Lights or the additional Blueprints that were created to emulate some of the unique V-Ray Lights.

## Type s of Lights

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You can create native Unreal lights and V-Ray specific ones using **Modes** panel by using the search bar or from the **Lights** and **V-Ray Assets** categories and drag and drop into the level.





## Unreal Engine Lights

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V-Ray for Unreal supports some of the standard Unreal lights:

### Directional Light

The Directional Light simulates light that is being emitted from a source that is infinitely far away.

### Point Light

A Point Light emits light in all directions from just a single point in space.

### Spot Light

A Spot Light emits light from a single point in a cone shape in a set direction.

### Rect Light

The Rect Light emits light into the scene from a rectangular plane with a defined width and height.

### Sky Light

The Sky light captures the background of your scene and apply it as lighting to your level's meshes.

For more information on Unreal Lights see the [Unreal documentation](#).

## V-Ray Lights

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V-Ray for Unreal ships with some Light Blueprints:

## **V-Ray Light Dome**

A dome light (also considered an area light) creates light within a dome or spherical shape to create a traditional global illumination setup. This Light is frequently used to load HDRI environment images.

## **V-Ray Light Mesh**

A Mesh light creates a light source from an object's surface area.

## **V-Ray Light Rectangle**

A V-Ray specific light source object that can be used to create physically accurate area lights of different shapes.

## **V-Ray Sun and Sky**

A Sun light is a spherical light source placed at a specific location which simulates the sun in the sky.