

Lights

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

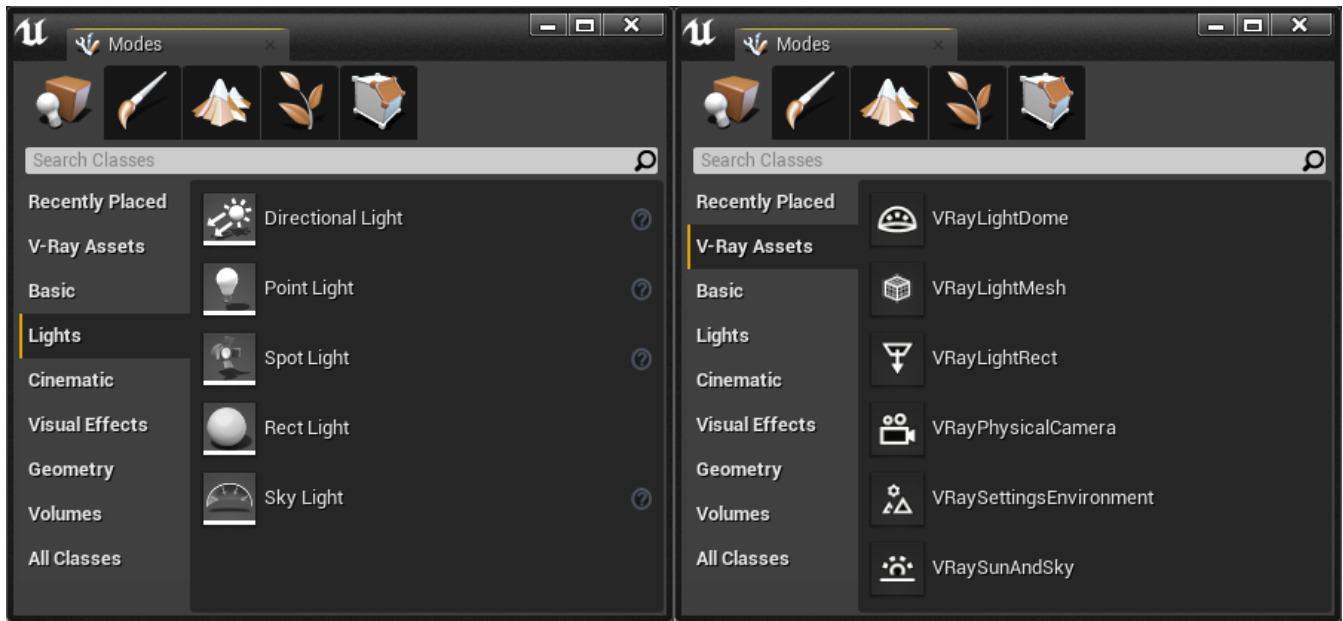
Overview

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

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

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

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.