

Spot Light

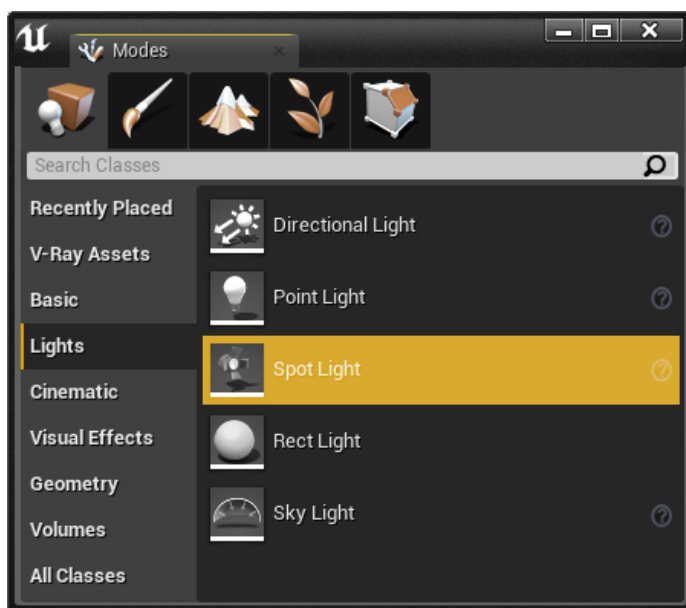
This page provides information on the Spot Light in Unreal.

Overview

A **Spot Light** emits light from a single point in a cone shape. Users are given two cones to shape the light - the **Inner Cone Angle** and the **Outer Cone Angle**. Within the Inner Cone Angle, the light achieves full brightness. As you go from the extent of the inner radius to the extents of the Outer Cone Angle, a falloff takes place, creating a penumbra, or softening around the Spot Light's disc of illumination. For any additional information, see the Unreal [Spot Light documentation](#).

UI Path

||Modes Tab|| > Lights > Spot Light



Spot Light Properties

When rendering with V-Ray, the following parameters are supported:

Light

Intensity – The total energy that the light emits.

Light Color – The color that the light emits.

Intensity Units – Determines how the light's Intensity setting should be interpreted.

Inner Cone Angle – Sets the inner cone angle of the Spot Light, in degrees.

Outer Cone Angle – Sets the outer cone angle of the Spot Light, in degrees.

Temperature – Specifies the color value of the light expressed in Kelvin.

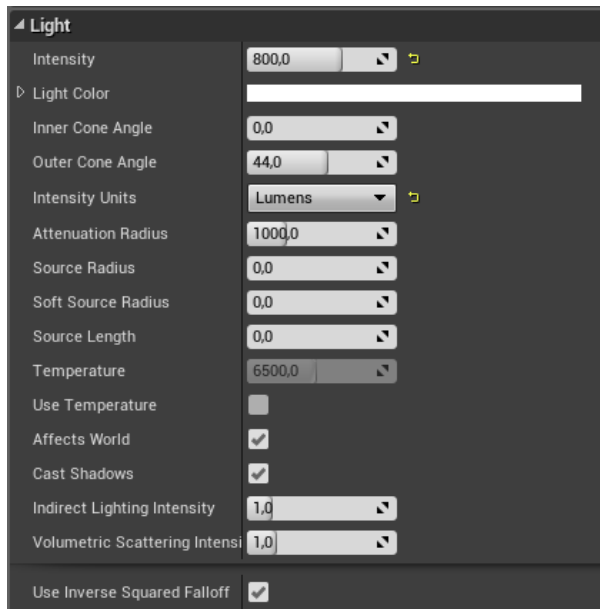
Use Temperature – When enabled, the color of the light is specified by the **Temperature** value multiplied by the **Light Color** value.

Affects World – When enabled (the default), the light contributes to the lighting in the level. Disabling it will stop the contribution of the light in the environment.

Cast Shadows – When enabled (the default), the light casts shadows. Turn this option off to disable shadow casting for the light.

Use Inverse Squared Falloff – Specifies whether to use the physically based inverse squared distance falloff.

Specular Scale – Multiplier on specular highlights. The value controls the light's contribution to specular reflections



Light Profiles

IES Texture - The IES *Texture* used for the light profile. IES files are in ASCII data format, and although Unreal represents them as textures, they are not image files.

