

# Lights

This page provides an overview on using V-Ray Lights with Nuke.

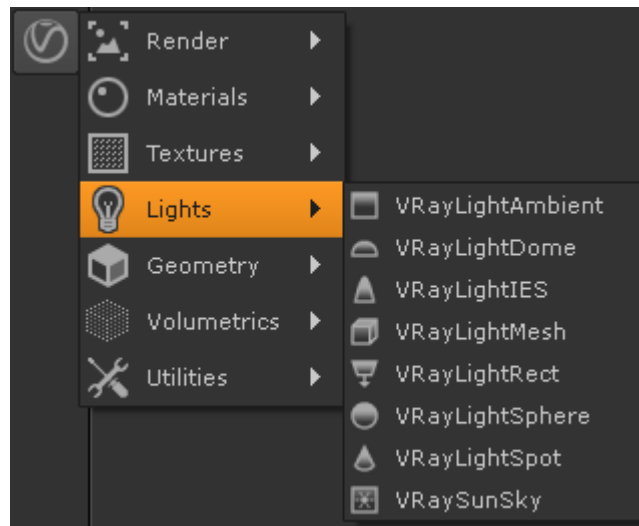
## Overview

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While V-Ray supports some standard Nuke lights, V-Ray also includes a set of lights designed specifically for rendering with the V-Ray engine.

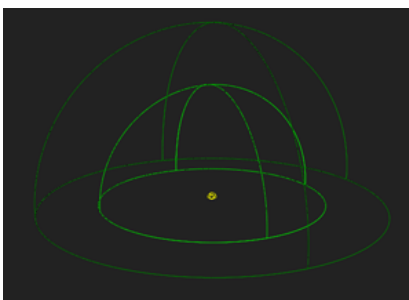
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UI Path: ||Toolbar|| > **V-Ray menu icon** > **Lights**

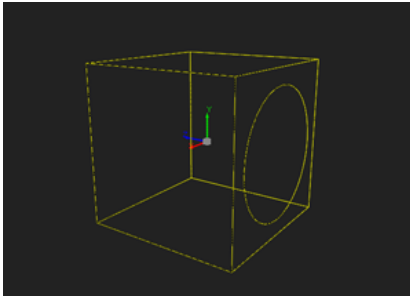


## Light Icons at a Glance

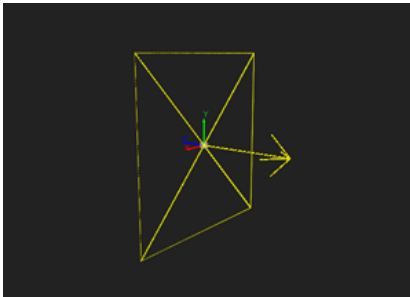
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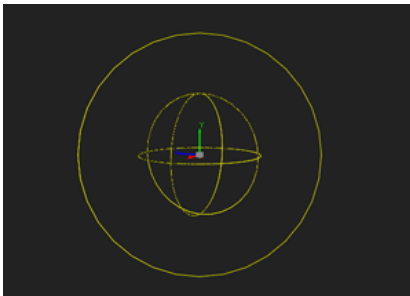
Dome Light



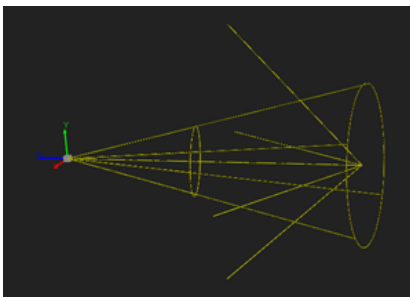
Photometric Light



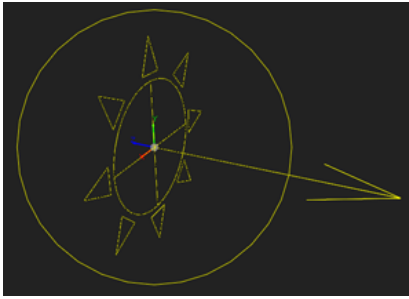
Rectangle or Area Light



Sphere or Point Light



Spotlight



Sun and Sky System

## Light Types

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The following light node can be created from the V-Ray Lights menu:

- [Ambient Light | VRayLightAmbient](#) - Creates light that doesn't come from a specific direction. It can be used to simulate GI, ambient occlusion, etc.
- [Dome Light | VRayLightDome](#) - Used for image based lighting. The light comes from a hemispherical dome above the y-axis of the light.
- [Photometric Light | VRayLightIES](#) - Uses an .ies file to specify the shape of the light. An .ies file contains complete specifications of a real world light bulb or tube.
- [Mesh based Light | VRayLightMesh](#) - Creates direct mesh-based lighting in your scene. Using this feature allows you to create light sources that have volume and shape without the need to use self illuminated objects and global illumination.
- [Rectangle or Area Light | VRayLightRect](#) - A light source with the shape of a planar rectangle.
- [Sphere or Point Light | VRayLightSphere](#) - A light source with the shape of a sphere.
- [Spotlight | VRayLightSpot](#) - A spotlight light source that can be used to create physically accurate lights.
- [Sun and Sky System | VRaySunSky](#) - Reproduces the real-life Sun and Sky environment of the Earth.