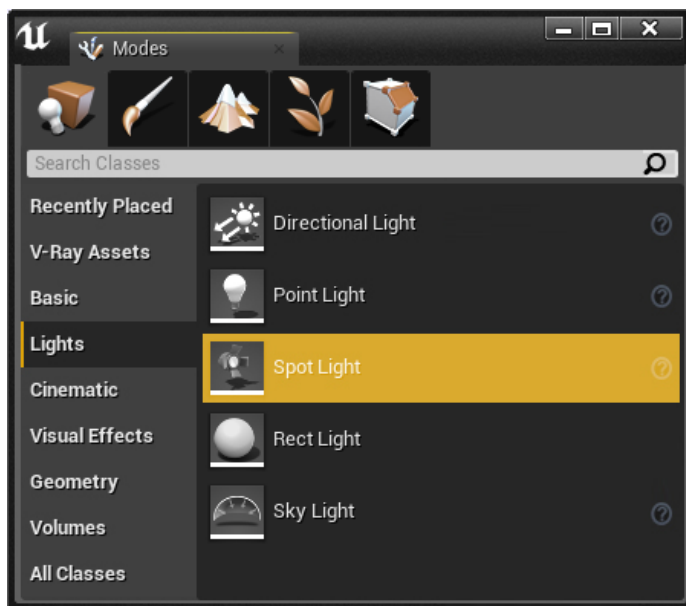# Spot Light

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.

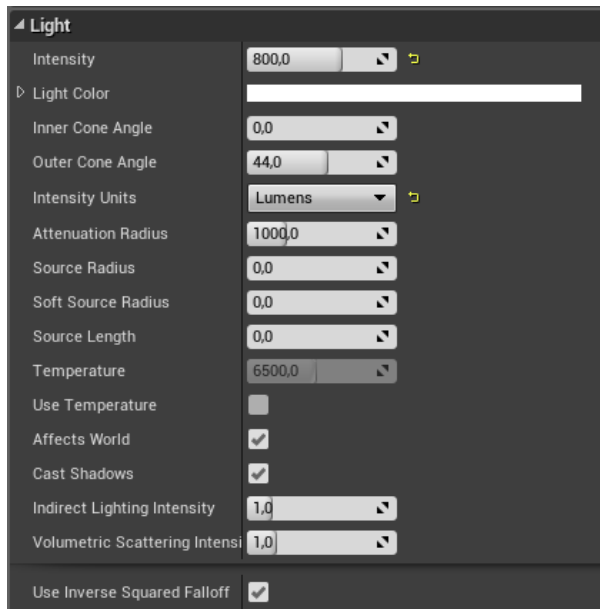**Temperature** – Specifies the color value of the light expressed in Kelvin.

**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 | |
|---|---|
| Intensity | 800,0 |
| ▷ Light Color | |
| Inner Cone Angle | 0,0 |
| Outer Cone Angle | 44,0 |
| Intensity Units | Lumens |
| Attenuation Radius | 1000,0 |
| Source Radius | 0,0 |
| Soft Source Radius | 0,0 |
| Source Length | 0,0 |
| Temperature | 6500,0 |
| Use Temperature | ☐ |
| Affects World | ☑ |
| Cast Shadows | ☑ |
| Indirect Lighting Intensity | 1,0 |
| Volumetric Scattering Intensi | 1,0 |
| Use Inverse Squared Falloff | ☑ |

**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.

| ▲ Light Profiles | |
|---|---|
| IES Texture | None / None |
| Use IES Intensity | ☐ |
| IES Intensity Scale | 1,0 |