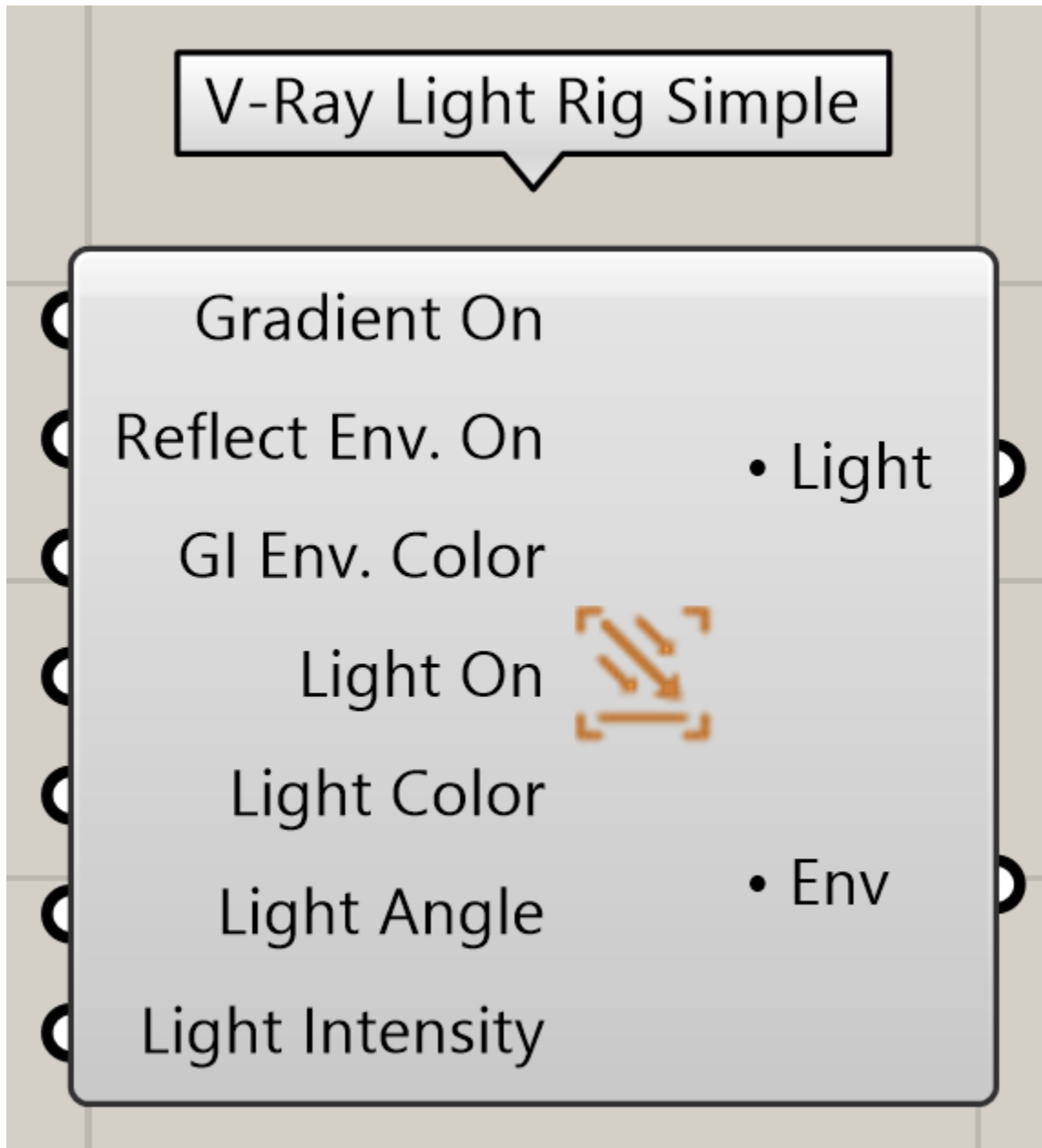# V-Ray Light Rig Simple

This page provides information about the Light Rig Simple in V-Ray for Grasshopper.

Overview

This rig consists of a Directional light, Reflection environment and a background texture.
Global Illumination is enabled and the color of the GI environment can be controlled.

Input Parameters

Gradient On *(Boolean)* – Enables the use of a screen-mapped gradient texture for background. When disabled a black background color is used.

Reflect Env. On *(Boolean)* – Enables a default reflection environment texture. When disabled a black environment color is used.

GI Env. Color *(Color)* – This slot provides connection to the GI Environment Color.

Light On *(Boolean)*– Enables the Direct Light.

Light Color *(Color)* – Provides a slot to connect to Direct Light Color.

Light Angle *(Number)* – Direct Light azimuth angle. The V-Ray Camera output angle is used to orient the light based on the camera position.
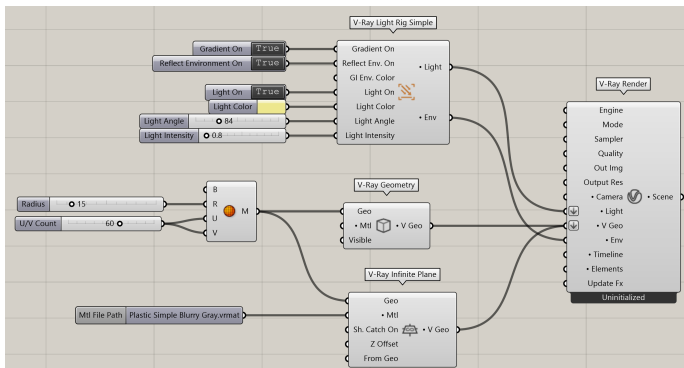
Light Intensity *(Number)* – Provides a slot to control the Intensity of the Directional light.
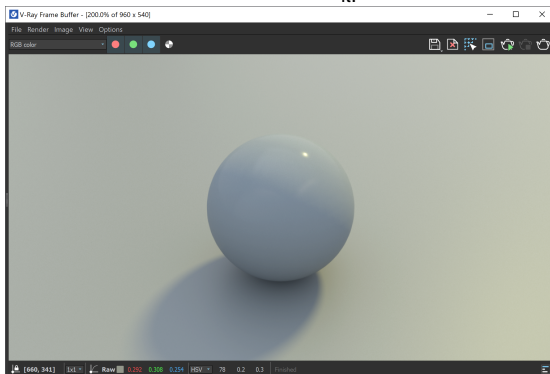
Output Parameters

Light *(Generic Data)* – This Light output should be connected to the V-Ray Renderer's Light input slot.

Env *(Generic Data)* – V-Ray Environment to be connected to the V-Ray Renderer's Environment input slot.

Example

Component Connection with Light Rig Simple. Click on the image to enlarge it.

Footnotes

- Loading Rig components from projects created with **V-Ray 6.10.00** into newer versions, requires parameter rewiring.