Light Omni

In this chapter we'll cover the simplest light source in V-Ray - omni light. The omni light represents a point light source. It has parameters for the rate of decay and casting soft shadows (shadowRadius below).

Specific parameters

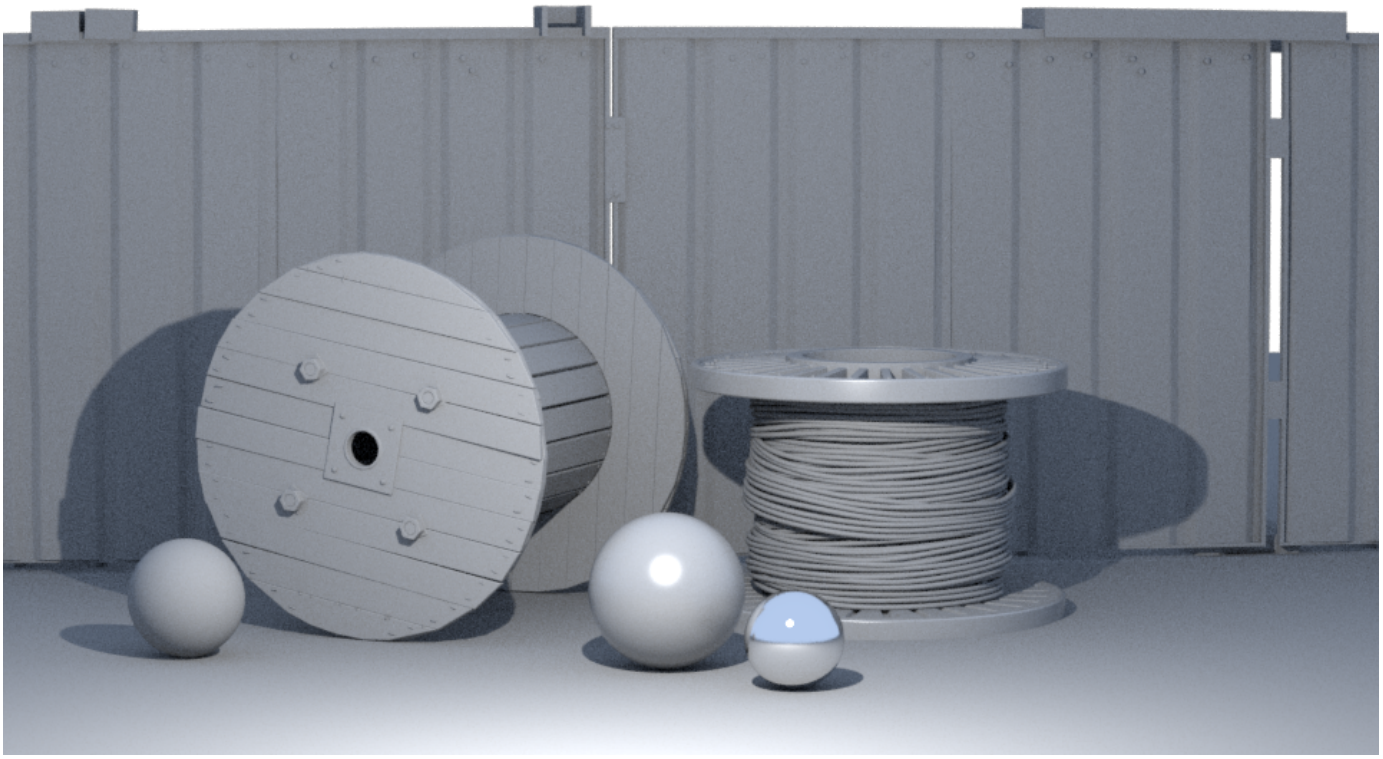
Along with the common light parameters, the omni light has some that are specific for it:

- **areaSpeculars** - If true, the hilights will match the shape of the light; if false, hilights will always be calculated as from a point light
- **shadowRadius** - The size of the light; 0.0 is a point light, larger values produces soft (area) shadows
- **shadowRadius_tex** - A float texture that if present will override the shadows radius parameter
- **shadowSubdivs** - Controls the number of samples used to compute lighting
- **decay** - Exponent for the distance decay function. The default is the inverse square law. 0 disables decay.

Example

The following example illustrates the use of the *LightOmni* with area shadows.

Result



The scene used for this render is called "Lighting_Omni.vrscene" and can be found in the scene bundle (comments to the different parameters available inside).