

Sphere Light

In this chapter we'll cover another area light source in V-Ray - the sphere light. It represents spherical area light. The geometric detail is parametrized by number of segments.

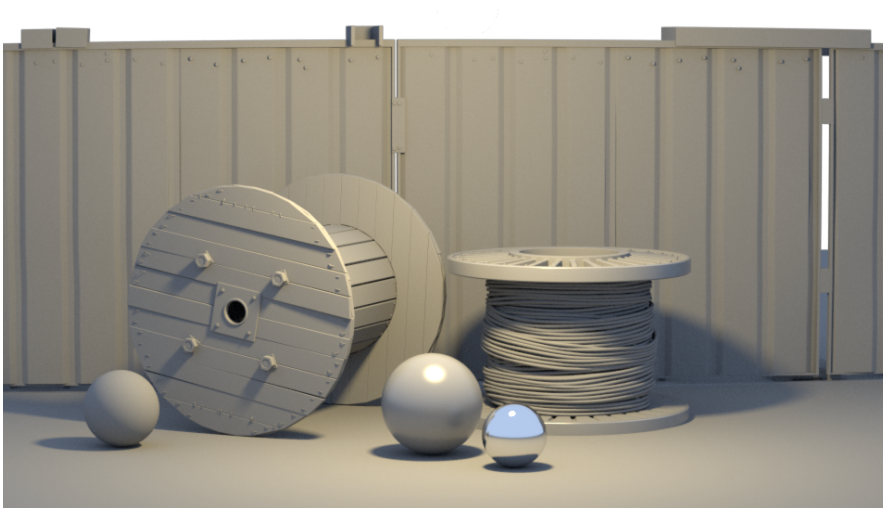
Parameters

Along with the common light parameters, the *LightSphere* plugin has the following specific ones:

- **noDecay** - If set to true, light intensity will not fall off with distance. By default the inverse square law applies.
- **radius** - Radius of the generated sphere in scene units.
- **sphere_segments** - Number of flat segments composing the sphere. Increase from the default 20, if you want a smoother shape

Example

Result



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