

Ai Modules

Light

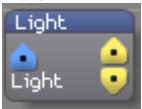
| | |
|--------------------------|--|
| section | GL |
| short description | shines some light on the input 3D objects |
| licence level | Miami |
| ports | Out [gl/render] |
| | In [gl/render] |
| | Light [control/vector] - the light direction |
| parameter | Mode [dropdown select] - mode1/mode2 |
| skins | ./. |

used in example

- [Javascript Multiline Text](#)

Manual

Applies directional or spot lighting to the input GL primitives.



From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://avosupport.de/wiki/ai/modules/gl/light>

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