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# Light Output Node

The *Light Output* node is used to customize a [Light object](#). Currently only supported for Cycles.



To start using this node, select the Light and click Nodes ▶ Use Nodes in the *Data* tab of the [Properties](#) editor.

## Inputs

### Surface

Shading for the (invisible) surface of the Light.

## Properties

### Target

Render engine the input shader is used for. By default, the shader is shared between Cycles and EEVEE – with multiple output nodes, a specialized shader setup can be created for each.

## Outputs

This node has no outputs.

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