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PointLight(Light)

base classes — [bpy_struct](#), [ID](#), [Light](#)

class bpy.types.PointLight(Light)

Omnidirectional point Light

energy

Light energy emitted over the entire area of the light in all directions

TYPE:

float in $[-\infty, \infty]$, default 10.0

shadow_buffer_clip_start

Shadow map clip start, below which objects will not generate shadows

TYPE:

float in $[1e-06, \infty]$, default 0.05

shadow_filter_radius

Blur shadow aliasing using Percentage Closer Filtering

TYPE:

float in $[0, \infty]$, default 1.0

shadow_jitter_overblur

Apply shadow tracing to each jittered sample to reduce under-sampling artifacts

TYPE:

float in $[0, 100]$, default 10.0

shadow_maximum_resolution

Minimum size of a shadow map pixel. Higher values use less memory at the cost of shadow quality.

TYPE:

float in $[0, \infty]$, default 0.001

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

TYPE:

float in $[0, \infty]$, default 0.0

use_absolute_resolution

Limit the resolution at 1 unit from the light origin instead of relative to the shadowed pixel

TYPE:

boolean, default False

use_shadow_jitter

Enable jittered soft shadows to increase shadow precision (disabled in viewport unless enabled in the render settings). Has a high performance impact.

TYPE:

boolean, default False

use_soft_falloff

Apply falloff to avoid sharp edges when the light geometry intersects with other objects

TYPE:

boolean, default True

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`
- `Light.type`
- `Light.color`
- `Light.specular_factor`
- `Light.diffuse_factor`
- `Light.transmission_factor`
- `Light.volume_factor`
- `Light.use_custom_distance`
- `Light.cutoff_distance`
- `Light.use_shadow`
- `Light.node_tree`
- `Light.use_nodes`
- `Light.animation_data`
- `Light.cycles`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.values`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`

- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`
- `Light.bl_rna_get_subclass`
- `Light.bl_rna_get_subclass_py`