

IES Texture Node

The *IES Texture* is used to match real world lights based on IES files ([IES](#)). IES files store the directional intensity distribution of light sources.

Inputs

Vector

Texture coordinate for lookup in the light distribution. Defaults to the normal.

Strength

Light strength multiplier.

Properties

Mode

The location to load the IES file from.

Internal:

Use IES profile from a file embedded in a text data-block in the blend-file, for easy distribution.

External:

Load IES profile from a file on the drive.

Outputs

Factor

Light intensity, typically plugged into the Strength input of an Emission node.

Examples



Lights with different IES profiles.

- [View Source](#)
- [View Translation](#)
- [Report issue on this page](#)