

[Skip to content](#)

Light Type Items

POINT:

Point.

Omnidirectional point light source.

SUN:

Sun.

Constant direction parallel ray light source.

SPOT:

Spot.

Directional cone light source.

AREA:

Area.

Directional area light source.

[Previous](#)

[Texture Type Items](#)

[Report issue on this page](#)

Copyright © Blender Authors

Made with [Furo](#)

[Next](#)
[Lightprobes Type Items](#)