AreaLight(Light)

base classes — bpy_struct, ID, Light

class bpy.types.**AreaLight(Light)**

Directional area Light

energy

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

TYPE:

float in [-inf, inf], default 10.0

shadow_buffer_clip_start

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

TYPE:

float in [1e-06, inf], default 0.05

shadow_filter_radius

Blur shadow aliasing using Percentage Closer Filtering

TYPE:

float in [0, inf], 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, inf], default 0.001

shadow_soft_size

Light size for ray shadow sampling (Raytraced shadows)

TYPE:

float in [0, inf], default 0.0

shape

Shape of the area Light

TYPE:

enum in ['SQUARE', 'RECTANGLE', 'DISK', 'ELLIPSE'], default 'SQUARE'

size

Size of the area of the area light, X direction size for rectangle shapes

TYPE:

float in [0, inf], default 0.25

size_y

Size of the area of the area light in the Y direction for rectangle shapes

TYPE:
float in [0, inf], default 0.25

spread

How widely the emitted light fans out, as in the case of a gridded softbox

TYPE:
float in [0, 3.14159], default 3.14159

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

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.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`

- ID.is_embedded_data
- ID.is_missing
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect
- ID.library
- 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.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
- bpy_struct.values
- ID.rename
- ID.evaluated_get
- ID.copy
- 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