

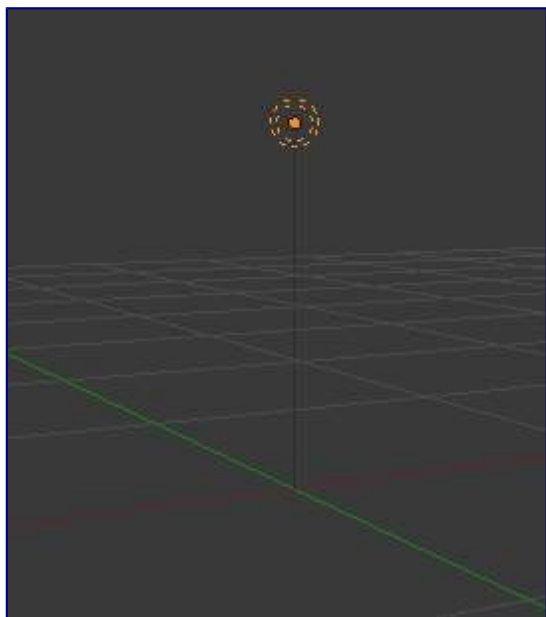
10.2.3.5.2 Render - Blender Render Engine - Lighting - lamps - Point

Point.....	1
Introduction.....	1
Lamp Options.....	1
Shadows.....	2
Raytraced Shadows.....	2

Point

- Introduction
 - Lamp Options
 - Shadows
- Raytraced Shadows

Introduction



Point lamp

The *Point* lamp is an omni-directional point of light, that is, a point radiating the same amount of light in all directions. It's visualized by a plain, circled dot. Being a point light source, the direction of the light hitting an object's surface is determined by the line joining the lamp and the point on the surface of the object itself.

Light intensity/energy decays based on (among other variables) distance from the *Point* lamp to the object. In other words, surfaces that are further away are rendered darker.

Lamp Options

Distance, Energy and Color

These settings are common to most types of lamps, and are described in *Light Properties*.

Negative, This Layer Only, Specular, and Diffuse

These settings control what the lamp affects, as described in *What Light Affects*.

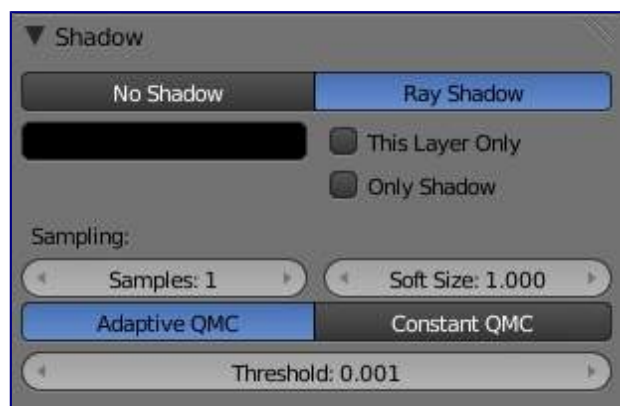
Falloff and Sphere

These settings control how the light of the *Lamp* decays with distance. See *Light Attenuation* for details.

Shadows



Without ray shadows

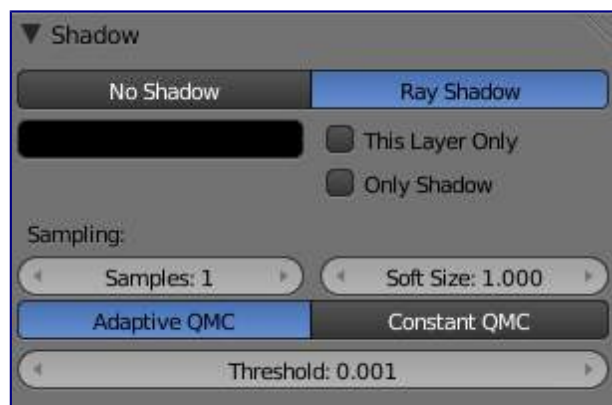


Point lamp with ray shadows and Adaptive QMC sample generator enabled

The *Point* light source can only cast ray-traced shadows. It shares with other lamp types the common shadow options described in *Shadow Properties*.

The ray-traced shadows settings of this lamp are shared with other lamps, and are described *Raytraced Properties*.

Raytraced Shadows



Shadow panel

The *Point* light source can only cast raytraced shadows. It shares with other lamp types the same common

shadowing options, described in *Shadows Properties*.

The raytraced shadows settings of this lamp are shared with other ones, and are described in *Raytraced Properties*.