**ProdduturuAneeshPavanHW09CS6001**

**Aneesh Pavan Prodduturu**

**Q: What are the types of lights available in Houdini SideFX?**

**A:**

The different types of light nodes available in Houdini SideFX include:

* Point Light: Emits light in all directions from a single point.
* Spot Light: Emits light in a cone-shaped beam.
* Area Light: Emits light from a rectangular or circular surface.
* Geometry Light: Uses a piece of geometry to emit light.
* Volume Light: Emits light from within a volumetric space.
* Distant Light: Simulates distant light sources like the sun or moon.
* Environment Light: Illuminates objects using an image or environment map.
* Sky Light: Simulates the scattering of light in the atmosphere.
* GI Light: Generates indirect illumination for a scene.
* Caustic Light: Creates caustic effects, such as light passing through water or glass.
* Portal Light: Helps reduce noise in interior scenes by guiding indirect light through a small opening.
* Ambient Light: Provides overall illumination to a scene, but doesn't cast shadows.

One way to add these nodes is by using the “Lights and cameras” shelf tool

1. Select the "Lights and cameras" section from the shelf toolbar.
2. Select a light type from the menu, such as Point light, spot light or area light...
3. Click the light to add it to the scene view.

Sample scene view:

