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**Q: How do I add shadow to objects in Houdini SideFX using the point light node?**

**A:**

* In the object level, add a grid node and assume it is ground.
* Add any objects in the object level and adjust translate and rotate to place them on the grid
* Add a point light node from the lights and camera shelf tool and adjust it so that the light falls on the previously added objects.
* To enable shadows, click on High-Quality Lighting with Shadows button available in the right vertical bar located in the scene view 
* Once enabled, we can use move and rotate options from the left vertical bar from the scene view to adjust the point light node in the scene view and see shadows of the objects.
* Further, we can adjust the Intensity and exposure of light from the light section in the point light node

