**Maya Lighting Notes**

Light-Linking

* You can choose which objects in the scene are affected by certain lights by opening up the “Light-linking” window under Relationship editor > Light Linking.
* By choosing the “Light centric” option we can select a light and it will display all the objects that are affected by that light on the right side of the panel. By clicking on an object, you can toggle whether or not it’s affected by that light.