

PxrCheatShadowFilter

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Ever wished you had independent control over shadow positions without affecting the direction of illumination?

Well, now you can by using the PxrCheatShadowFilter

Once applied to your light, use the manipulator to alter the direction of the shadow cast by that light.

Parameters

Combine Mode

mult: The results of all the filters are multiplied together

max: The maximum result from all filters is used. This works best for grey-scale light filters.

min: The minimum result from all filters is used. This works best for grey-scale light filters.

screen: Similar to the max operation, but it combines gradients in a smoother way. This works best for grey-scale light.

Light filters on a light that are grouped by their combined mode. Light filters in the same group are executed together and combined by the combined mode. The groups are executed in this order (max, min, screen, and then mult) and are multiplied together, which means a filter that turns things black in the mult group will zero out all other filters.

Shadow Exclude Subset

An exclusion subset on which the cheat shadow will not apply. The shadow exclusion subset has to be a subset of the light shadow exclusion subset. Useful for controlling which objects in your scene are affected by the cheat shadows

Shadow Multiplier

Control the density of the cheated shadows

Example

In this example, a PxrCheatShadowLightFilter is applied to a PxrDomeLight. Notice how the shadow changes as the manipulator is rotated, yet the illumination doesn't. Magic!



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These are the known limitations of the **PxrCheatShadowLightFilter** that are not currently supported.

- Multiple CheatShadow light filters on a single light.
- CheatShadow + ShadowFringe on a single light.