PxrRampLightFilter

PxrRampLightFilter uses a ramp to control the light. It may also be useful to artificially and artistically control light decay.

Parameters

Ramp Direction

Ramp Type

Specify in which direction the ramp is applied.

- distToLight(0) - distance to the light.
- linear(1) - linear ramp.
- spherical(2) - spherical ramp.
- radial(3) - radial ramp.

Begin Distance

Distance where the ramp starts.

End Distance

Distance where the ramp ends.

Ramp

Ramp

Define the number of knots.

Ramp Knots

An array of knot values.

Ramp Floats

An array of float values.

Ramp Interpolation

Type of ramp interpolation:

- linear
- catmull-rom
- bspline
- constant

Multiplier

Density

Controls the strength of the projected effect.

Invert

Specify whether to invert the projected texture before it is applied.

Intensity

Global Multiplier for both the diffuse and specular contribution below.

Diffuse

Multiplier of this light filter result for the diffuse contribution.

Specular

Multiplier of this light filter result for the specular contribution.

Color Ramp

Color Ramp

Define the number of knots.

Color Ramp Knots

An array of knot values.

Ramp Colors

An array of color values.

Color Ramp Interpolation

Type of color ramp interpolation:

- linear
- catmull-rom
- bspline
- constant

Combine Mode

Combine mode for PxrRampLightFilter is always multiplied.