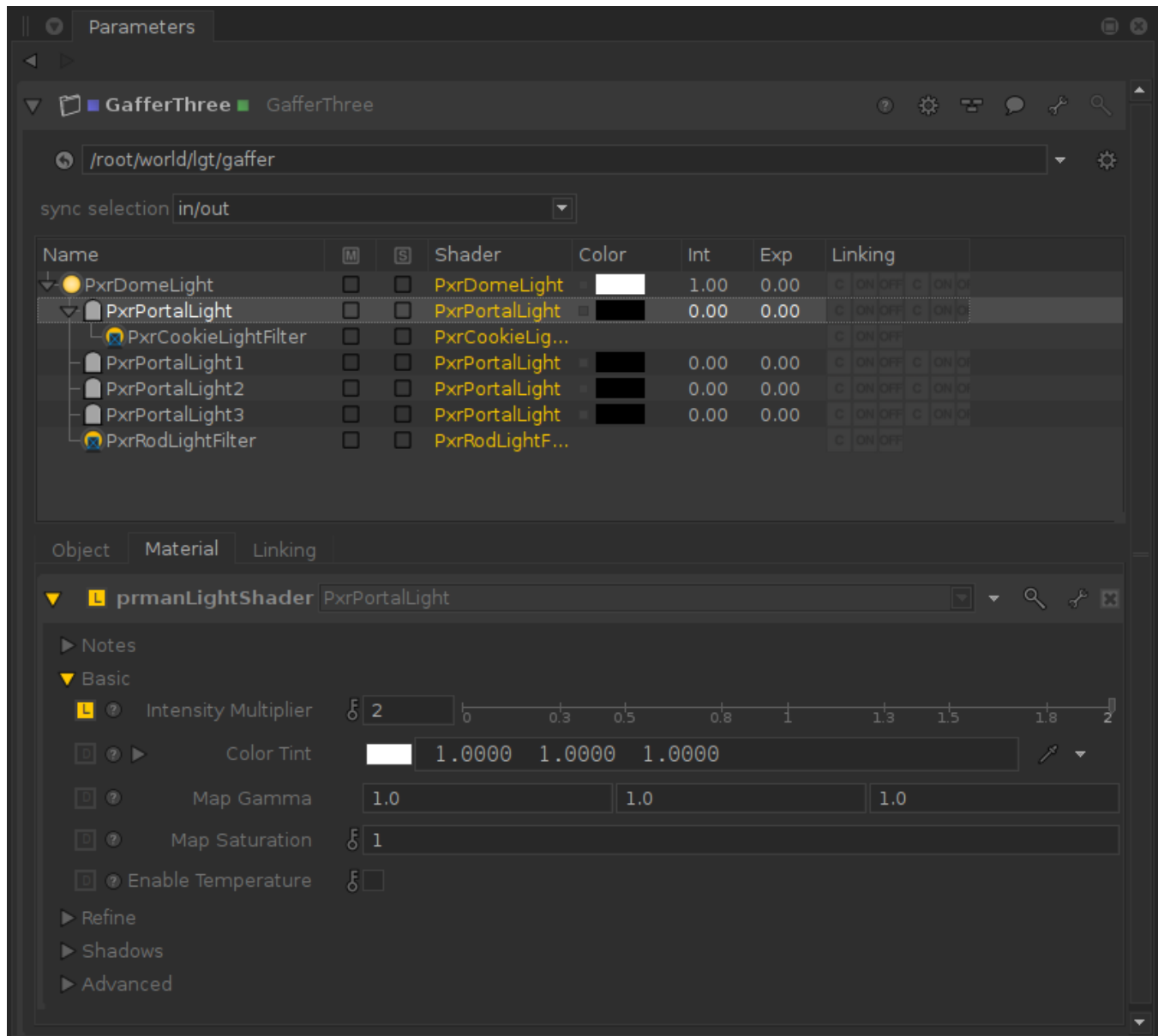


# Portal Lights in Katana

[PxrPortalLight](#) can provide great quality improvements over [PxrDomeLight](#) for interior scene renders. Portals also allow you to selectively use multiple Dome Lights in a scene, and use certain light filters that don't work with Dome Lights.. This document outlines the steps required to set up Portal Lights in Katana.

## Creating Portal Lights

A Portal Light on its own will not contribute light to the scene. The Portal needs to be a child of a Dome Light to have any contribution. A Portal inherits parameters from the parent Dome and either multiplies or overrides those parameters if its own equivalent parameter is set.



## Light Filters and Portal Lights

Any light filter applied to a dome light will automatically be applied to that dome's portal lights. Portal lights can also have their own light filters.

### Additional Notes

Changes to Portal Light position can be slow to update in Live Rendering. In such cases, you can improve performance by setting the 3D update mode to "Pen-up".