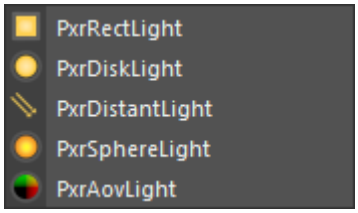
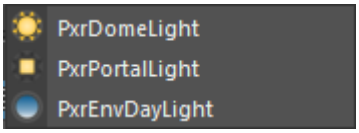
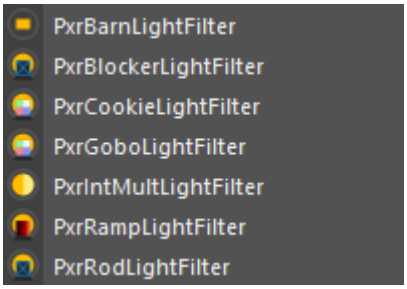
Lighting

Analytic Lights		Mesh Lights	Light Filters
			

In Maya, RenderMan lights can be created via the RenderMan Shelf, RenderMan Menu, or Hypershade Window.

- Native Maya lights are not supported. Please use the "Pxr" lights.
- In the Maya node editor you may see an available output connection for "Light Data" on lights. This is not a connectable parameter despite Maya showing it as a valid output.