

# PxrRampLightFilter

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

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## 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.

linear  
radial  
sphere

#### Begin Distance

Distance where the ramp starts.

distance = 0  
distance = 3  
distance = 6

#### End Distance

Distance where the ramp ends.

end distance = 5  
end distance = 7  
end distance = 9

## 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

b-spline  
Catmull-Rom  
constant  
linear

## Multiplier

### Density

Controls the strength of the projected effect.

density = 0.65  
density = 0.85  
density = 1

### Invert

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

invert = off  
invert = on

### Intensity

Global Multiplier for both the diffuse and specular contribution below.

intensity = 1.5  
intensity = 1  
intensity = 2.5

### Diffuse

Multiplier of this light filter result for the diffuse contribution.

diffuse = 1  
diffuse = 2  
diffuse = 3

### **Specular**

Multiplier of this light filter result for the specular contribution.

specular = 1  
specular = 2  
specular = 3

### **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

b-spline  
Catmull-Rom  
constant  
linear

### **Combine Mode**

Combine mode for PxrRampLightFilter is always multiplied.