

PxrIntMultLightFilter

PxrIntMultLightFilter is a light filter that allows you to multiply the intensity/exposure of the light. This is very useful when you want to isolate a particular asset(s) from the rest of the scene that has different intensity/exposure. This is via linking the objects to the PxrIntMultLightFilter. You can now guide your viewer using light intensity!

Parameters

Multiplier

Intensity

Multiplier for the light intensity.

intensity = 0
intensity = 1
intensity = 5

Exposure

Exposure control for the multiplier.

exposure = 0
exposure = 3
exposure = -2.0

Invert

Invert the multiplier.

Invert = None
Invert = Off Exp -2.0
Invert = On Exp -2.0

Diffuse

Controls the amount of diffuse contribution.

diffuse = 0
diffuse = 1
diffuse = 3

Specular

Controls the amount of specular contribution.

specular = 0
specular = 1
specular = 8

Saturation

Acts as a multiplier for the color saturation of the light. Allowing you to increase or reduce the saturation.

saturation = 0
saturation = 1
saturation = 2

Combine Mode

Combine mode for `PxrlntMultLightFilter` is always multiplied.