

# 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!

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## 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.