





















Lighting

Analytic Lights		Mesh Lights	Light Filters
			
<div><div> PxrRectLight</div><div> PxrDiskLight</div><div> PxrDistantLight</div><div> PxrSphereLight</div><div> PxrAovLight</div></div>	<div><div> PxrDomeLight</div><div> PxrPortalLight</div><div> PxrEnvDayLight</div></div>		<div><div> PxrBarnLightFilter</div><div> PxrBlockerLightFilter</div><div> PxrCookieLightFilter</div><div> PxrGoboLightFilter</div><div> PxrIntMultLightFilter</div><div> PxrRampLightFilter</div><div> PxrRodLightFilter</div></div>

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



- Native Maya lights and older (RSL-based) RenderMan lights are not supported.
- 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.