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.

Exposure

Exposure control for the multiplier.

Invert

Invert the multiplier.

Density

Controls the strength of this light filter.

Diffuse

Controls the amount of diffuse contribution.

Specular

Controls the amount of specular contribution.

Saturation

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

Tint

Tint of the light color after saturation.

Combine Mode

Combine mode for PxrIntMultLightFilter is always multiplied.