Attempts to auto correct for this and (internally) increases the intensity at the source. The auto correction may

Parameter Settings

Also note that a

Take note that the Shadow Samples in DAZ Studio's render settings have no effect on this light. This is

Shading Rate

shadows are not available in this light.

Aim the light and adjust the spread angle just like you would the default spotlight. I find that viewing through the

Quick Start

SimpleSurface or the AoA Subsurface Shader. These shaders are used for the overwhelming majority of DAZ

defaults which should work well in most situations right out of the box.

features may take a bit of trial and experience before becoming part of a fast workflow.

The light has a drop-down menu with several options telling the light what to do for surfaces which have been

Selective illumination is achieved by instructing the light to look for particular settings on surfaces in the scene.

...that gives the light some degree of freedom. These include several falloff rates, control of the beam's distribution and the ability to project texture

work together to make soft, ray traced shadows faster then ever.

Introduction

Known Issues

Quick Tips

Contents

•

...cause the texture to tile.

...feature also supports HDR images which can be used change the profile of the light similar to an IES light.

...determines the distance at which the light will be at 0% intensity. The limits of this setting can be

...Custom Max Range

...to 4 meters and...of 1 or higher is required for shadows to work with the Advanced Spot

...A

...light behaves when illuminating different objects or surfaces.

...light is necessary or set to a negative value to create a light which darkens areas of the scene

...Light Intensity

...bright light is necessary or set to a negative value to create a light which darkens areas of the scene

...Specular only

...Light Color

...Light Intensity

...Shading Rate

...Drop down menu to set the light to

...Inner Angle

...round light blub.

...Spread Angle

...A

...Diamond

...Smaller

...receive...transmapped items,

...flagged surfaces and set the

...A

...alternate Samples

...Don't Illuminate Flagged

...Alternate Samples

...Cast Shadows

...Shader Hitmode

...Only functions when in the above mentioned

...Alternate Samples

...Cast Shadows

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Top

loading the light, haha. The best solution I could find was to hide the setting and add a warning not use it.

This situation is easily resolved by setting DAZ studio to show hidden parameters, selecting the Advanced

Advanced Spotlight was not designed to support such as Deep Shadow Maps. This will cause the light to render

onto the Advanced Spotlight, will cause DAZ Studio to attempt to use its built-in shadow functions which the

When using copy and paste

icon in the Scene tab, you may not be able to turn the light back on again. This bug is perplexing and I have not

Somewhat Common

one to resolve due to how atmospheric volumes work. I continue to test new light and volume codes in the hopes

Strength

lighting.

The features available under the Lighting Control group allow you to set how the light behaves for different

Alternate Samples

samples only for the shadows the hair

When you use

rather than the other way around. This is important to keep in mind when using different settings for flagged

An interesting point to note is that shadows are calculated by shooting rays from the surface toward the light

different shadow settings or different lights. This allows for the speed enhancements to be turned off for surfaces

Click here for a larger image.

Shadow Group

•

•

•

•

•

the fastest results for the flagged surface. Because of the

the faster

illuminate and calculate shadows for surfaces that are flagged. This can be used to improve rendering speed by flagging slow rendering or

react to that surface.

Diffuse, Ambient or IOR Value

value matching the

None

should flag and treat differently.

the Display group in the Parameters tab.

Object Cast Shadows

this feature.

Only the surface's

multiply the

this setting generally does not produce desirable results, it can be employed selectively to speed up

Back

direction. This can sometimes prove useful with creative application. It also works around a long time

In scenes where there are no transmapped surfaces, such as architectural renders, you may gain a

causes things like transmapped hair to cast darker, inaccurate shadows.

This setting will likely only be needed in rare cases. The real benefit shows when using volumetric

As the gamma setting is increased lines or gaps may appear in areas where shadows cross the

Shadow Clamp

Shadow Clamp

The shadow ray

This setting allows for a larger effective area to receive the shadows.

The Gamma setting allows for the light to adjust to an average setting as it

the Shadow Samples

- This limits the shadow calculations in areas where the light intensity is very low such as

Back

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