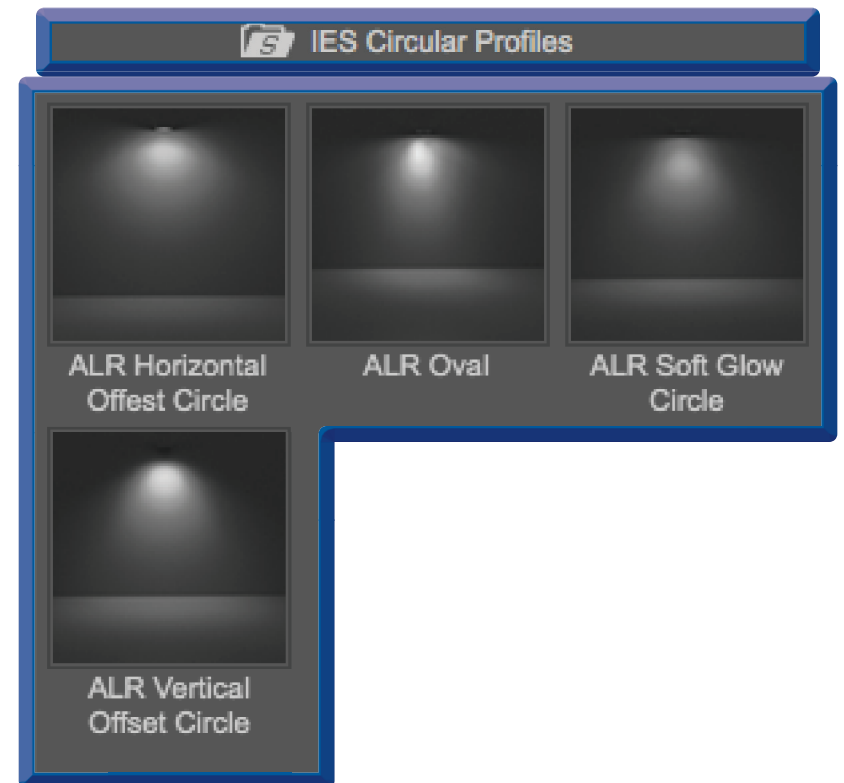# Architectural Lighting Rig for Iray
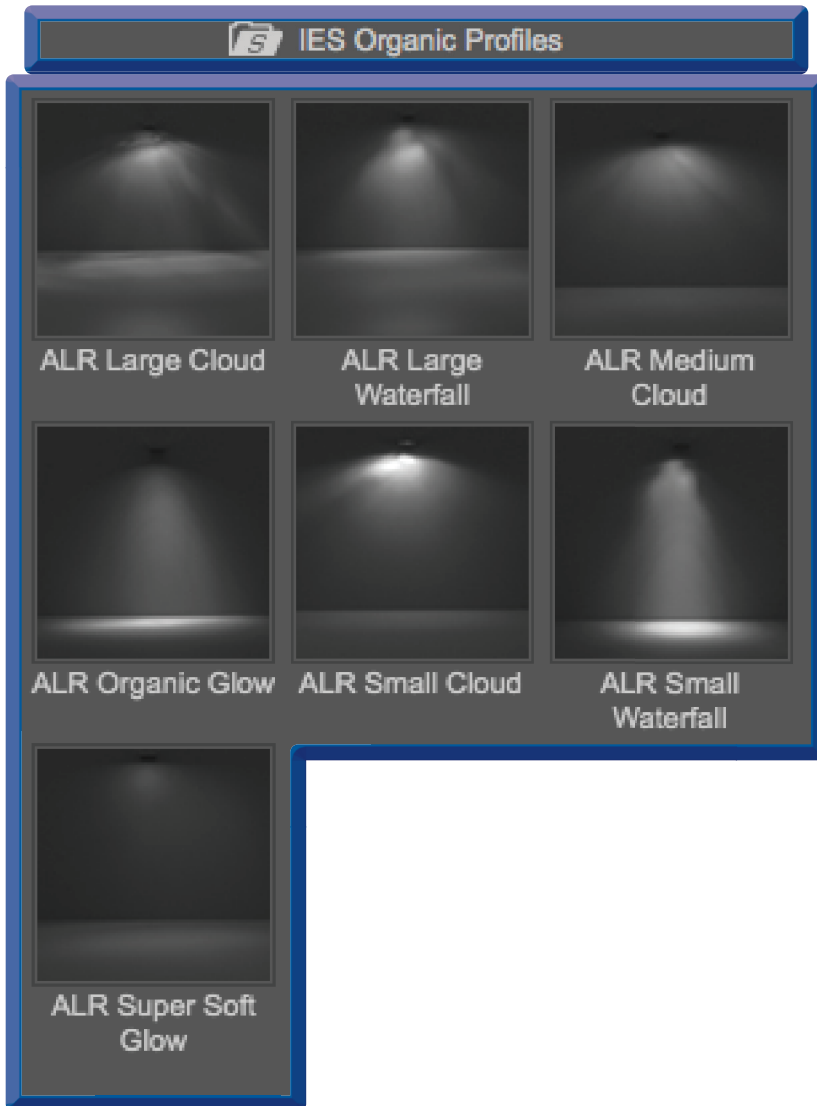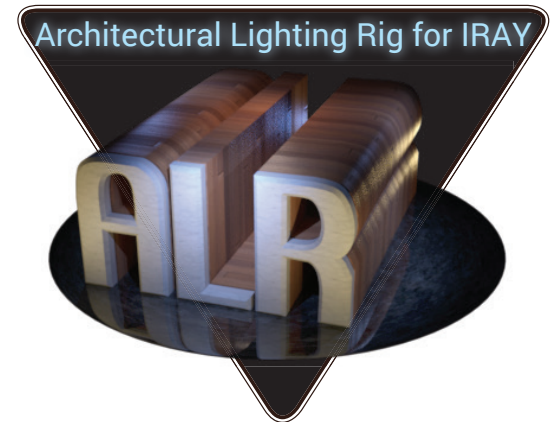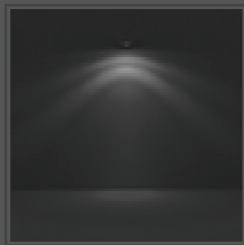
IES Profile Menus and Instructions
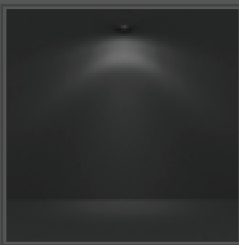These profiles can be found in: Runtime/Textures/Marshian/Architectural Lighting Rig Iray

Architectural Lighting Rig for IRAY

📁 IES Organic Profiles		
ALR Large Cloud	ALR Large Waterfall	ALR Medium Cloud
ALR Organic Glow	ALR Small Cloud	ALR Small Waterfall
ALR Super Soft Glow		

📁 IES Circular Profiles		
ALR Horizontal Offest Circle	ALR Oval	ALR Soft Glow Circle
ALR Vertical Offset Circle		

IES Arc Profiles

ALR Double Soft Arc	ALR Double Super Soft Arc	ALR Sharp Arc
ALR Single Soft Arc	ALR Soft Arc	ALR Soft Wide Arc
ALR Trident Arc		
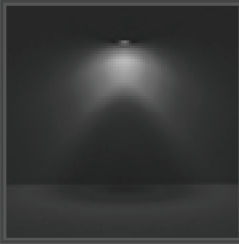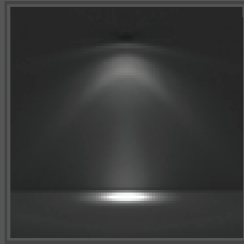
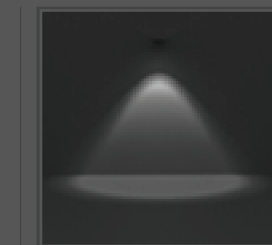## IES Architectural Profiles
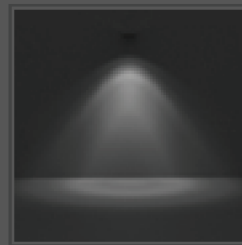
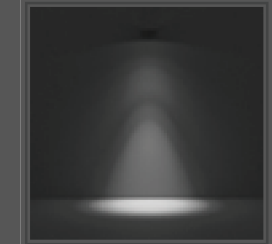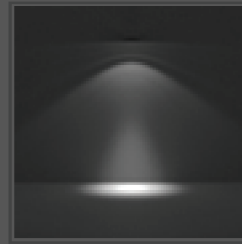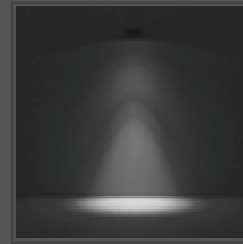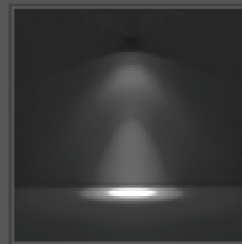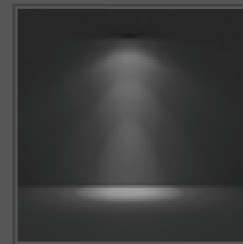|			
ALR Double Sharp Cone	ALR Double Soft Cone	ALR Long Beam	ALR Single Sharp Cone
ALR Medium Hotspot	ALR Narrow Hotspot	ALR Round Top Beam	ALR Single Medium Hotspot Cone
ALR Round Top Sharp Beam	ALR Single Medium Hotspot Cone	ALR Single Sharp Cone	
ALR Single Small Hotspot	ALR Soft Cone and Arc	ALR Triple Soft Cone	

General Tips:

- For moonlight, sunlight or other exterior light sources; enlarge a child group or move it away from the rig. Many of the promo images for the ALR for Iray have a spotlight that is shining through a doorway or window.

- You may need to un-parent your main render camera after scaling the rig to prevent stretched renders

- Have a main subject for the lights? Parameters/Misc/Point At is a quick way to direct all of the lights at once.

- For more dramatic lighting, try turning off the ALR point light and reduce both the Environment scale and Intensity (In Render Settings).

- For large or complicated environments, load more than one ALR rig into the scene or add individual lights to highlight specific details.

- Some of the individual lights use light geometry that is only visible when rendering. For softer shadows with these lights, increase the height and width (In Parameter tab/Light).

- When using the IES lights included with ALR, consider changing a prop's bulb and/or shade to a light emitter and increase the luminance just enough to make it glow. This will give the illusion of the fixture lighting the scene, while the ALR light produces the cast light. This cuts down on render times and ensures that the dramatic effects produced by the digital light profiles are visible in the scene. This combination of a glowing bulb/fixture and a separate IES light source produces beautiful and realistic results.

- As a general rule, the smaller the size of the bulb (light geometry/sphere, etc.) that contains the IES profile, the sharper and clearer the beam pattern and your shadows will be. The default size of 10x10 is perfect.

IES Lights:

- IES is an acronym for Illuminating Engineering Society. These digital light profiles are created mainly by lighting manufacturers. They do this to ensure that the light created in an architectural render will perfectly match the color, intensity, beam pattern and spread of the actual bulb or fixture. These are photometric point lights created from measurements of actual lights.

- The green node line represents the direction of the light, or which way it points. Use this line to target a specific place in your scene by transitioning and rotating the selected light itself.

- Using copy/paste to place lights at a specific location in your scene will copy all light properties including in the IES profile. So if you want lights with different IES profiles (say in a row for example) you will need to manually transition them into place or copy/paste as usual and then assign different profiles to the Light Profile channel (In Parameters tab/Light).

- These profiles can be found in: Runtime/Textures/Marshian/Architectural Lighting Rig Iray

- Using the Marshian AtmoCam for Iray with an ALR-IES light profile will show the amazing effect of the 3D beam pattern floating in your scene's atmosphere. However, be prepared for some longer render times.

Thanks! Enjoy!

— Marshian & Marshian2