

Ai Modules

Light

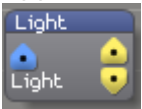
section	gl
short description	shines some light on the input 3D objects
licence level	Miami
ports	Out [gl/render]
	In [gl/render]
	Light [control/vector] - the light direction
parameter	Mode [dropdown select] - mode1/mode2
skins	./.

used in example

- [Javascript Multiline Text](#)

Manual

Applies directional or spot lighting to the input GL primitives.



From:

<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://www.avosupport.de/wiki/ai/modules/gl/light?rev=1540735925>

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