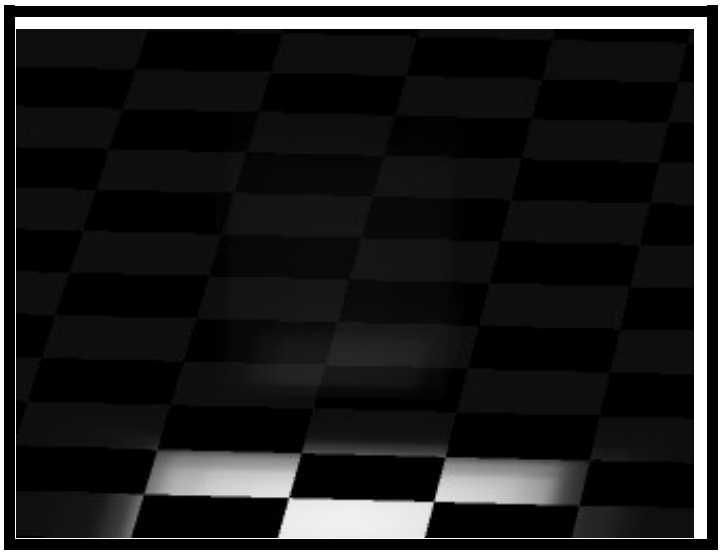
sftedge.itx

Type : Round Shape and Rectangular Lights



This texture, when applied to a shaped light, adds a penumbra to the light so the edges of the light aren't as sharp as they usually are in imagine. This makes the lights look as if they are being cast from further away.

REQUESTER TABS

- ***Controls***
  - ♦ Penumbra Adj : This parameter sets the size of the light's penumbra (soft shadow) as a fraction of the amount of light showing.
  - ♦ Noise 1 and 2 : These parameters allow you to add noise to their penumbra area of the texture so you can get a more grainy penumbra instead of a smooth gradient.