
Subject: 3D lights affecting only certain objects?

Posted by [ghgm2008](#) on Fri, 07 Nov 2014 22:03:06 GMT

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Hi there,

Say I have a 3D scene, illuminated by a number of lights. Is it possible to set things up so that a given light only affects certain objects in a scene and not others.

So say I have 2 polygons and 2 lights in a scene. light 1 shines on polygon 1 - but, as far as polygon 2 is concerned, it doesn't exist and vice versa - and then the whole thing is rendered as a single scene.

Possible?

Cheers

George.
