
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.

Subject: Re: 3D lights affecting only certain objects?
Posted by [David Fanning](#) on Fri, 07 Nov 2014 22:20:52 GMT
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ghgm2008@gmail.com writes:

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> set things up so that a given light only affects certain objects in a scene
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>
> Possible?

No. You can have lights that rotate with an object, and lights that don't rotate, different types of lights associated with objects, etc. (see the Light Controller in cgSurface, for example). But, all lights shining in a scene will have an effect, as far as I know.

Cheers,

David

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