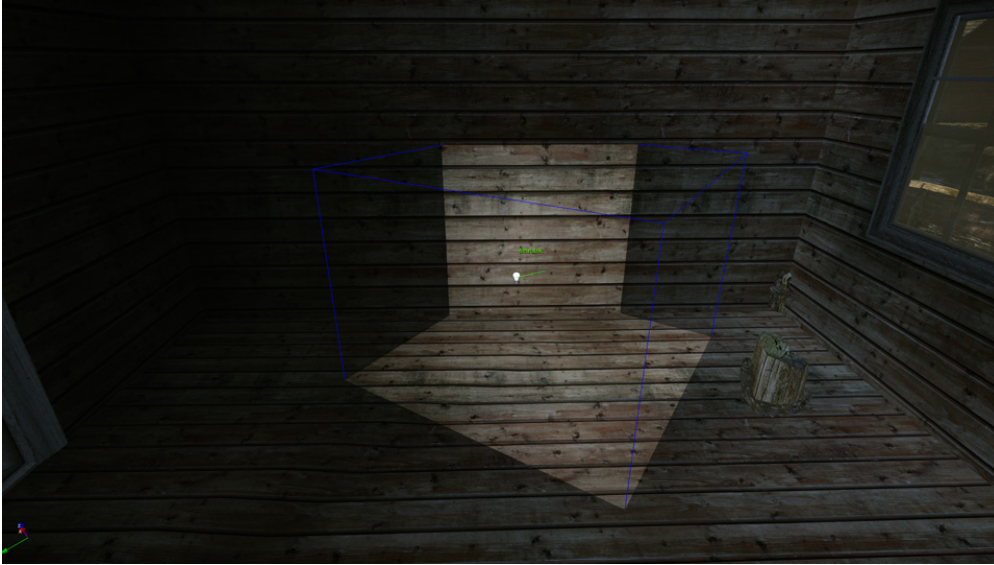


Overview

Light Clipping Boxes and Shapes are used for the implementation of deferred light clipping in CRYENGINE.

A deferred light will be clipped to the volume if it has a link to a light box or light shape. These are tools that will enable interior spaces to be lit far better and more accurately than before.



Light Box

A Light Box is a simple box volume which you can set the length/width/height of, as well as control fade effects for smoother edges with linked lights.

| Params | Descriptions |
|-----------------------|--|
| OriginAtCorner | Used to facilitate placement of the light box and for it to snap to the construction grid cleanly. |
| Width | Specifies how wide the box is. |
| Length | Specifies how long the box is. |
| Height | Specifies how high the box is. |
| DisableGI | Specifies whether Global Illumination should be rendered in the box. |
| Fade_Left | Control fade-off of the linked lights to give smoother edges. |
| Fade_Right | Control fade-off of the linked lights to give smoother edges. |
| Fade_Near | Control fade-off of the linked lights to give smoother edges. |
| Fade_Far | Control fade-off of the linked lights to give smoother edges. |
| Fade_Top | Control fade-off of the linked lights to give smoother edges. |
| Fade_Bottom | Control fade-off of the linked lights to give smoother edges. |

Light Shape

Due to a limitation with Tiled Shading, Light Shapes are not supported in CRYENGINE 3.6 and above.

Similar to the Light Box object, a Light Shape lets you create a custom shape to which you can link deferred lights to.

| Params | Descriptions |
|---------------|---|
| Width | DEPRECATED - Specifies how wide the entity is. |
| Height | Specifies how high the shape area should be. |
| Areald | DEPRECATED - Sets up the ID of the area, so areas with another ID can overlap. |

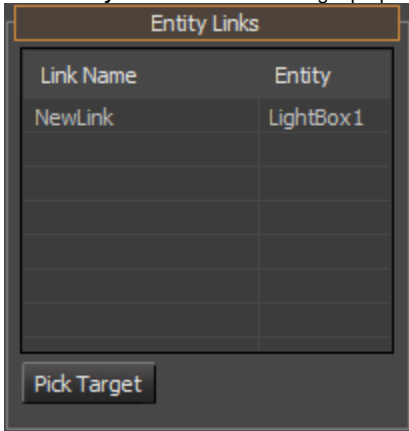
| | |
|----------------------|--|
| GroupID | DEPRECATED - Sets up the Group ID of the area, so areas with another group ID can overlap. |
| Priority | DEPRECATED - Defines the Priority so areas with a higher priority will be processed first. |
| Closed | DEPRECATED - Sets if the area should be closed or if it should be just a line. |
| DisplayFilled | DEPRECATED - Just for visibility in the editor this option defines if the area should be rendered as filled or not. |

Linking Lights

Linking one light to multiple light shapes/boxes is not supported. You can, however, link multiple lights to one light shape.

In order to use the Lightbox or Lightshape with a light, you need to set up links between the light and the box/shape.

1. Select the Light entity.
2. In the **Entity Links** section in the Light properties, click "Pick Target".



3. Now click the Light Box/Light Shape object.
4. Finally, check the **DeferredClipBounds** option in the Light properties.

