**Maya Lights:**

1. **Ambient Light** - Fill Lighting  
   Everywhere light, Should be used minimally and at very low intensities if at all.  
     
   **Pros:** gets rid of pitch black scene lighting, can add color to scene, fill light

**Cons:** Gets rid of shadows, flattens image, no main origin

1. **Directional Light** - Sun, Moon, Far away light source that’s large  
   Everywhere light but can casts shadows, Large light source from far away  
     
   **Pros:** effects everything, great for landscapes and outside lighting  
   **Cons:** Limited effect on indoor lighting unless large windows are used.
2. **Point Light** - Omni Lighting, candles, camp fire, light bulb  
   Puts out light in all directions from source  
     
   **Pros:** very versatile, casts shadows, optical effects, light fog, decay rate  
   **Cons:** not many, limited effects in viewport 2.0, better in software or mental ray render
3. **Volume Light** - Omni Lighting, candles, camp fire, light bulb  
   Puts out light in all directions from source  
     
   **Pros**: very versatile, casts shadows, optical effects, light fog, decay rate  
   **Cons**: not many, limited effects in viewport 2.0, better in software or mental ray render
4. **Spot Light** - Focused light, flashlight, headlight, track lights, lamps  
   Focused light that goes out in a cone from the source  
     
   **Pros**: very versatile, light can be focused, decay rate, cast shadows, color and intensity can be controlled going away from the source, can have fog, optical effects,   
   **Cons**: must be used with a renderer that uses global illumination or final gather to illuminate more then what’s in direct line of sight,
5. **Area Light** – Focused Light, Fluorescents, TVs and monitors, Windows, elongated lights  
   Similar to the Spot light, puts out a light from the source. The shape and scale of the light source effects the shape of the light and its intensity. The larger the area light, the more light comes from it.  
     
   **Pros**: Versatile, great to illuminate rooms and interiors, has a build in decay  
   **Cons**: Can take more calculation to render, very sensitive to its shape and size