

# CAPH.WUI.ENGINE.RENDERING.SPOTLIGHT

SpotLight is focused point light, illuminating only the objects within its cone of light and its range. Because it doesn't illuminate everything equally as the point light does, objects will cast a shadow and have a darkside. Affects objects using LambertMaterial or PhongMaterial.

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## Constructor

SpotLight	
Description	
Return a factory to construct a SpotLight.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering;  var basePage = new AccRendering.BasePage();  var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);  var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xffffffff, opacity: 0.5 }));  basePage.add(object);  var light = new AccRendering.SpotLight().build(0xFFFFF00); light.position.set(500, 0, 0); basePage.scene.add(light);  var renderrer = new AccRendering.CanvasRenderer(); renderrer.render(basePage);</pre>	

## Methods

SpotLight
Description
(Constructor) Return a factory to construct a SpotLight.

Parameters	■Void
Return	■Object - An factory to create a SpotLight
Emulator Support	Y
SDK Constraint	none

#### Example

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var light = new AccRendering.SpotLight().build(0xFFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);
```

## build

#### Description

SpotLight 'build' method is used to build SpotLight object

Parameters	■hex - String - Numeric value of the RGB component of the color. ex) 0xFFFFF00 ■intensity (Optional) - Number - Numeric value of the light's strength/intensity. - [default : 1]
Return	■Object - An instance of THREE.SpotLight
Emulator Support	Y
SDK Constraint	none

#### Example

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var light = new AccRendering.SpotLight().build(0xFFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);
```