

# CAPH.WUI.ENGINE.RENDERING.HEMISPHERELIGHT

A light source positioned directly above the scene. Affects objects using LambertMaterial or PhongMaterial.

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## Constructor

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Description	
Return a factory to create a HemisphereLight	
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() * 0xfffff, opacity: 0.5 }));  basePage.add(object);  var light = new AccRendering.Hemisphere().build(0xFFFFF00); light.position.set(500, 0, 0); basePage.scene.add(light);  var renderer = new AccRendering.CanvasRenderer(); renderer.render(basePage);</pre>	

## Methods

build
Description
HemisphereLight 'build' method is used to build HemisphereLight object

Parameters	<ul style="list-style-type: none"> <li>■skyColorHex <ul style="list-style-type: none"> <li>- Number</li> <li>- Numeric value of the RGB sky color.</li> </ul> </li> <li>■groundColorHex (Optional) <ul style="list-style-type: none"> <li>- Number</li> <li>- Numeric value of the RGB ground color.</li> </ul> </li> <li>■intensity <ul style="list-style-type: none"> <li>- Number</li> <li>- Numeric value of the light's strength/intensity</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object <ul style="list-style-type: none"> <li>- An instance of THREE.HemisphereLight</li> </ul> </li> </ul>
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.Hemisphere().build(0xFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

## HemisphereLight

#### Description

(Constructor) Return a factory to create a HemisphereLight

Parameters	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object <ul style="list-style-type: none"> <li>- A factory to create a HemisphereLight</li> </ul> </li> </ul>
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.Hemisphere().build(0xFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

