In this video, let’s take a look at a little cheat - allowing specific lights to NOT illuminate or NOT cast shadows on specific objects or collections.

****Notes:****

* Use Blender 4.4+ to access the Light and Shadows Links in Eevee

****Timestamps:****

* 00:00 - Intro
* 00:10 - Using Light Linking
* 01:20 - Shadow Linking
* 01:42 - Reusing Light Groups
* 02:04 - Quickly Include / Exclude objects from Links
* 02:35 - Turning off shadows
* 03:01 - Important Influence menu
* 03:44 - Limit Light’s distance
* 04:00 - Outro

****Shortcuts:****

* ****Ctrl + L**** | Use the Link / Transfer menu