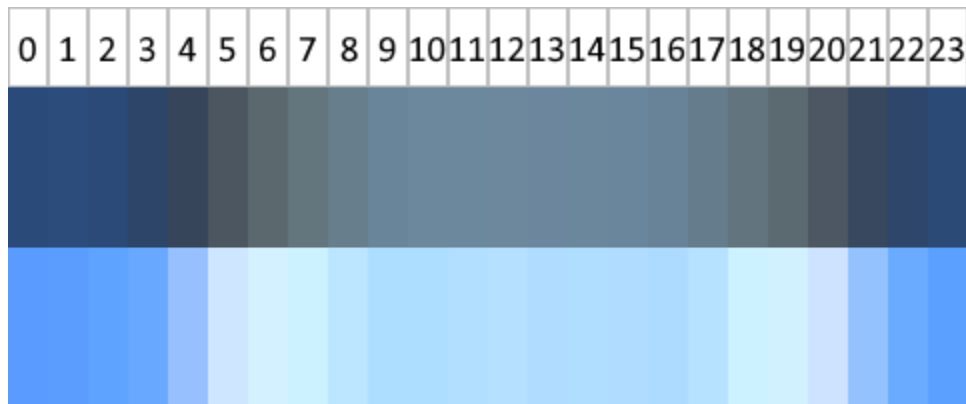


This suggestion was written by eyes6526.

Before going into this, I have to point out that each server's lighting is different, as owners can customize the brightness of the map. However, this suggestion is about everything that *isn't* customizable.

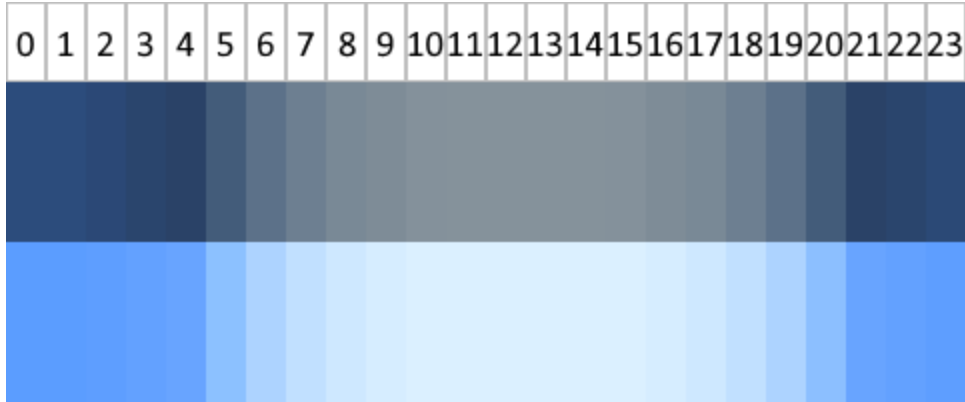
Below is how The Isle's shadows are colored, depending on the time of day. The top colors are the colors I found by flying to a solid white cube, and picking the color of the lighting in the shade. The bottom colors are the same, except with their value turned up to 100%.



As you can see, 22:00 to 3:00 have a deep blue color, being in the middle of the night. 4:00 to 7:00 and 18:00 to 21:00 have a dark gray color, being at dawn and dusk respectively. And 8:00 to 17:00 have a bright, grayish blue color, being in the middle of the day.

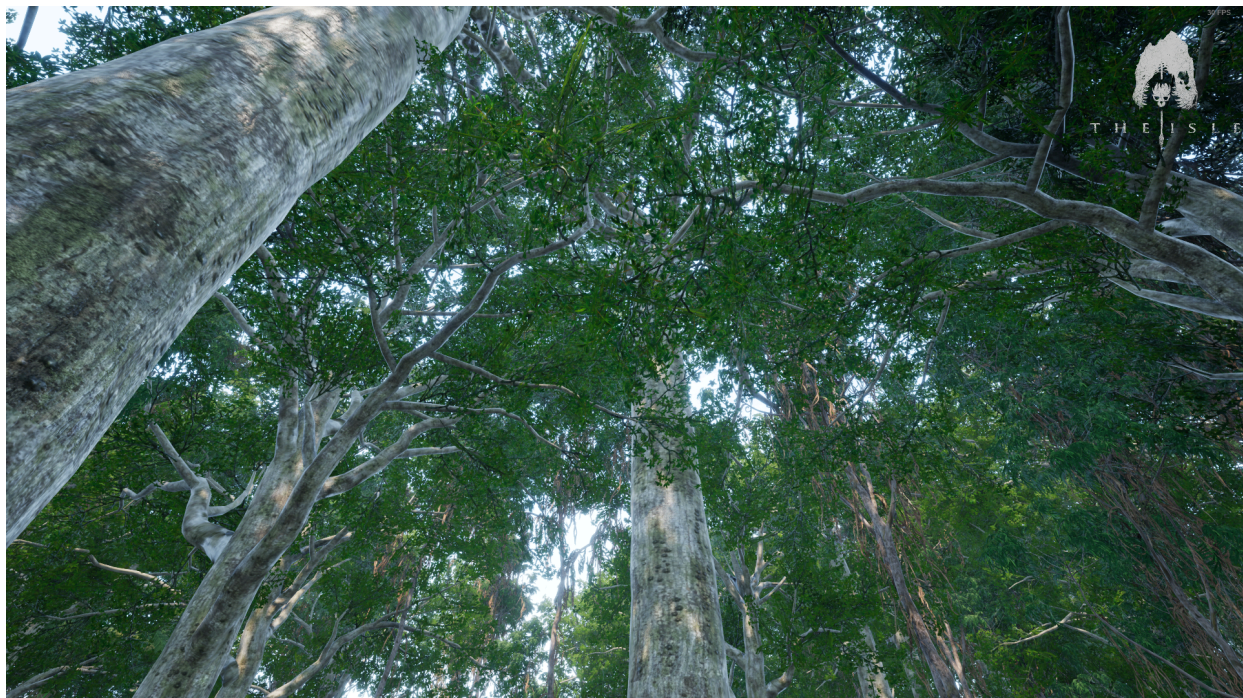
This lighting condition feels unnatural and unpleasant, being completely different from how it should realistically be. Sometimes, departing from realism can do wonders for a game's visuals, making it look somewhat otherworldly, in a good way. But here, it makes it look odd and unnatural, taking away from the experience rather than adding to it.

Below is what I believe would be the optimal way to color the shadows. A deep blue at night, that smoothly transitions into a gray in the middle of the day. It would also have an equal amount of daylight before and after noon.



Starting off with the issues with the game’s current lighting: It’s unnatural. The shadows are supposed to represent areas that aren’t hit by the sun, but still lit up by the light that comes from the sky. So naturally, you’d be inclined to color them blue, due to the sky’s blue color.

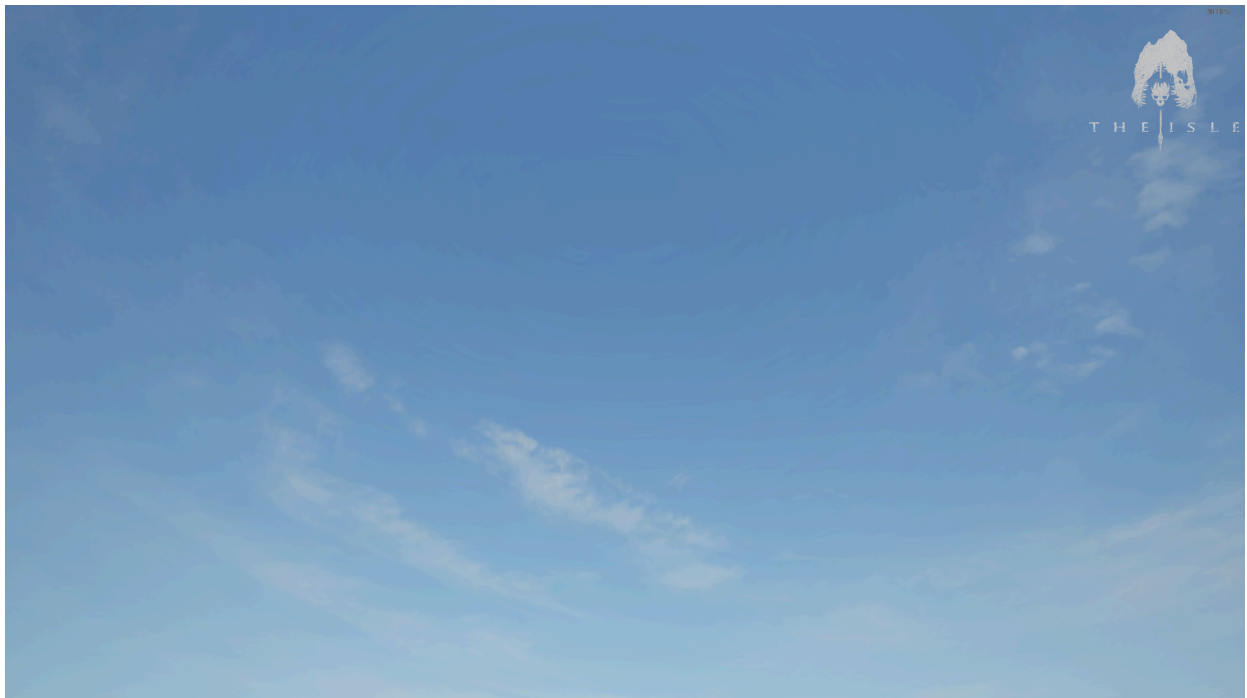
But not only does the game not use blue shadows throughout all of the day, as dusk and dawn have gray shadows, but for the time of the day where it does use blue shadows, they don’t fit properly. For most of the day, when the sun is far above the horizon, the majority of the shade is under the jungle canopy or inside of human buildings. Due to the lack of direct sky light reaching the shade, it should take on a gray color. Below is an example of how little of the sky you can see in the jungle, followed by an example of what a forest in real life looks like.



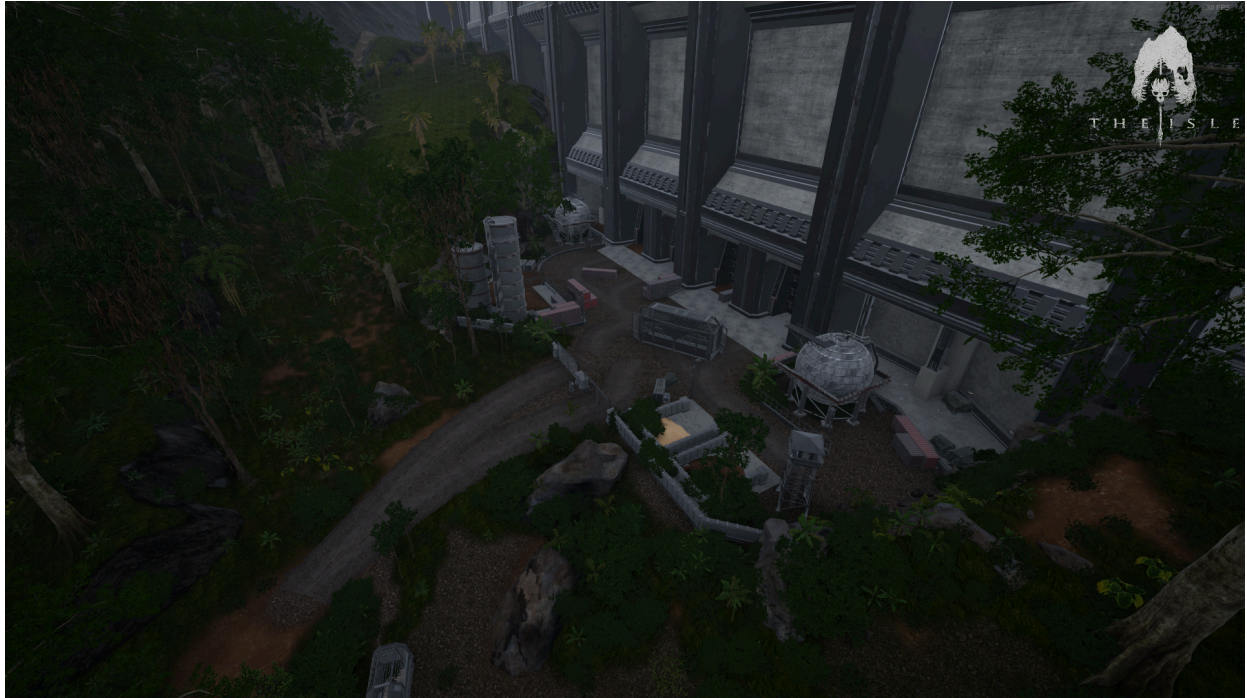


There is a distinctive lack of blue in the bottom image.

While throughout most of the day the shade should be mostly gray, the further away it is from noon, the bluer the shade should get. Since the sun is closer to the horizon, more of the shade is further out in the open, as mountains and large rocks begin to cast shadows, without obstructing most of the sky. The shade also should be at its brightest for more of the day, instead of becoming darker just 3 hours away from noon, as the sky is still just as bright as it is in the middle of the day. Below is the sky's brightness at noon, followed by the sky's brightness at 17 PM.



These changes to the color of the shade, making it bluer at sunrise and sunset, should lead to a beautiful, unique look. Compare these two images: Two images of the same screenshot, except one of them has a filter applied. The top is what the game's current sunrise/sunset lighting looks like, and the bottom is what I believe it should look like.



The changes to the color of the shade should also affect weather. In the game, throughout most of the day, due to the shade's color being blue, the bottom of each cloud is lit in a blue color, and overcast has a blue tone.



Meanwhile, at dusk and dawn, overcast weather takes on a gray tone.



This is simply the opposite of how it should be. In real life, closer to noon, overcast skies are gray. And away from noon, overcast skies are blue, especially before and after sunrise and sunset.

More on the sky's brightness, the shade should be brighter proportional to the sky's brightness.



Above, you can see how the sky is clearly well lit, and yet the ground is pitch black. Tweaking the server's overall brightness setting has no effect, as it brightens up the shade, while at the same time brightening the sky itself, leading to it looking the exact same. The shade is too dark compared to the sky, making it look very odd.

Another part of the game's day/night cycle that could be tweaked is twilight. Twilight in real life is a very beautiful time of day, especially blue hour:



Meanwhile, in the game, twilight lasts an extremely short amount of time, maybe 30 seconds at most, which makes it impossible to properly enjoy the setting. Imagine being bathed in blue lighting once the sun has already set, and slowly watching as it gets darker and darker. It certainly beats being thrown into nearly pitch black darkness as soon as a cliff or mountain obscures the sun, *before* sunset.

Look at the image below for an example on how twilight could more or less look.



Recapping the suggestion:

- The shade for most of daytime should be grayer;
- The shade for the beginning and end of daytime should be bluer;
- The shade for the beginning and end of daytime should be just as bright as the shade in the middle of the day;
- Twilight should last longer.

All of this would make for much more realistic and natural lighting. There are ways to make a stylized day/night cycle look very good, but for The Isle, the better option is to simply make it more realistic.