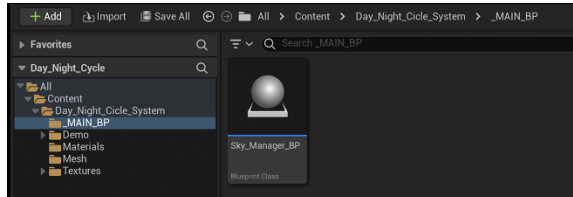


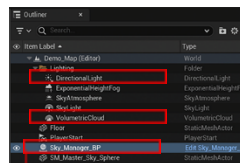
Easy Night Scene Documentation

How to use :

1. Create New map / use existing map

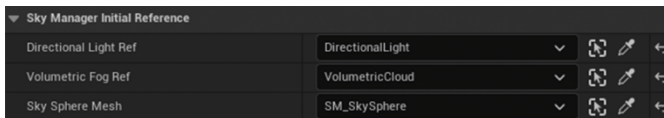


2. Drag drop Sky_Manager_BP
3. Rotate Directional Light (Y axis) to Night

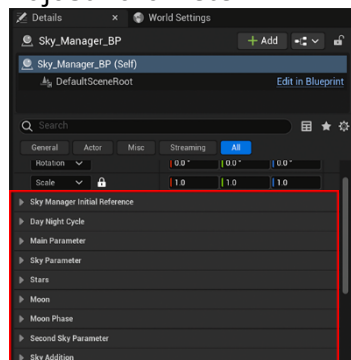


4. Hide Volumetric Cloud for better visualization

5. Select Initial Ref and Fill it like below

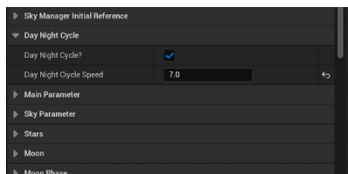


6. Adjust Parameter





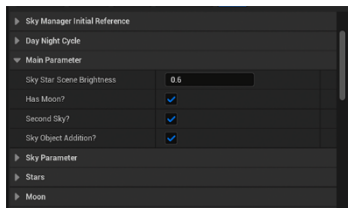
PARAMETER



DAY NIGHT PARAMETER

Use day night cycle

Cycle speed: The bigger the number, the faster it goes



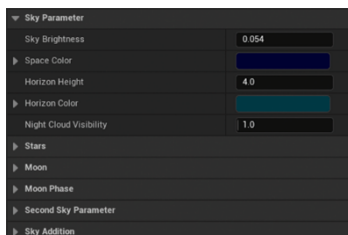
MAIN PARAMETER

Sky Brightness

Moon

Second Sky

Addition Object



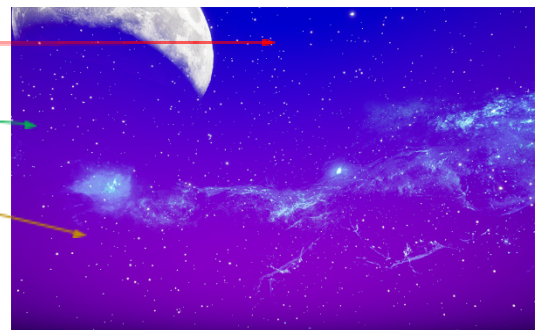
SKY PARAMETER

Sky Brightness

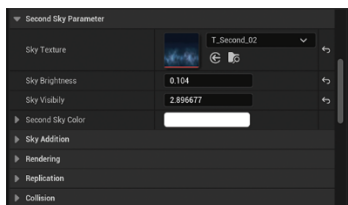
Space Color

Horizon Height

Horizon Color
(use dark color for better result)



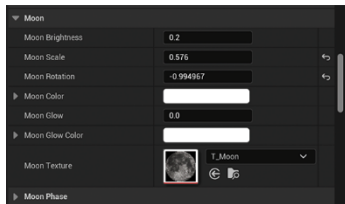
Night Cloud Visibility



SECOND SKY

Use second sky texture below (use dark color for better result)

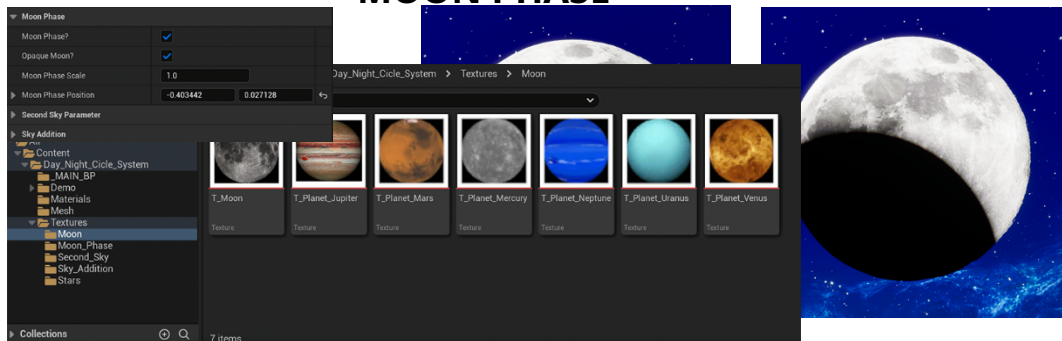




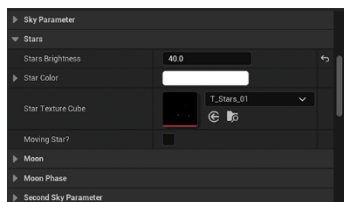
MOON PARAMETER

Moon Brightness and Glow can affect Night Light (Brighter night)
Use Moon texture Below

MOON PHASE

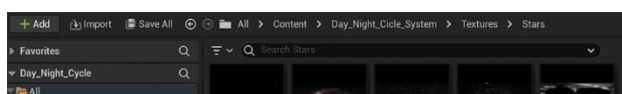


Opaque moon 

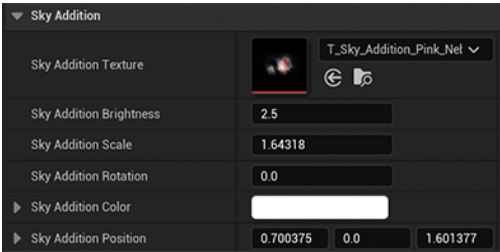


STAR PARAMETER

Star Brightness affect Night Light (Brighter night), Star Brightness affect star Visibility
Use Star texture Below



SKY ADDITION PARAMETER



Use texture Below OR use Moon Texture for double moon/planet

