

Sphere Shadow

This component allows you to cast shadows from spheres (e.g. planets).

Light

This allows you to set which light the shadow will be cast from.

Width

This allows you to set the resolution of the shadow penumbra in pixels.

Format

This allows you to set the format of the generated texture.

NOTE: This should be an RGBA format.

Power R

This allows you to set the sharpness of the penumbra's red transition.

Power G

This allows you to set the sharpness of the penumbra's green transition.

Power B

This allows you to set the sharpness of the penumbra's blue transition.

Opacity

This allows you to set the overall opacity of the shadow.

Inner Radius

This allows you to set the inner radius of the shadow, where the umbra ends and the penumbra begins.

Outer Radius

This allows you to set the outer radius of the shadow, where the penumbra ends and the surface is fully lit.