

Ring Shadow

This component allows you to cast ring shadows onto components designed to receive them (e.g. SgtAtmosphere, SgtShadowLayer).

Light

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

Texture

This allows you to set the ring shadow texture. The left side of the texture will be placed on the inner edge of the shadow ring.

NOTE: Please read the 'Creating Shadow Textures' tutorial documentation to learn how to create these textures.

Ring Mesh

This allows you to set the ring from which the Inner and Outer Radius settings will be copied.

Radius Min

This allows you to set the inner radius of the shadow ring.

Radius Max

This allows you to set the outer radius of the shadow ring.