

# 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.

## 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.

## Penumbra Brightness

This allows you to set the brightness gradient of the penumbra. The left brightness is used for the umbra.

## Penumbra Color

This allows you to set the color gradient of the penumbra. The left color is used for the umbra.