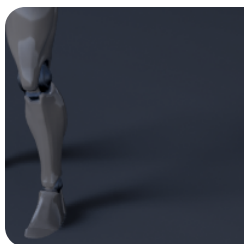# Capsule Shadows

Information on using phsyics capsules for dynamic soft shadowing of Skeletal Meshes.
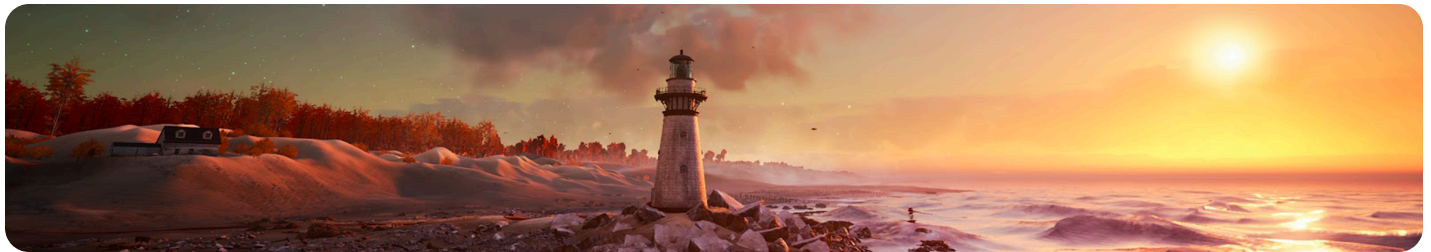
Capsule Shadows can be used to enable support for soft shadow casting for Skeletal Meshes by using a capsule representation of your character made from a Physics Asset. The soft shadows serve to ground the character in indirectly lit areas and give soft shadows in directly lit areas.

Getting Started

%building-virtual-worlds/lighting-and-shadows/shadows/capsule-shadows/Overview:topic%

Capsule Shadows Quick Start

A guide to setting up and using a Physics Assets for a Skeletal Mesh character for soft shadowing.