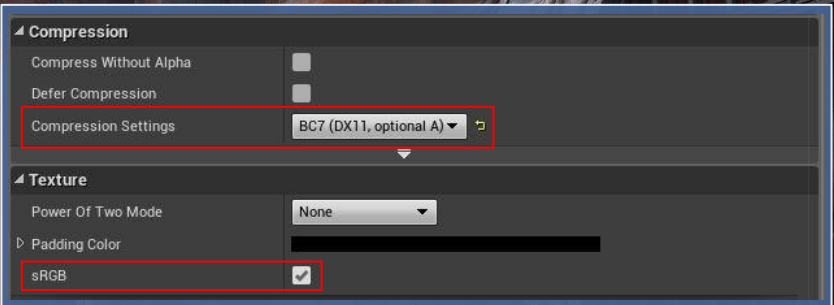
Lighting Scenarios

sRGB - Gamma 2.2

- Color adjustment for monitors.
- Necessary for color texture maps.
- Must be disabled for normal and grayscale texture maps.
- Setting texture compression in Unreal will do this for you.



Color Maps: Default or BC7

Combo Textures: Masks (no sRGB)

Normal Maps: Normal

Grayscale Masks: Alpha

Setup

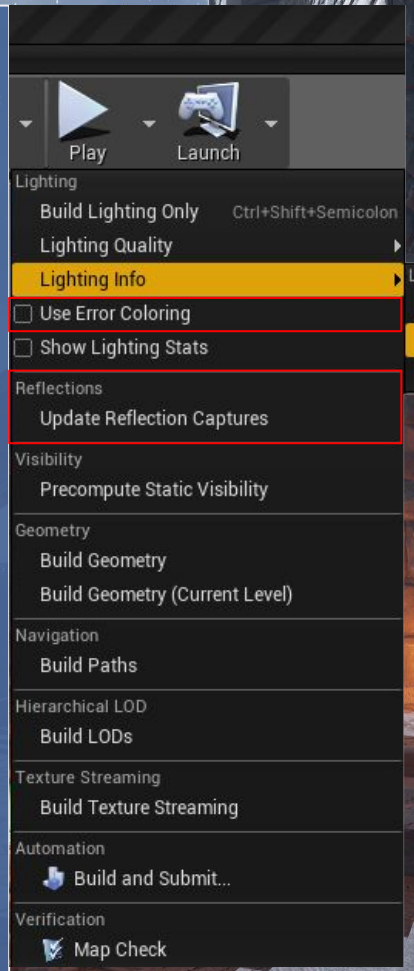
The Big 4

1. Directional Light
2. Sky Light
3. Lightmass Importance Volume
4. Post Process Volume

Adjust Auto-Exposure right away!
Add Reflection Capture Spheres
Set camera bookmarks.
Tune indirect lighting first?
Tune direct lighting.
Build Preview or Medium to assess.

Troubleshoot

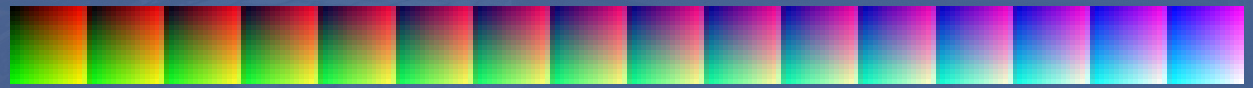
1. Check lightmap Resolution per mesh.
2. Check lightmap coordinate index against UV's.
3. Lightmap error encoding.
4. Global lightmap res clamp.
5. Global reflection capture sphere update.



Color Grading

Finish your scene by color grading. Edit a LUT (Look Up Table) in Photoshop and apply it to your Post Process Volume.

Color Grading - Unreal Documentation



Thanks!

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