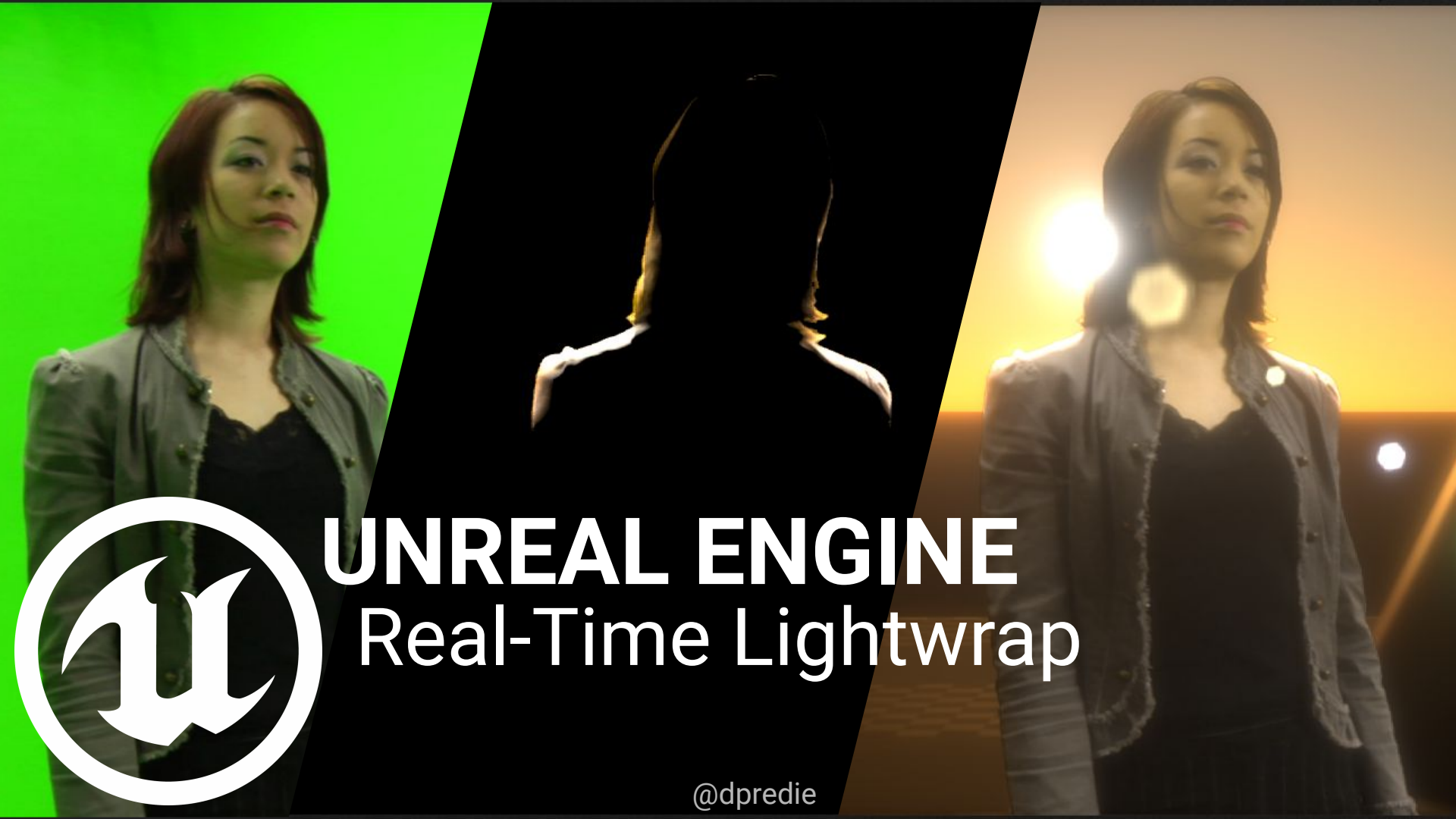
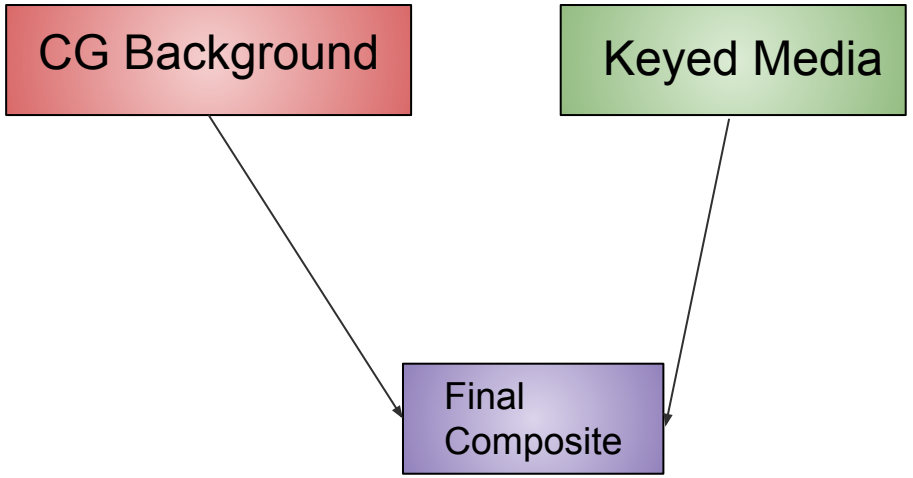
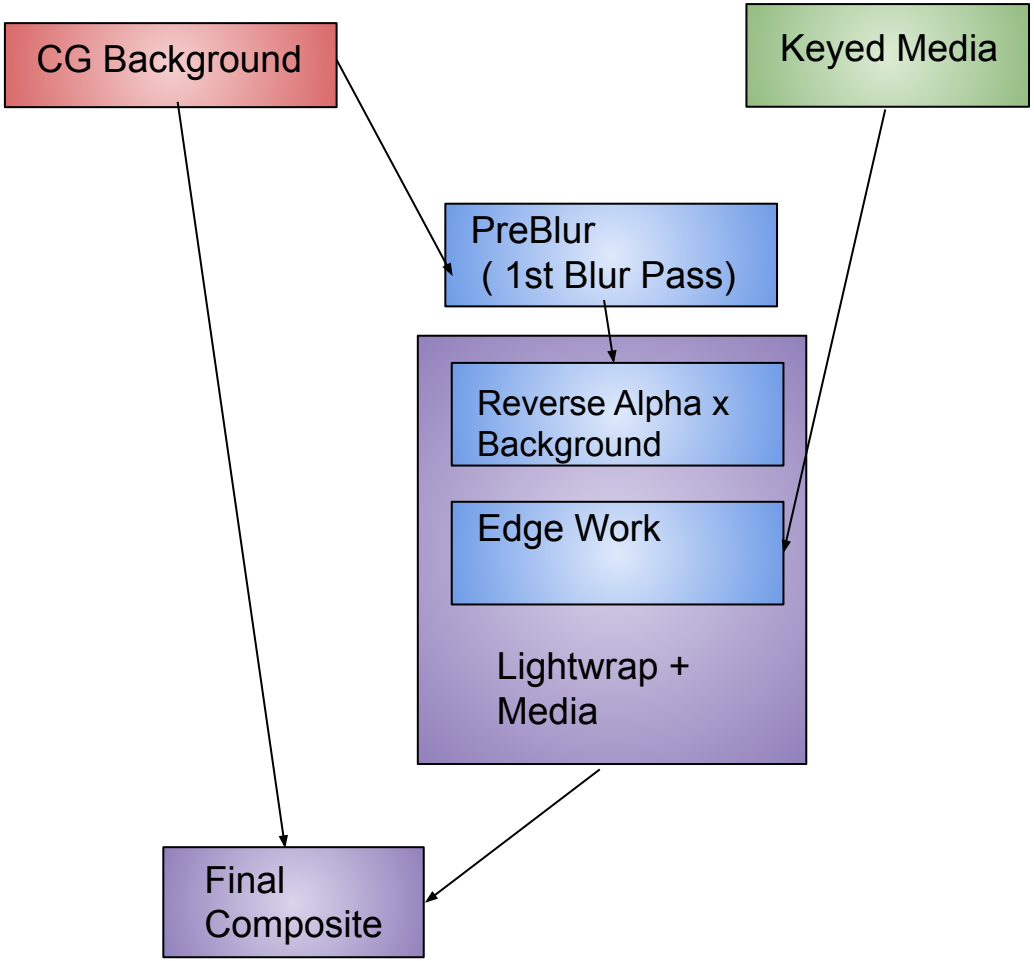

UNREAL ENGINE
Real-Time Lightwrap
@dpredie

Basic Compositing

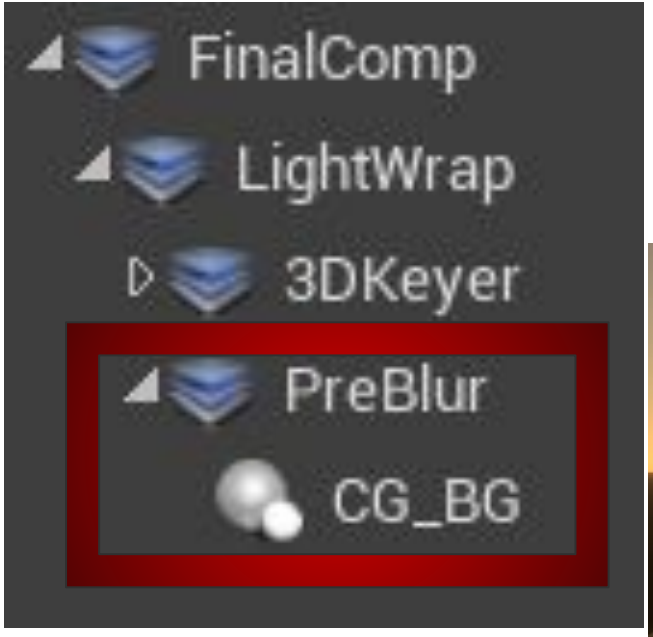


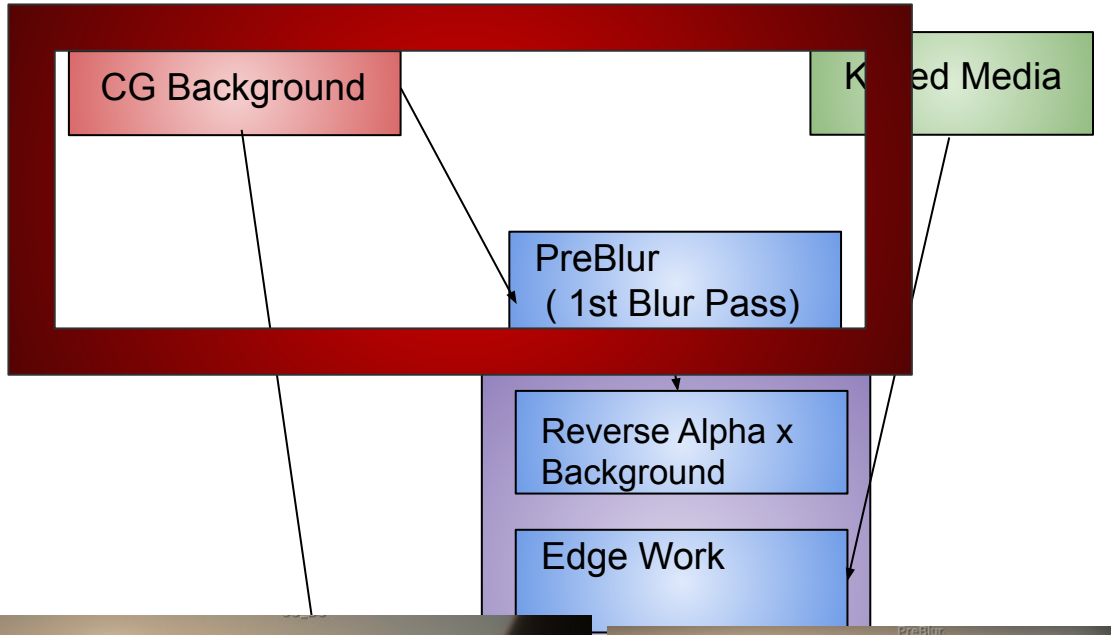
Edge Lightwrap

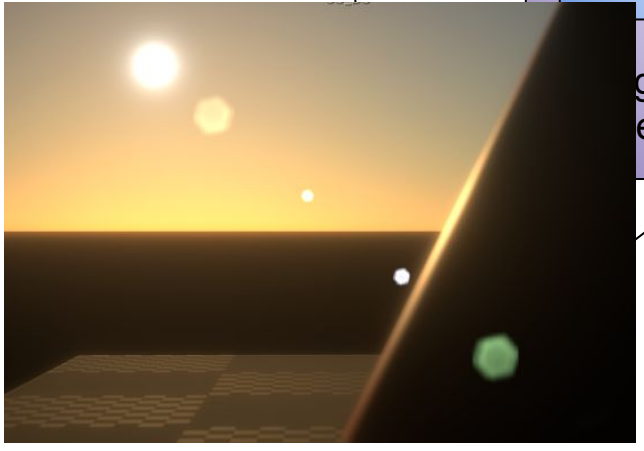


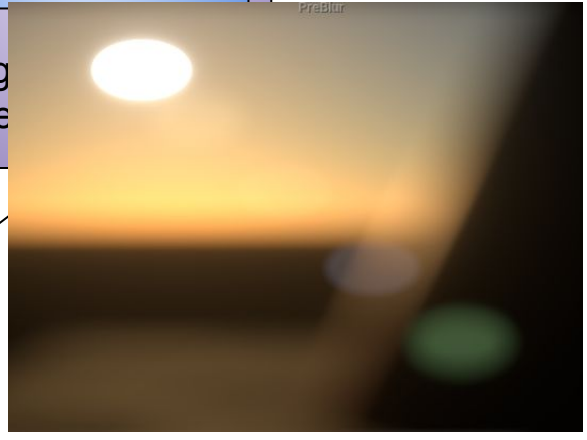
https://github.com/dpredie/UEComposureLightWrap/tree/main/LightWrap

Edge Lightwrap - M_PreBlurBG

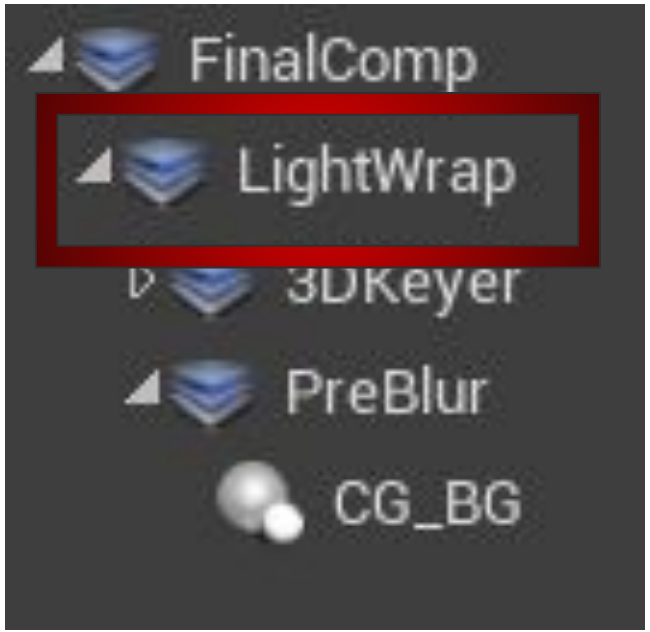


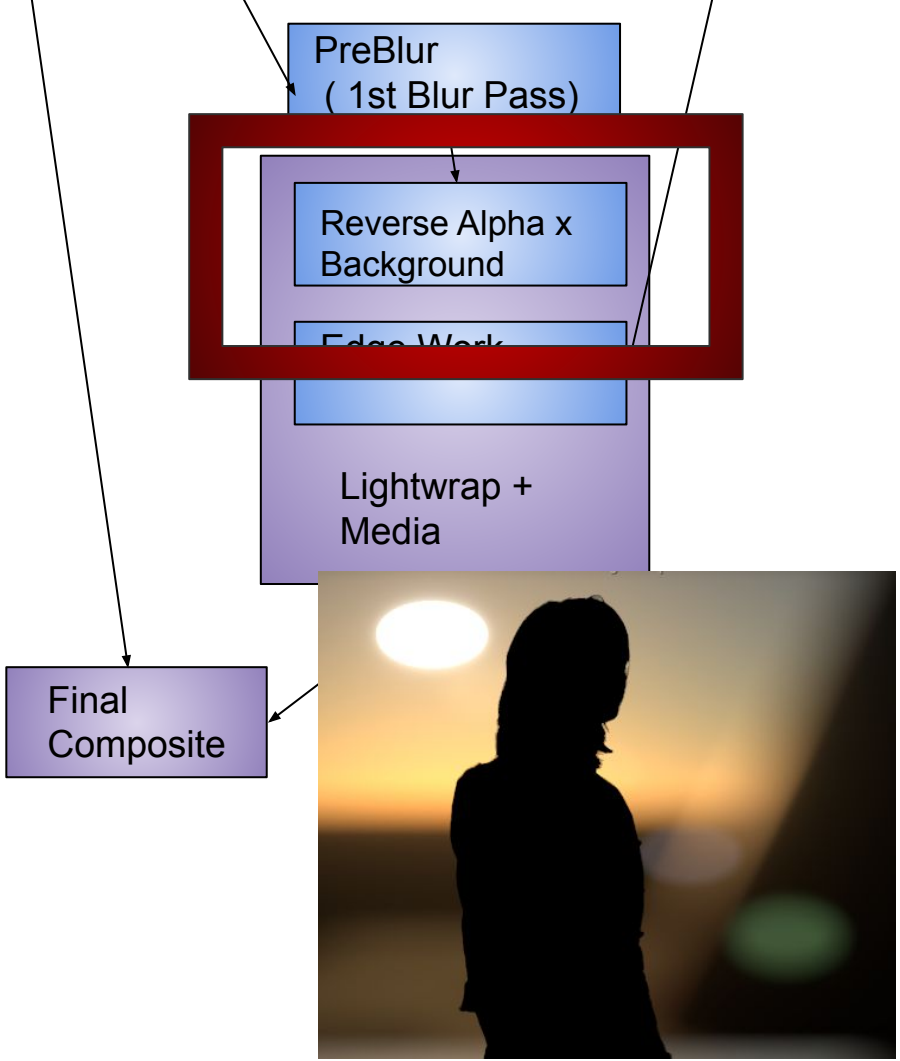




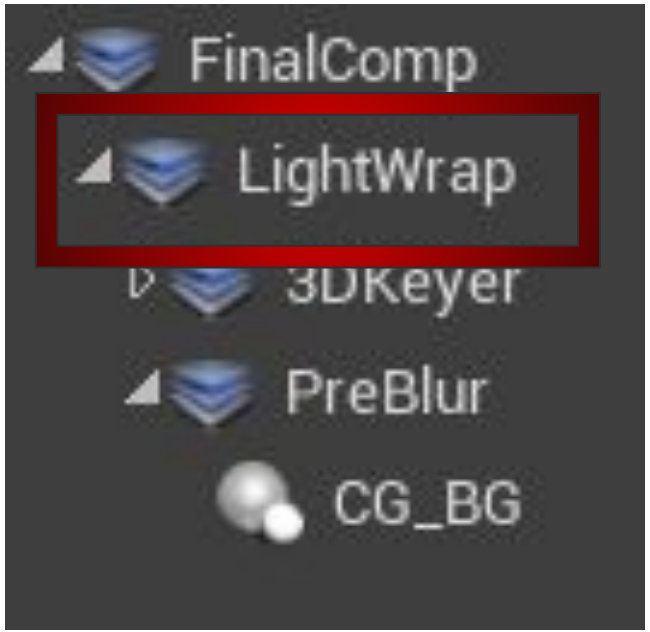


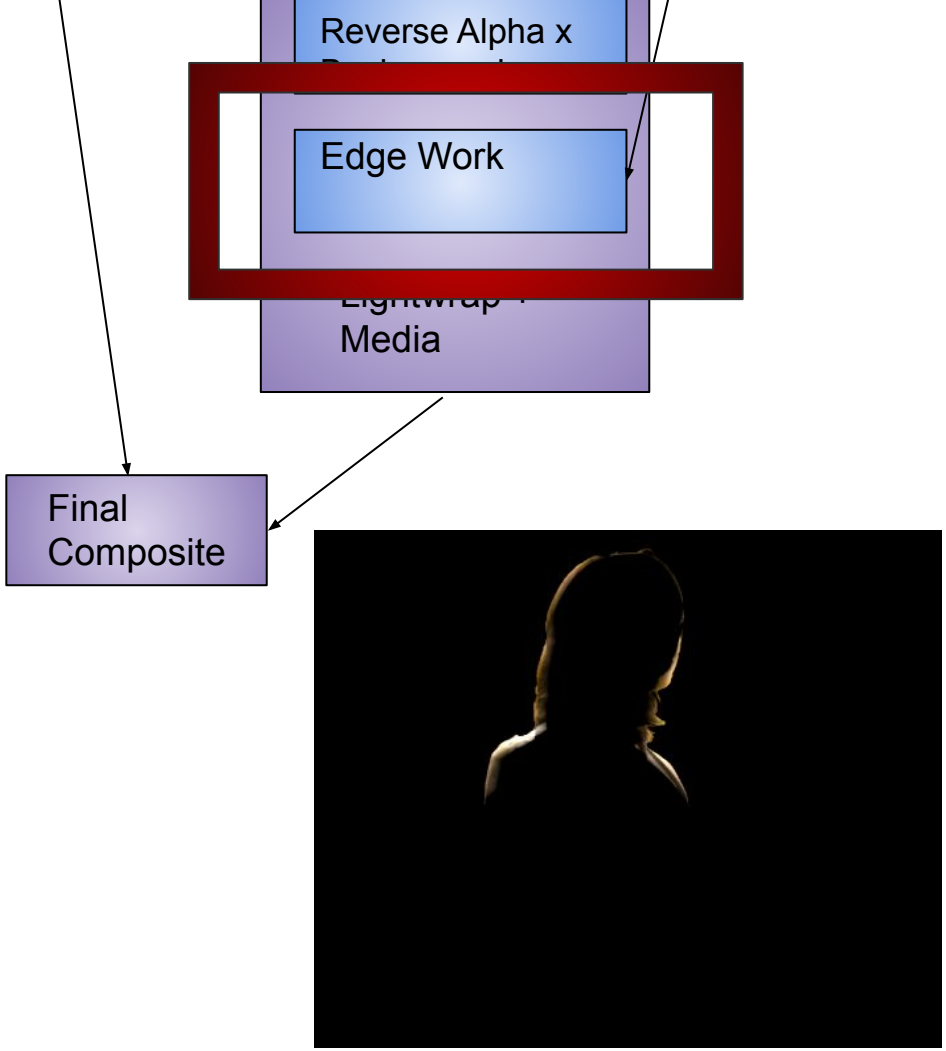
Edge Lightwrap - M_BGReverseMult



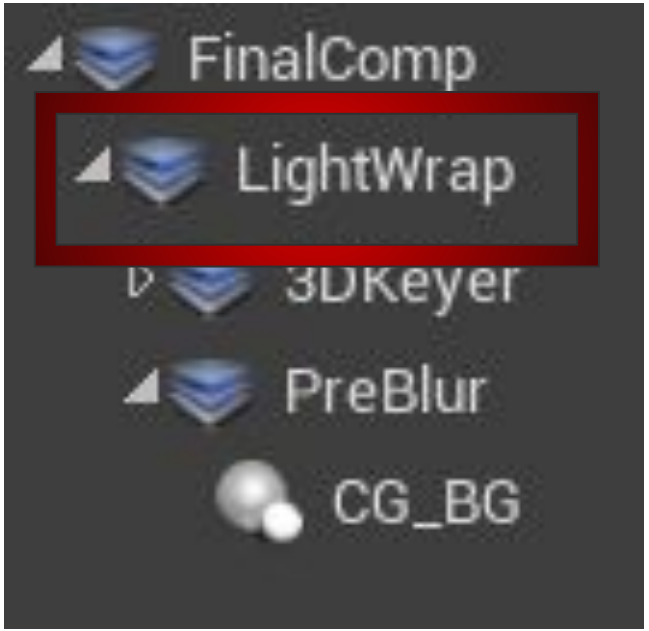


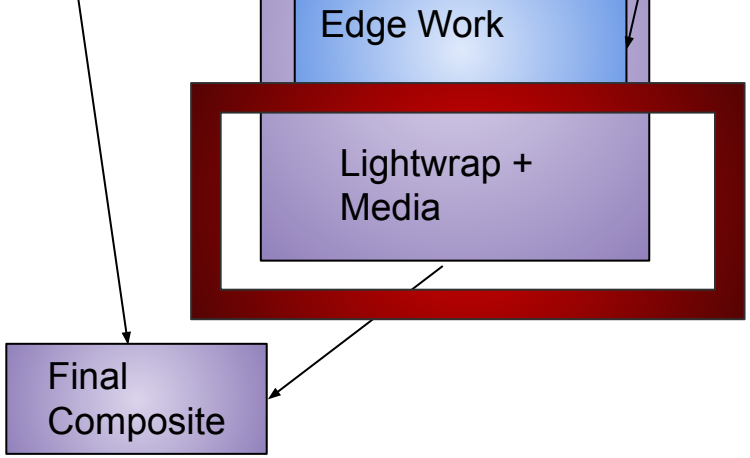
Edge Lightwrap - M_EdgeWork_SoftEdge



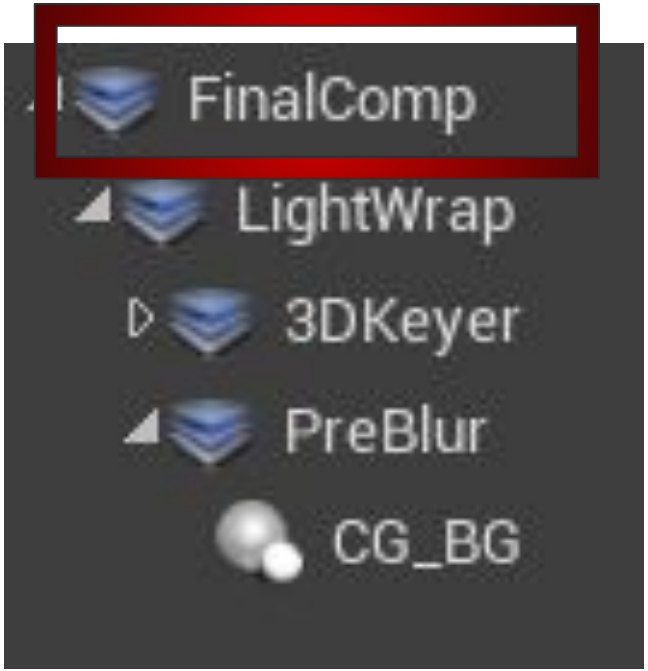


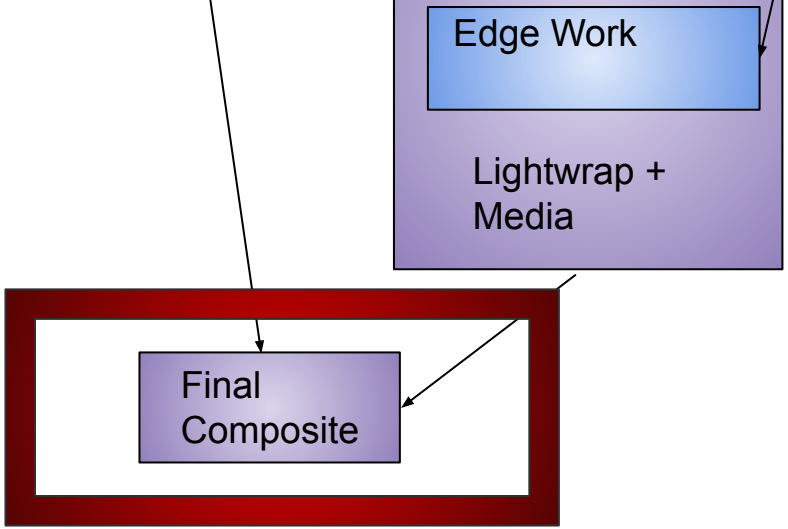
Edge Lightwrap - M_LightWrap

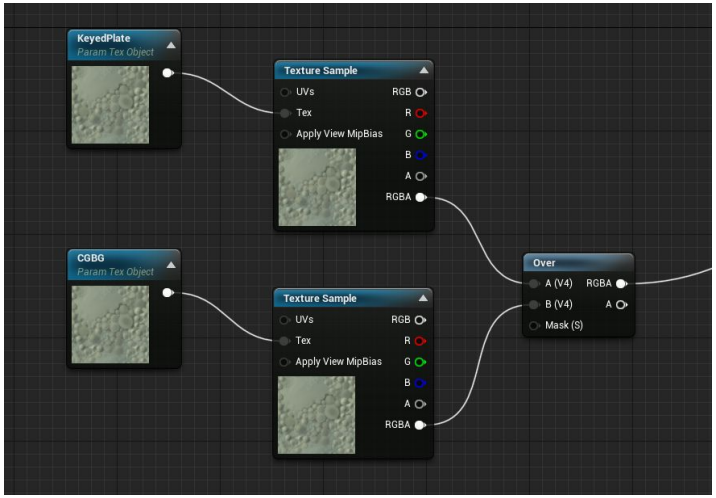




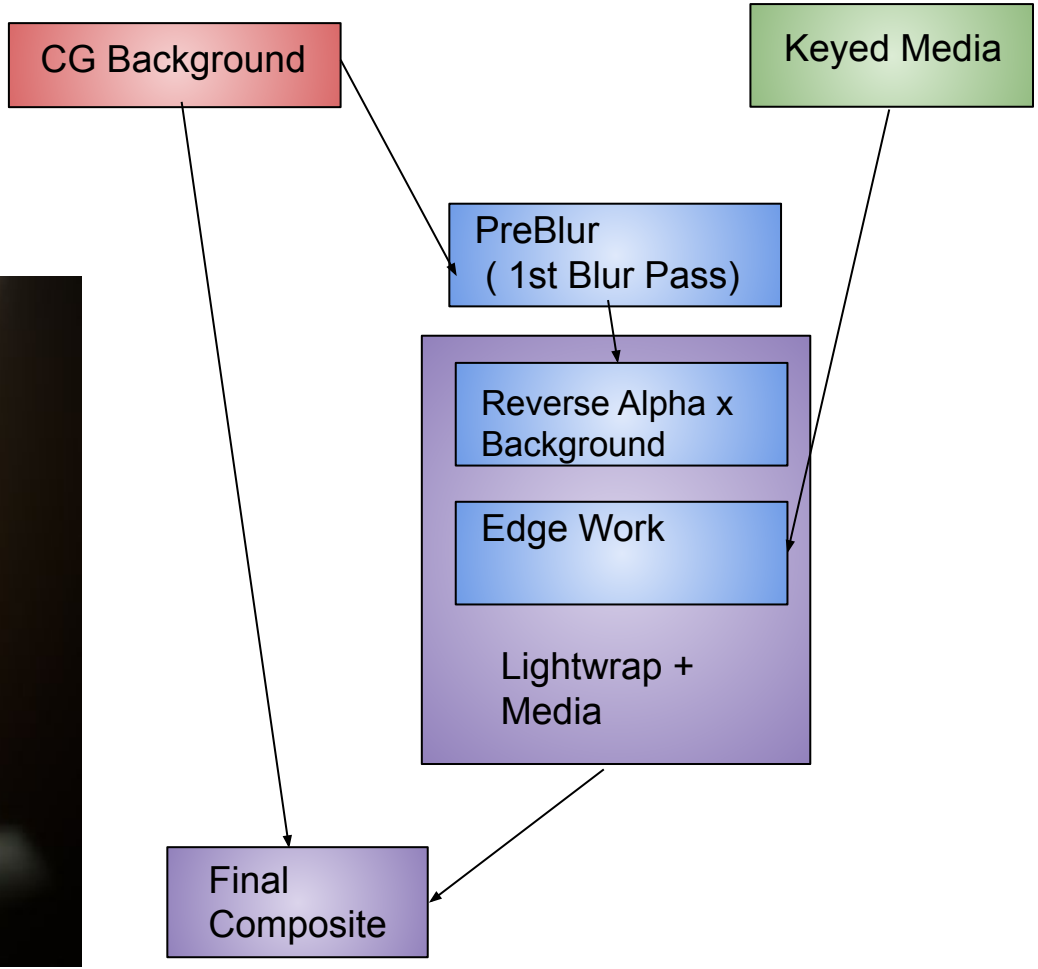
Edge Lightwrap







Edge Lightwrap



M_EdgeWork_SoftEdge Options - Curve

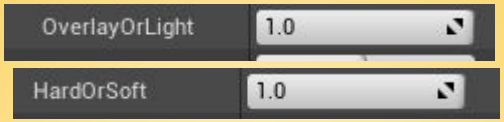
Curve 1.0

Curve -0.669725

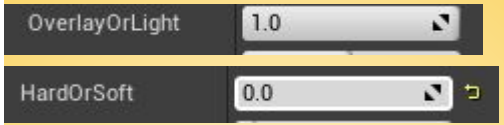
Curve 4.221941

M_EdgeWork_SoftEdge Options - Blend Mode

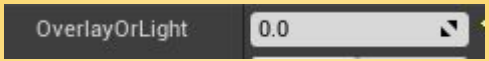
Blend_SoftLight



Blend_HardLight



Blend_Overlay



M_EdgeWork_SoftEdge Options - Radius & Dist

Radius 25.0

Radius 50.0

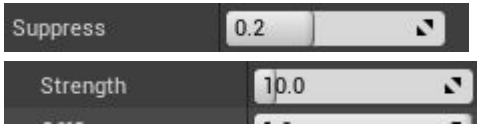
Radius 50.0

Distance 0.002

Distance 0.0012

Distance 0.0001

M_EdgeWork_SoftEdge Options - Strength & Suppress



Credits

- Johan Folke for general Lightwrap algorithm
- Ryan Brucks UE4 Chromakeying blog post
  - https://shaderbits.com/blog/green-screen-live-in-ue4
- Jake Wipp for Davinci Resolve Procedural Lightwrap workflow
  - https://www.youtube.com/watch?v=N8GvSBrT9FU