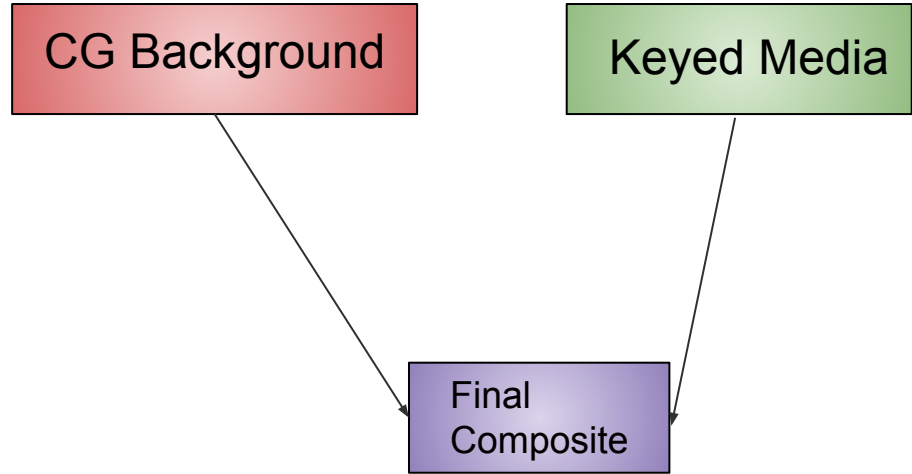


UNREAL ENGINE

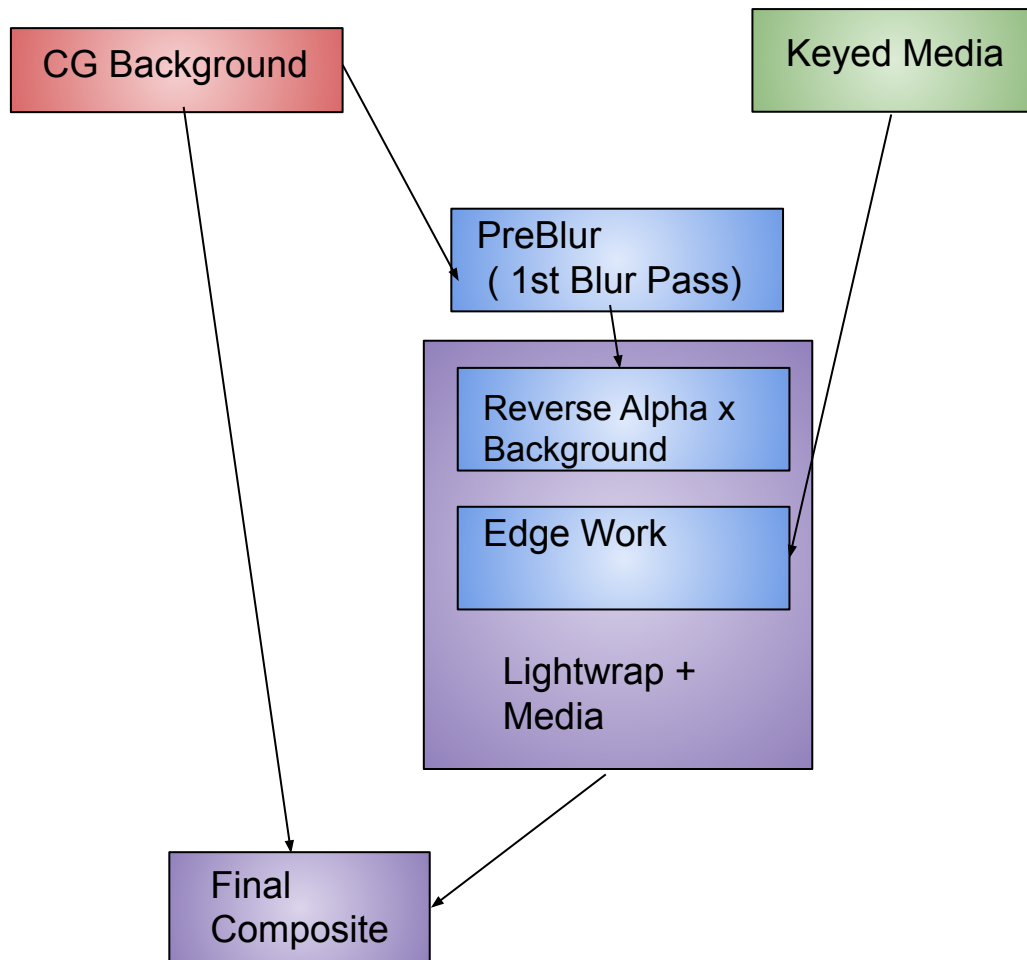
Real-Time Lightwrap

@dpredie

Basic Compositing



Edge Lightwrap



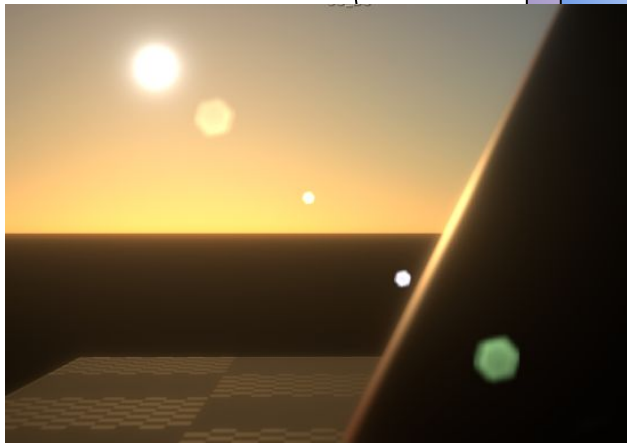
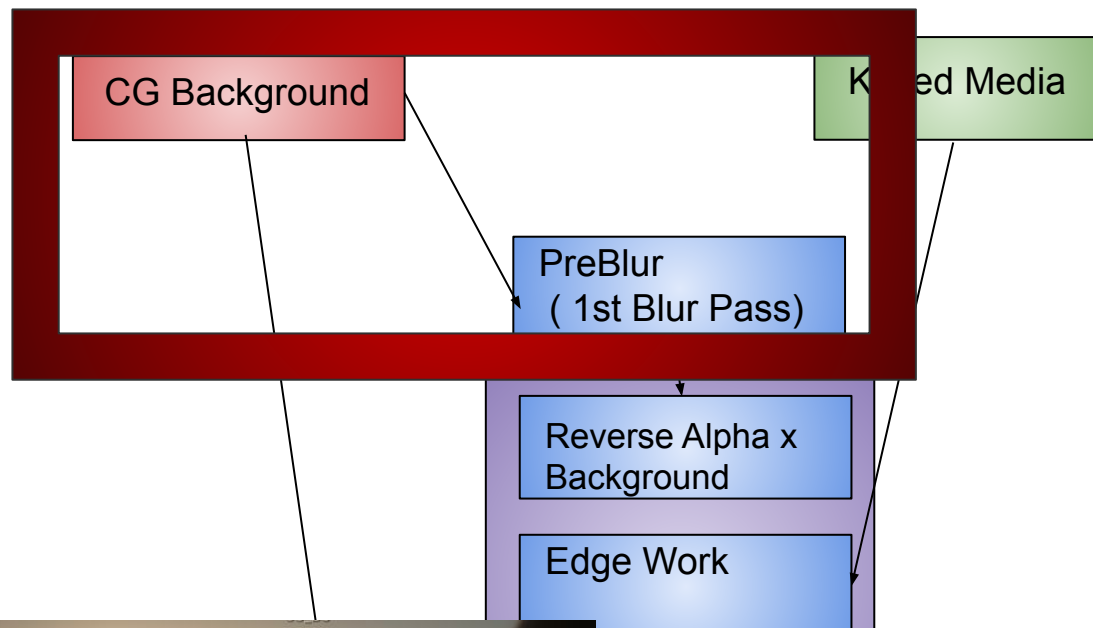
@dpredie

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

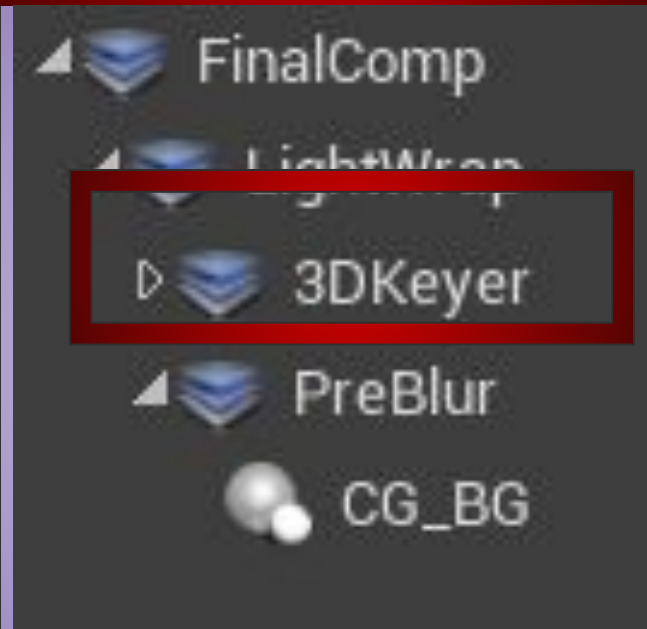
Edge Lightwrap - M_PreBlurBG

FinalComp
LightWrap
3DKeyer

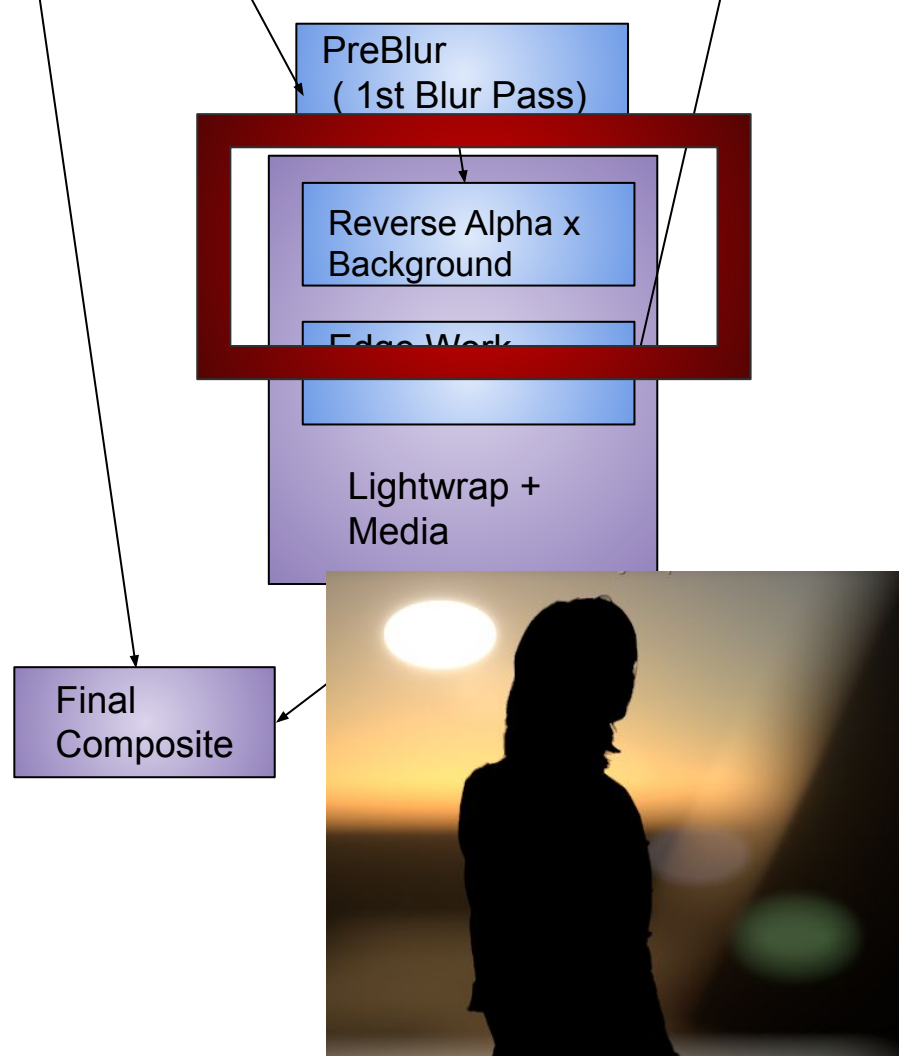
CG_BG



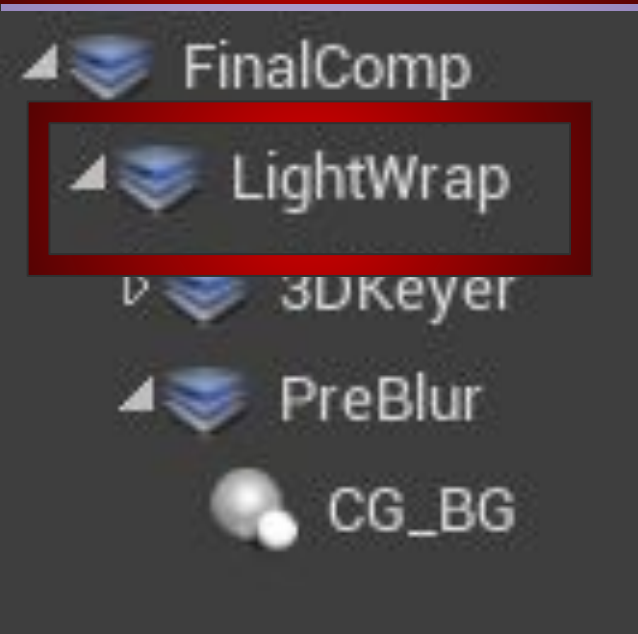
Edge Lightwrap - M_BGReverseMult



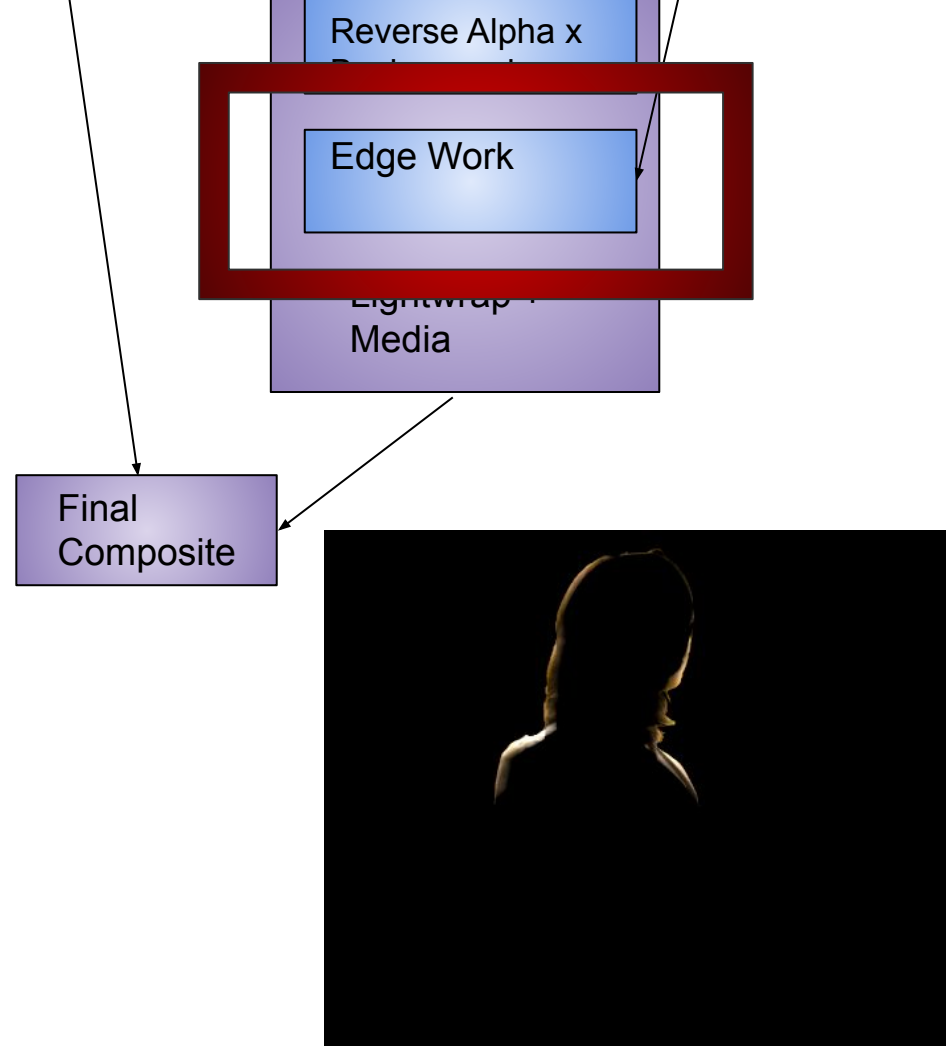
@dpredie



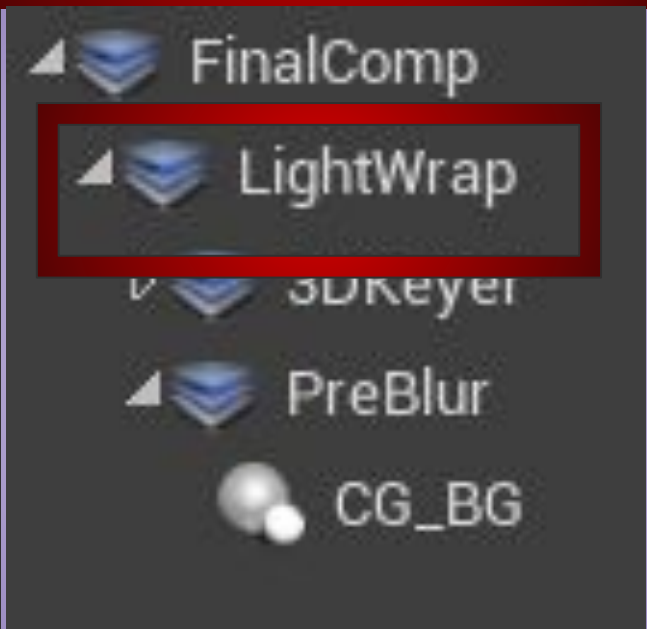
Edge Lightwrap - M_EdgeWork_SoftEdge



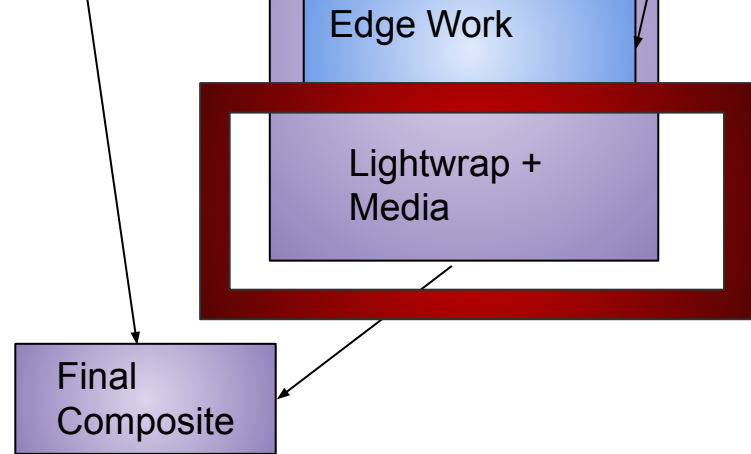
@dpredie



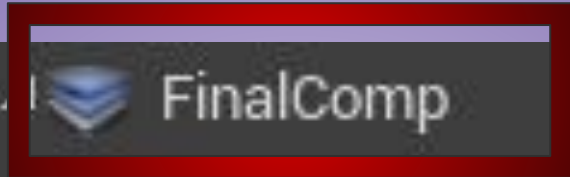
Edge Lightwrap - M_LightWrap



@dpreidie



Edge Lightwrap

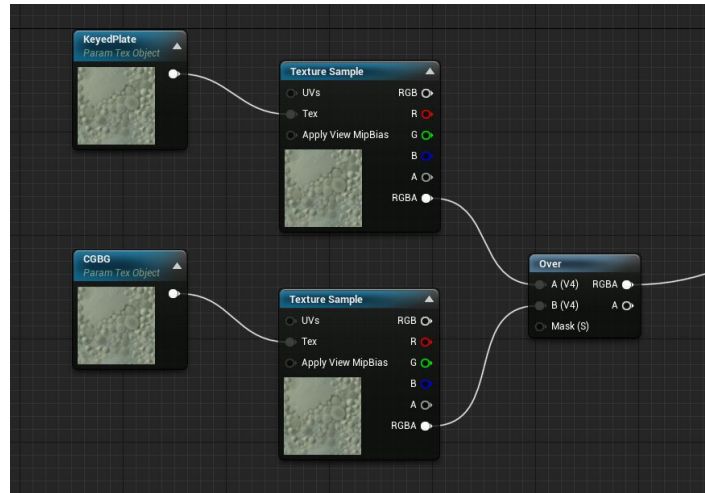
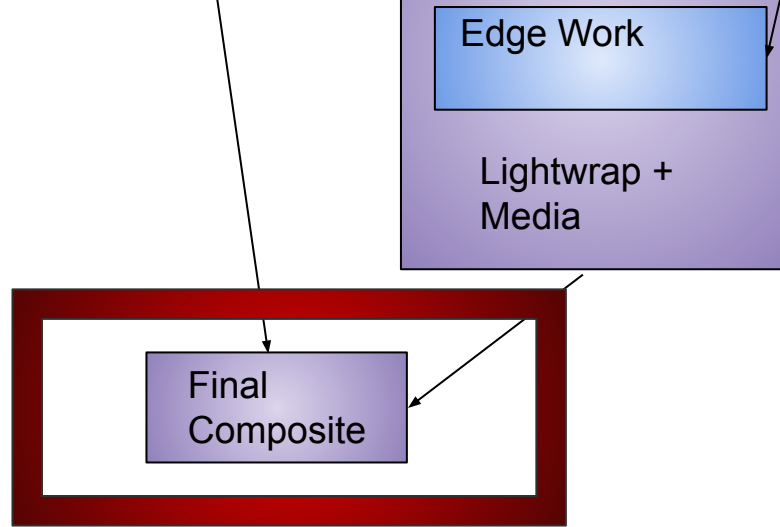


LightWrap

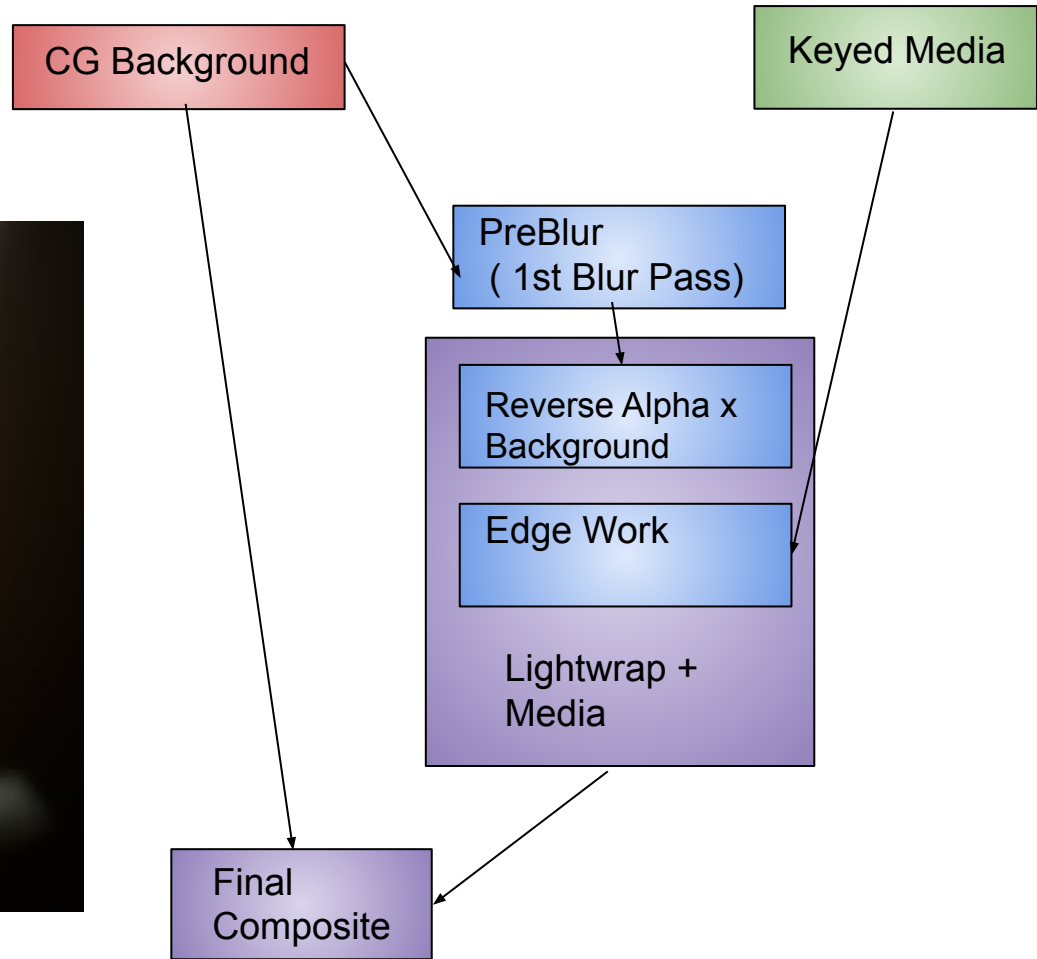
3DKeyer

PreBlur

CG_BG



Edge Lightwrap



@dpredie

M_EdgeWork_SoftEdge Options - Curve

Curve 1.0



Curve -0.669725



Curve 4.221941



M_EdgeWork_SoftEdge Options - Blend Mode

Blend_SoftLight

OverlayOrLight

1.0



HardOrSoft

1.0



Blend_HardLight

OverlayOrLight

1.0



HardOrSoft

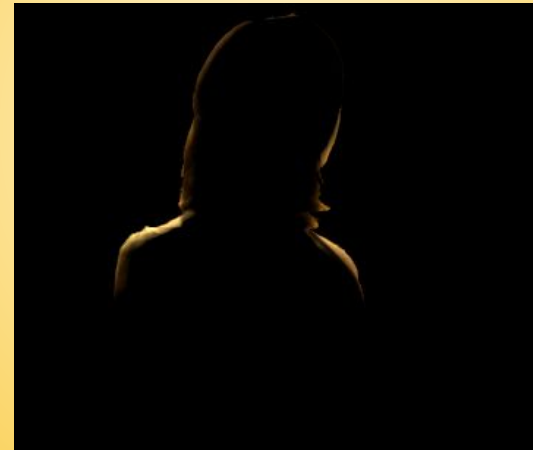
0.0



Blend_Overlay

OverlayOrLight

0.0



M_EdgeWork_SoftEdge Options - Radius & Dist

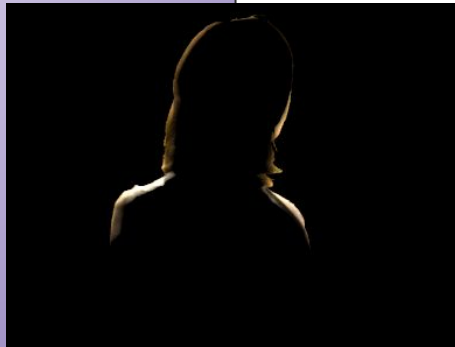
Radius 25.0



Radius 50.0



Distance 0.0012



Radius 50.0

Distance 0.002



Distance 0.0001



M_EdgeWork_SoftEdge Options - Strength & Suppress

Suppress

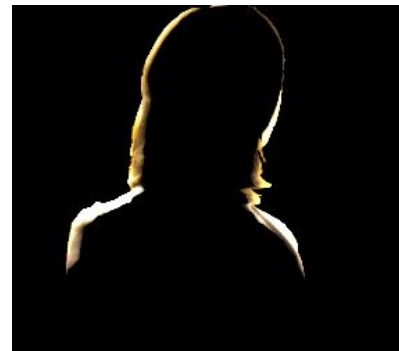
Strength



Suppress



Strength



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>