

SgtShadowSphere

This component allows you to cast a sphere shadow from the current GameObject.

Width

The width of the generated texture. A higher value can result in a smoother transition.

Format

The format of the generated texture.

SharpnessR

The sharpness of the sunset red channel transition.

SharpnessG

The power of the sunset green channel transition.

SharpnessB

The power of the sunset blue channel transition.

Opacity

The opacity of the shadow.

RadiusMin

The inner radius of the sphere in local space.

RadiusMax

The outer radius of the sphere in local space.

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