

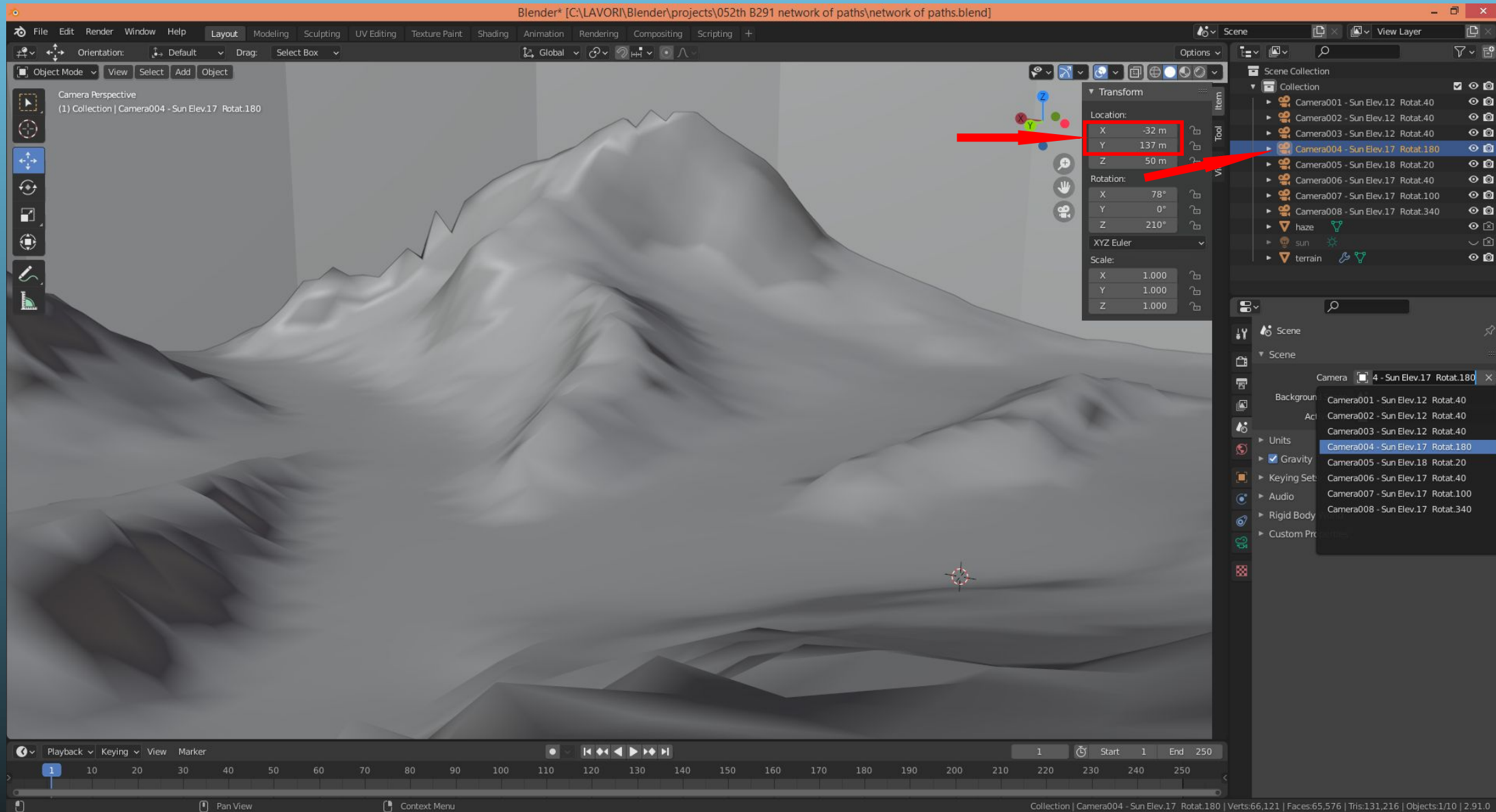
Network of paths

2 things to keep in mind:

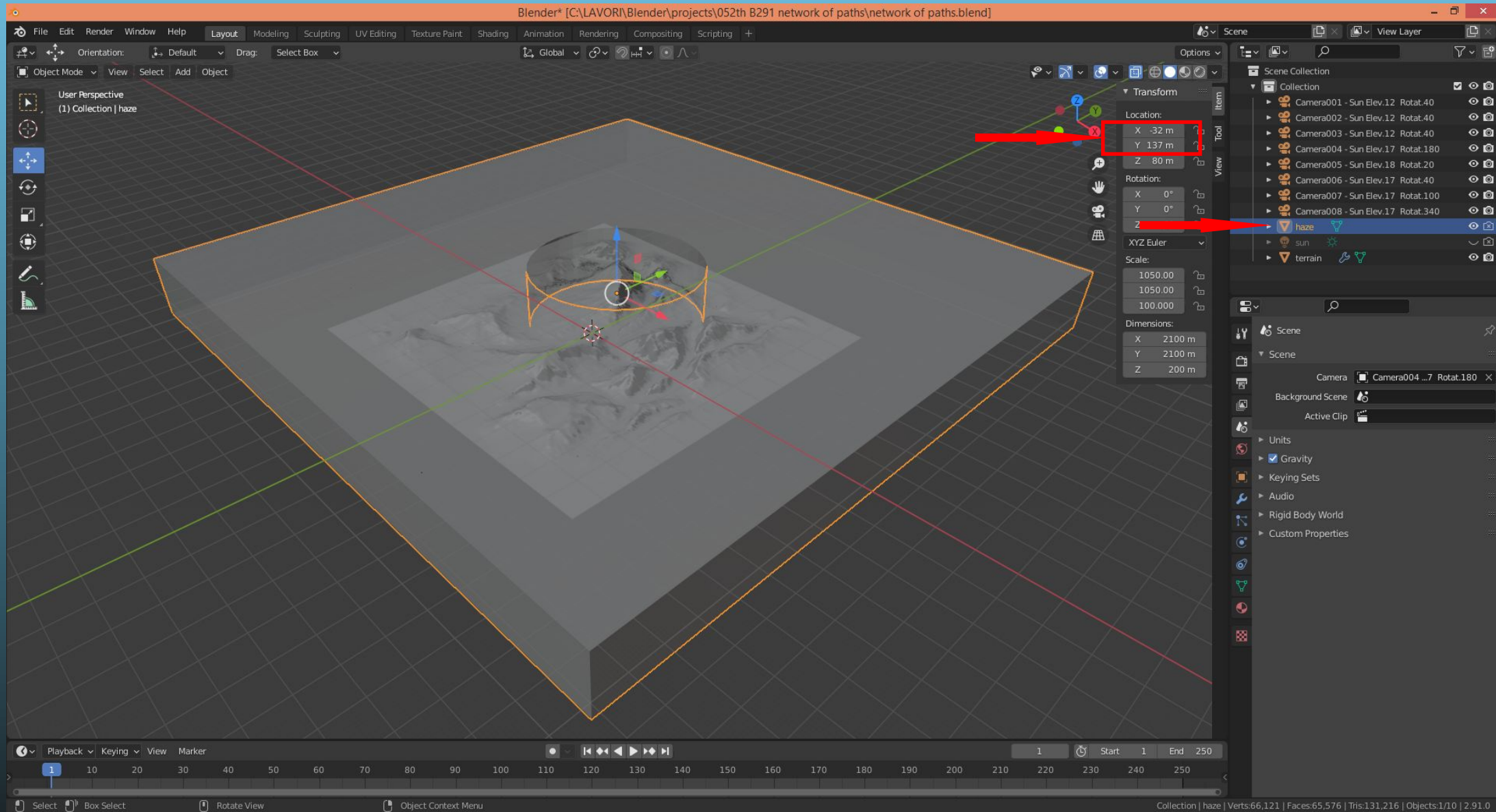
1 - To achieve the haze effect, I created a cube to cover the whole scene and with a hole in the center.

To manage this effect with all cameras, you simply have to place (for each camera) the haze-cube hole in the center of the camera.

To do this, just set the X , Y positions of the haze-cube with the same X , Y values as the chosen camera, Look below...



Network of paths



Network of paths

2 - The scene is equipped with 8 camera settings, each of which has its own setting for sunlight. You can see the sun's **Rotation** and **Elevation** values marked in the description of each of the camera objects. Choosing one camera, will set the sun's **Rotation** and **Elevation** parameters values in the "**Sky Texture**" node, of the **World Properties**, Look below...

