Sphere Shadow

This component allows you to cast shadows from spheres (e.g. planets).

Light

This allows you to set which light the shadow will be cast from.

Inner Radius

This allows you to set the inner radius of the shadow, where the umbra ends and the penumbra begins.

Outer Radius

This allows you to set the outer radius of the shadow, where the penumbra ends and the surface is fully lit.

Penumbra Brightness

This allows you to set the brightness gradient of the penumbra. The left brightness is used for the umbra.

Penumbra Color

This allows you to set the color gradient of the penumbra. The left color is used for the umbra.