

Sky Light

This page provides information on the Sky Light in Unreal.

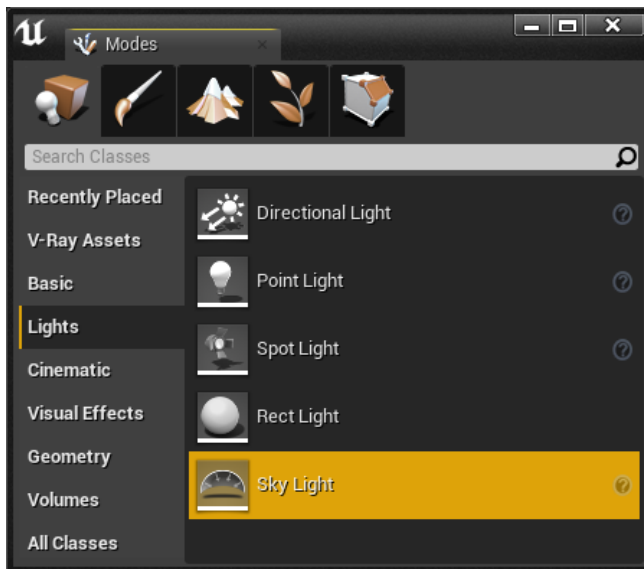
Overview

The **Sky Light** captures the distant parts of your level and applies that to the scene as a light. That means the sky's appearance and its lighting/reflections will match, even if your sky is coming from atmosphere, or layered clouds on top of a skybox, or distant mountains. You can also manually specify a cubemap to use. For any additional information, see the Unreal [Sky Light documentation](#).



UI Path

||Modes Tab|| > **Lights** > **Sky Light**



Sky Light Properties

When rendering with V-Ray, the following parameters are supported:

Light

Source Type – Whether to capture the distant scene and use it as the light source or to use the specified cubemap.

SLS Captured Scene – Construct the sky light from the captured scene.

SLS Specified Cubemap – Construct the sky light from the specified cubemap.

Cubemap – Specify the Cubemap to use for sky lighting if **Source Type** is set to **SLS_SpecifiedCubemap**.

Source Cubemap Angle – The angle to rotate the source cubemap when **Source Type** is set to **SLS Specified Cubemap**.

Intensity scale – The total energy that the light emits.

Light Color – The color that the light emits.

Affects World – When enabled (the default), the light contributes to the lighting in the level. Disabling it will stop the contribution of the light in the environment.

Cast Shadows – When enabled (the default), the light casts shadows. Turn this option off to disable shadow casting for the light.

Lower Hemisphere Is Solid Color – Whether all lighting from the lower hemisphere should be set to zero. This is useful to prevent leaking from the lower hemisphere.

Lower Hemisphere Color – The color that the lower hemisphere emits when **Lower Hemisphere Is Solid Color** is enabled.

The screenshot shows the 'Light' component settings in Unreal Engine. The 'Source Type' is set to 'SLS Captured Scene'. The 'Cubemap' is set to 'None'. The 'Source Cubemap Angle' is 0.0, 'Cubemap Resolution' is 128, 'Sky Distance Threshold' is 150000.0, and 'Intensity Scale' is 1.0. The 'Light Color' is a white color picker. 'Affects World' and 'Cast Shadows' are checked. 'Indirect Lighting Intensity' and 'Volumetric Scattering Intensity' are both set to 1.0. 'Capture Emissive Only' is unchecked. 'Lower Hemisphere Is Solid Color' is checked, and the 'Lower Hemisphere Color' is a black color picker.

Property	Value
Source Type	SLS Captured Scene
Cubemap	None
Source Cubemap Angle	0.0
Cubemap Resolution	128
Sky Distance Threshold	150000.0
Intensity Scale	1.0
Light Color	White
Affects World	Checked
Cast Shadows	Checked
Indirect Lighting Intensity	1.0
Volumetric Scattering Intensity	1.0
Capture Emissive Only	Unchecked
Lower Hemisphere Is Solid Color	Checked
Lower Hemisphere Color	Black