Sun & Sky with Twilight
Getting Started Part 2

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Our model is nearly ready to render, let's see how we can control our Sun & Sky so we can get rendering.
Using the SketchUp Shadows Dialog or toolbar, let's adjust our sun to be just what we want.
Twilight's Sun and Sky are controlled by SketchUp's Shadow control. Twilight's "Physical Sky" is active by default so it changes color depending on time of day, animates with the sun by using scene tabs, and contributes light to the scene from all directions when rendered.
Twilight also has a Light Editor Dialog. This is where we can control all lights in our scene very easily. This includes a tab where we can control the Sun and the Sky.
Scene environment and render background

Background / Sky Type:
- Physical Sky

Sky Brightness:
1.000

Dusty Sky (Turbidity):
2.000

Background Color:
black

Background Image:
C:\Program Files (x8) Browse

Background / Sky Rotation Angle:
-180 0 180

Sunlight Enabled
Sunlight Casts Shadow
Soft (Blurry) Shadows
Sunlight Color:
white

Sunlight:
[Image with slider]

Click to select:
Maximum Sun Intensity

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.
Dragging and dropping

Sunlight Enabled
Sunlight Casts Shadow
Soft (Blurry) Shadows
Sunlight Color: white
Sunlight:
Sunlight Brightness:
Sunlight Color:
Maximum Sunlight Brightness: 5.000

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show % Hazy.

Giving the sun a little softness to its shadows adds much to creating an illusion of real sunlight.
We can also use our Arrow Keys on our keyboard to finely adjust these types of settings in Twilight.
Twilight gives many Sky Choice Options. Physical Sky will animate when rendered, but one may also wish to use another option.
Scene environment and render background

Background / Sky Type:
- Physical Sky

Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image

Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky

Sky Probe

Background Image:
C:\Program Files (x8)

Background / Sky Rotation Angle:
-180 0 180

Sunlight
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:
white

Sunlight:

Maximum Sun Intensity:
5.000

Select objects. Shift to extend select.
Sky Probes or Spherical Sky Images are available for free or purchase many places on the internet. Twilight allows for all common image formats like PNG, JPG, and HDR to be used.
Choose the type of Sky "Projection" you have to insert, then browse to load the image.

For any of the image style backgrounds, browse to and select the image file to use.
Here we may set the sky to a single color.
Setting the sky to a single color can be a quick way to get even lighting surrounding our model when combined with disabling the Sunlight check box. This can be a quick way to get a photographer's "Soft Box" effect for product shots.
Scene environment and render background

Background / Sky Type:
- Sky Color

Sky Brightness:
- 1.000

Dusty Sky (Turbidity):
- 2.000

Background Color:
- black

Background Image:
- C:\Program Files (x86) Browse

Background / Sky Rotation Angle:
- -180 0 180

Checkboxes:
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows
- Sunlight Color:
  - white

Sunlight:
- 0 25 100

Maximum Sun Intensity:
- 5.000

Select objects. Shift to extend select.
Scene environment and render background

Background / Sky Type:
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Sky Color
- white

Sunlight:
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:
- white

Sunlight:
- 0
- 25
- 100

Background Image:
- C:\Program Files (x8)
- Browse

Background / Sky Rotation Angle:
- -180
- 0
- 180

Maximum Sun Intensity:
- 5.000
Let's use the Physical Sky for now.
We could adjust the Sun's Light Intensity here, but we will leave it at default for now.
Changing the sun color can add warmth or special artistic effect to our lighting.
The sun always shines in Twilight no matter if we have shadows in our SketchUp Scene View turned on or off. This allows us to work faster with the shadows off, yet render previews still showing us the sun.
To "Turn Off" the sun, deselect the "Sunlight Enabled" checkbox. We will leave the Sun "Enabled" for now.
Scene environment and render background

Background / Sky Type:
- Physical Sky

Sky Brightness:
- 1.000

Dusty Sky (Turbidity):
- 2.000

Background Color:
- grey

Background Image:
- C:\Program Files (x86) Browse

Background / Sky Rotation Angle:
- -180 0 180

Sunlight Enabled

Sunlight Casts Shadow

Soft (Blurry) Shadows

Sunlight Color:
- rgb(255, 255, 240)

Sunlight:
- 0 25 100

Maximum Sun Intensity:
- 5.000

Click
Now we are ready to render.