

Self-paced  
Video Tutorials  
Series 1

# Twilight Render.

## Sun & Sky with Twilight Getting Started Part 2



Click arrow button to  
continue to next slide.





### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **02:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light:

Dark:

Use sun for shading

Display:

On faces  On ground  From edges

Click

Using the SketchUp Shadows Dialog or toolbar, let's adjust our sun to be just what we want.

### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **03:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light:

Dark:

Use sun for shading

Display:

On faces  On ground  From edges

Click



### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **02:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light:

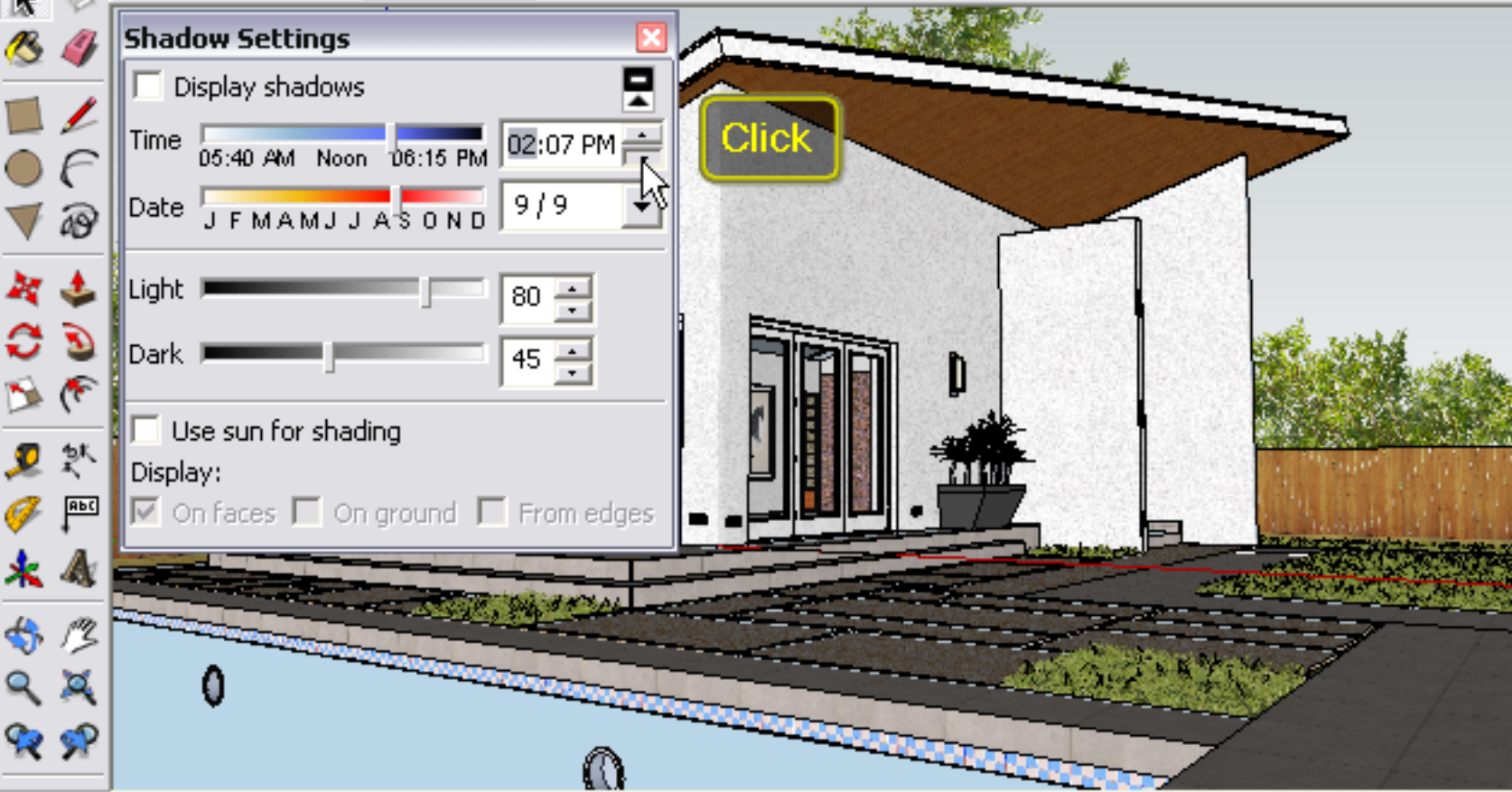
Dark:

Use sun for shading

Display:

On faces  On ground  From edges

Click





**Shadow Settings**

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges



### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

Light: 80

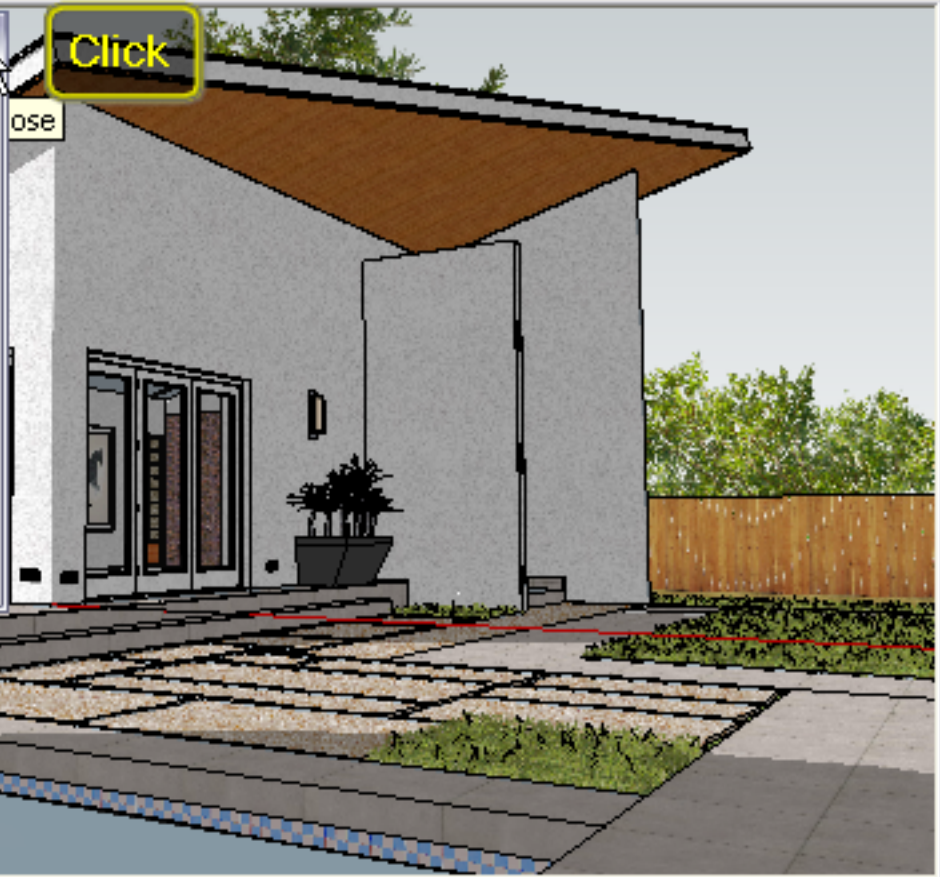
Dark: 45

Use sun for shading

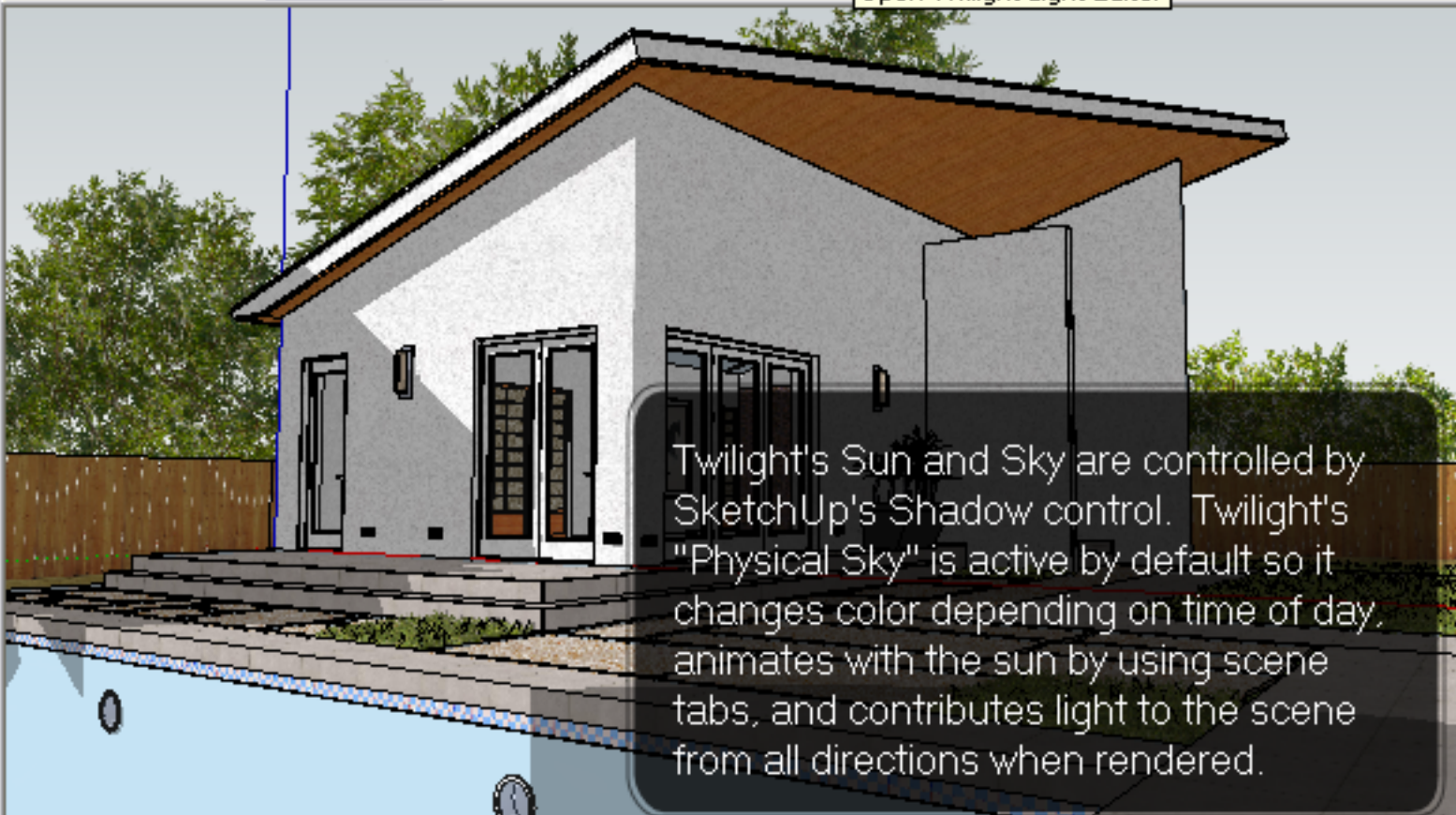
Display:

On faces  On ground  From edges

Click



Open Twilight Light Editor



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.



Select objects. Shift to extend select.

Measurements



Click  
Open Twilight Light Editor



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.



Select objects. Shift to extend select.

Measurements

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 (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

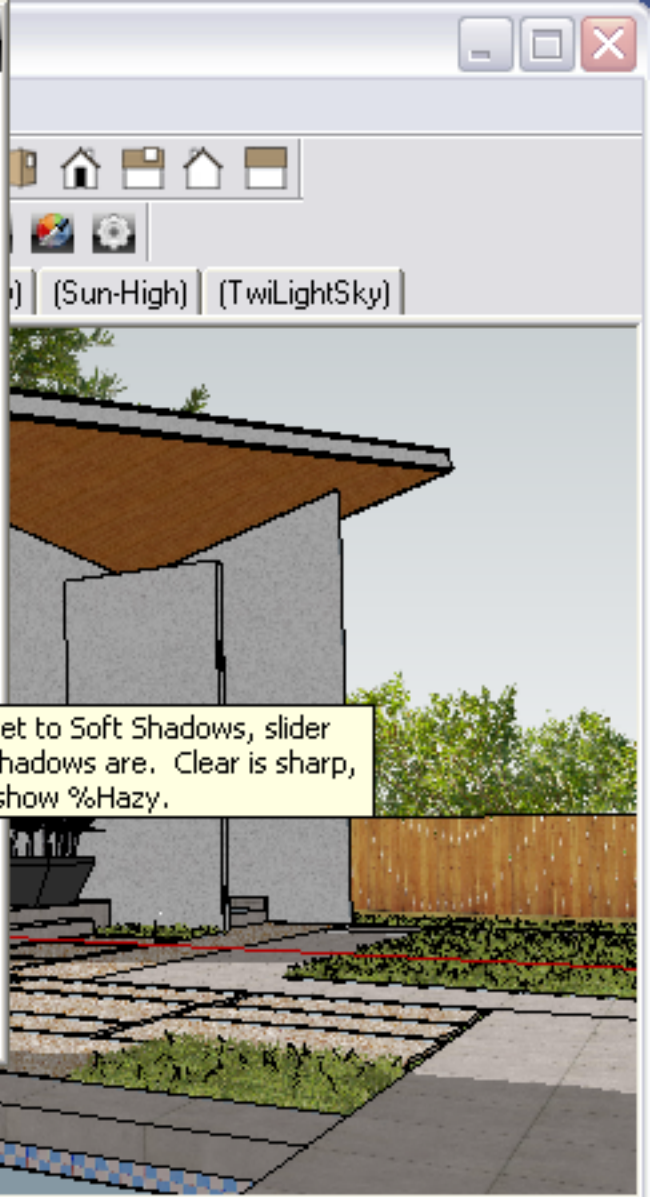
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 0 100

Click Maximum Sun

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



Select objects. Shift to extend select.

Measurements

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 (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

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

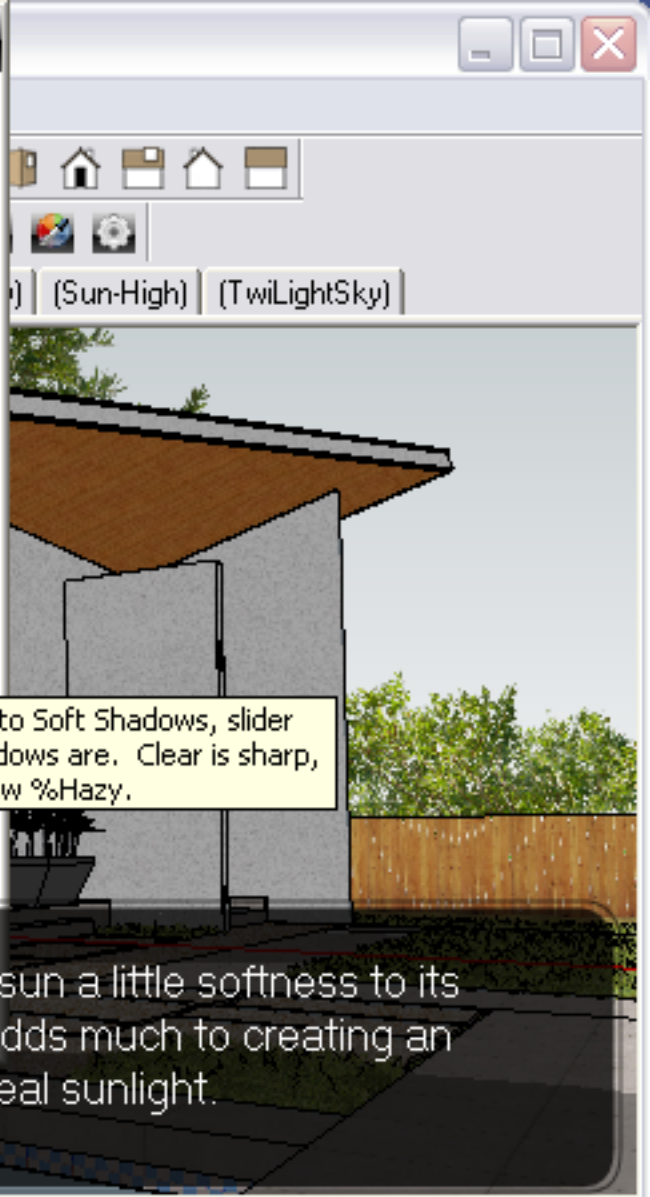
Sunlight Color:  
white

Sunlight:  
0 24 100

Drag-n-drop

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.



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 (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

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

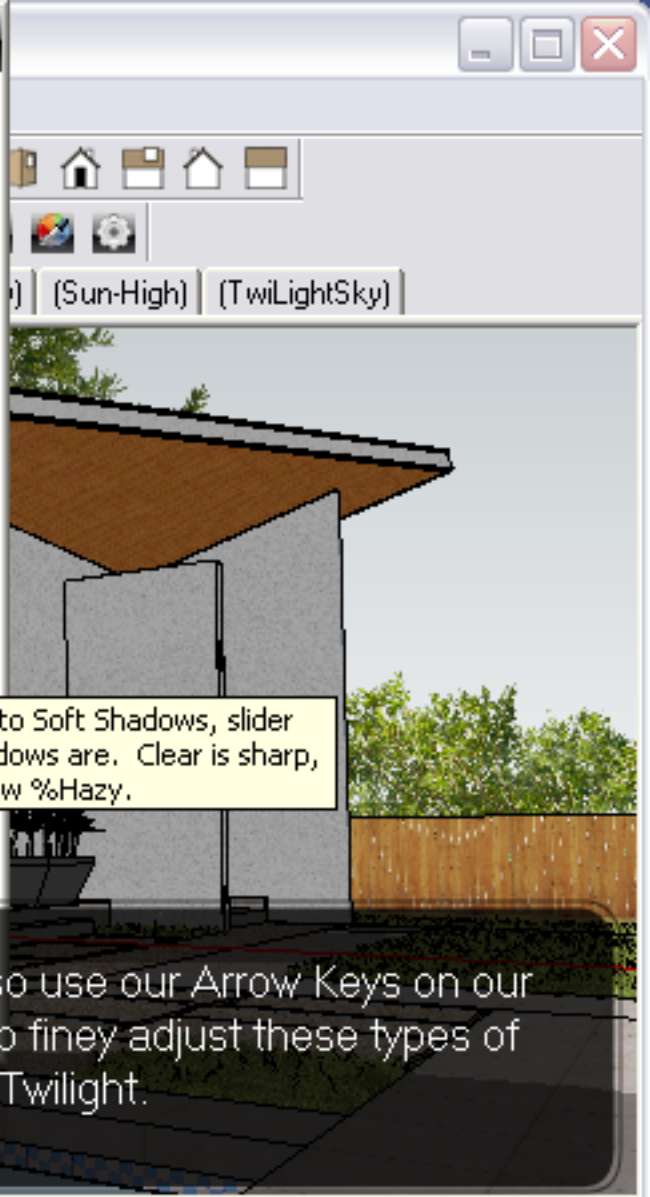
Sunlight Color:  
white

Sunlight:  
0 25 100

Release  
Maximum

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

We can also use our Arrow Keys on our keyboard to finely adjust these types of settings in Twilight.



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

Click

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

Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5,000

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

Background / Sky Rotation Angle: -180 0 180



Twilight gives many Sky Choice Options. Physical Sky will animate when rendered, but one may also wish to use another option.

- Standard
- Spot
- IES
- Projector
- Sun/Sky**

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**

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

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



(Sun-High) (TwilightSky)



Select objects. Shift to extend select.

Measurements

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

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

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

Sunlight Color:

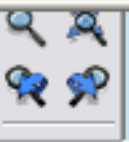
white

Sunlight:

0 25 100

Maximum Sun Intensity:

5,000



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:  
Spherical Sky

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

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

Sunlight Color:  
white

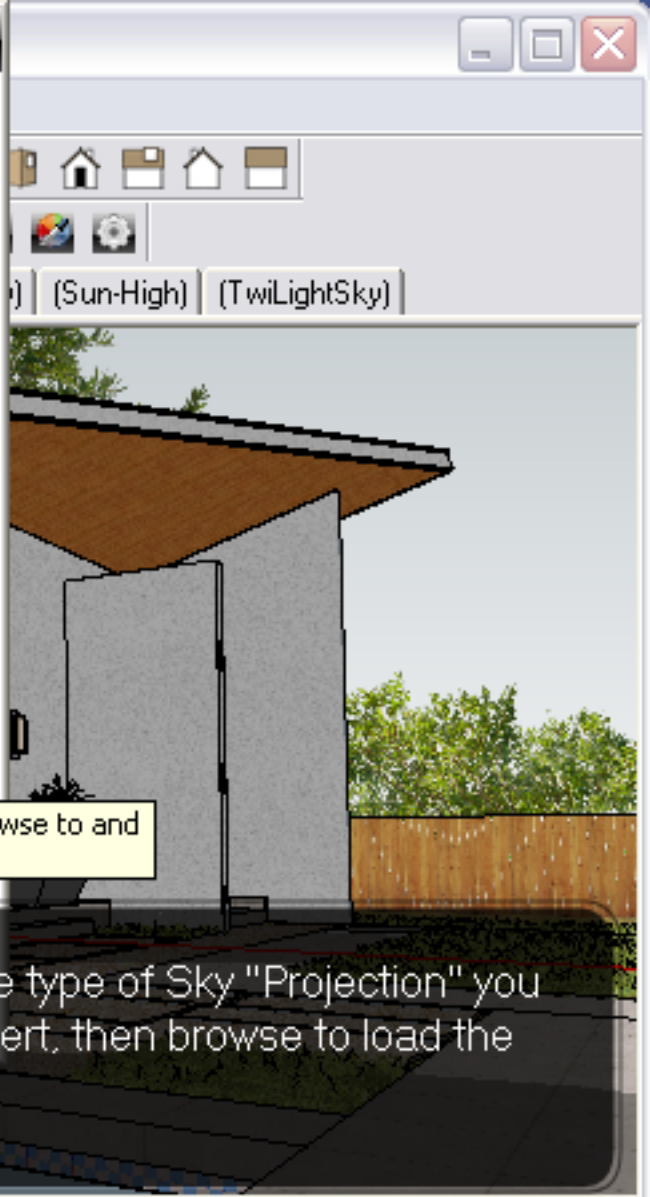
Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000

Click

For any of the image style backgrounds, browse to and select the image file to use.

Choose the type of Sky "Projection" you have to insert, then browse to load the image.





Scene environment and render background

- Background / Sky Type:
- Spherical Sky
  - Background Color
  - Background Centered Image
  - Background Tiled Image
  - Background Fit Image
  - Sky Color
  - Hemispherical Sky
  - Spherical Sky
  - Physical Sky
  - Sky Probe

Click

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

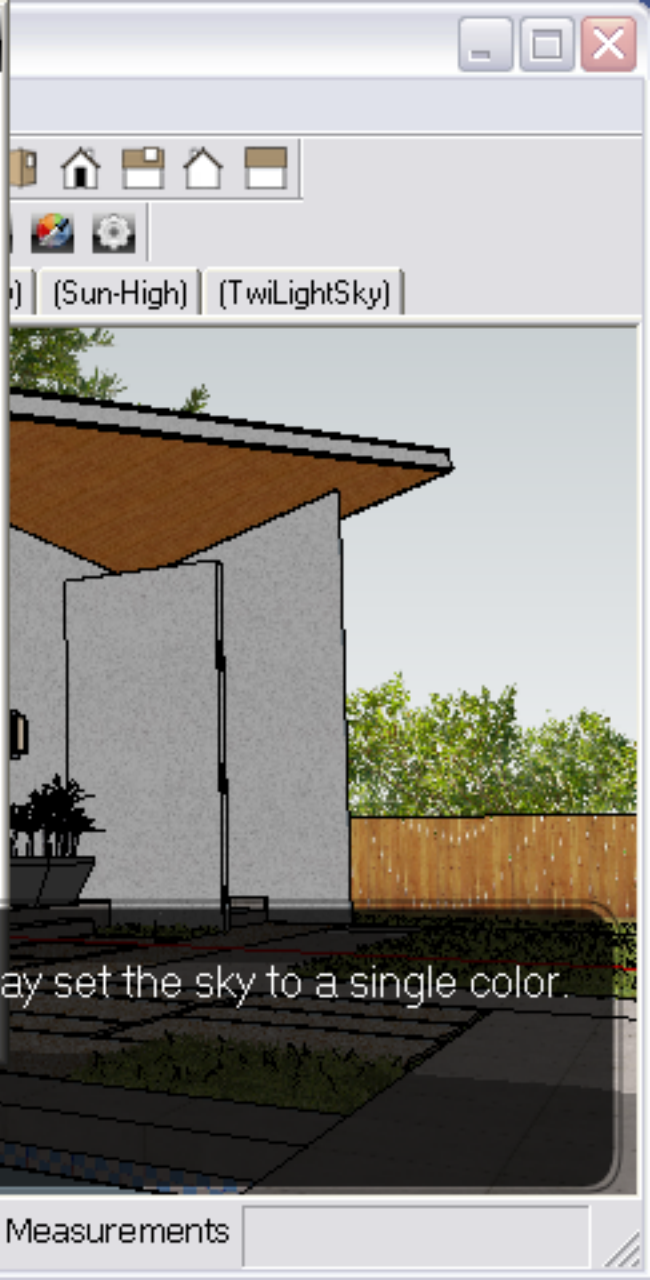
Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5.000

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

Background / Sky Rotation Angle: -180 0 180



Here we may set the sky to a single color.

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 (xE) Browse

Background / Sky Rotation Angle:

-180 0 180

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

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



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.

Standard Spot IES Projector **Sun/Sky**

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



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

Sunlight Color:

white

Sunlight:



Maximum Sun Intensity:

5.000

Click



(Sun-High) (TwilightSky)



Select objects. Shift to extend select.

Measurements

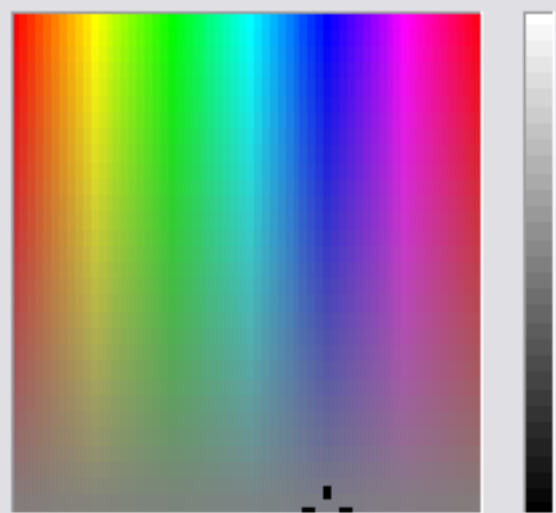
**Color** [?] [X]

Basic colors:

Custom color: **Click**

Define Custom Colors >>

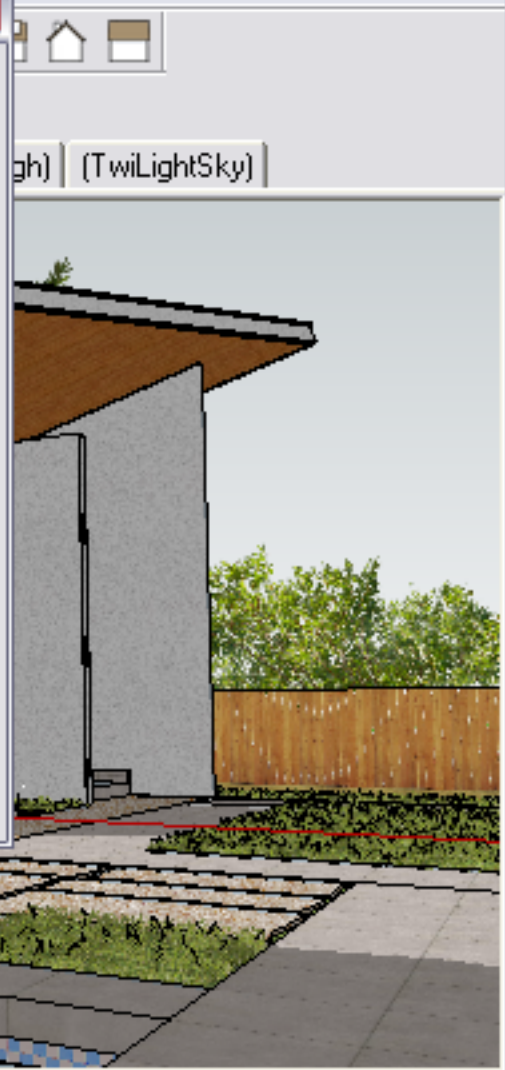
OK Cancel



ColorSolid

Hue:	<input type="text" value="160"/>	Red:	<input type="text" value="128"/>
Sat:	<input type="text" value="0"/>	Green:	<input type="text" value="128"/>
Lum:	<input type="text" value="120"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



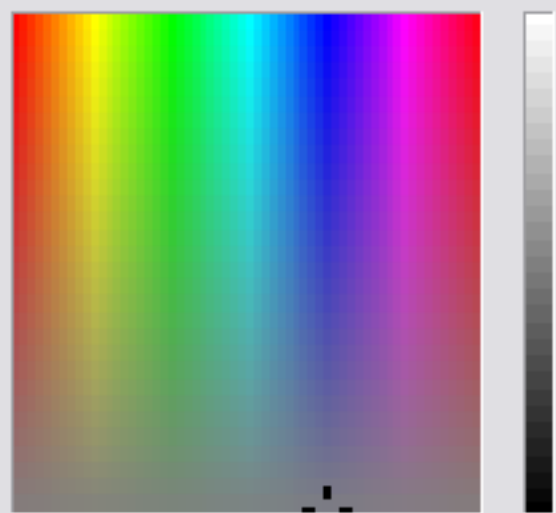
**Color** [?] [X]

Basic colors:

Custom colors:

**Click**  
Define Custom Colors >>

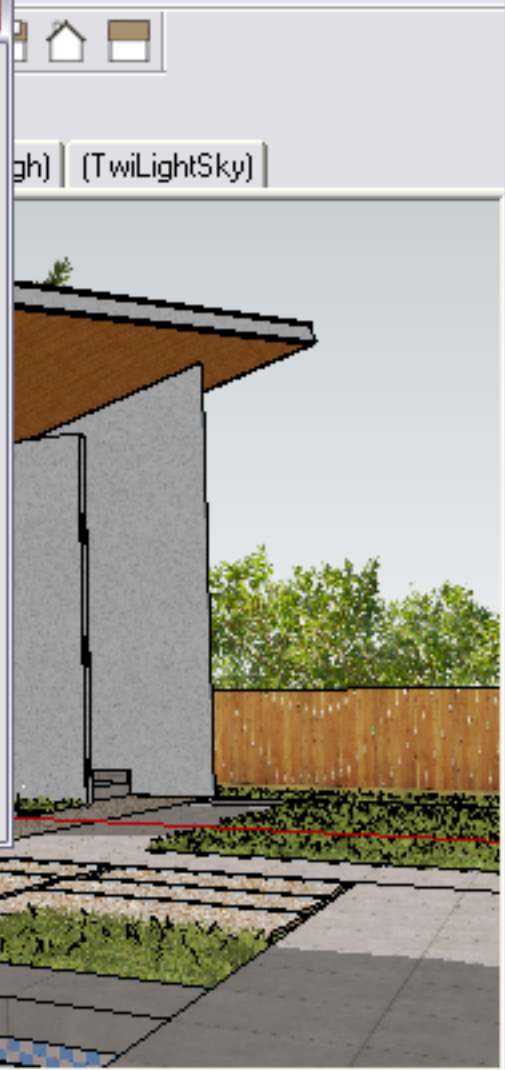
OK Cancel



ColorSolid

Hue:	<input type="text" value="160"/>	Red:	<input type="text" value="128"/>
Sat:	<input type="text" value="0"/>	Green:	<input type="text" value="128"/>
Lum:	<input type="text" value="120"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:

- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Click

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

Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5.000

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

Background / Sky Rotation Angle: -180 0 180



(Sun-High) (TwilightSky)



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:

- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky**
- Sky Probe

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

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

Sunlight Color:

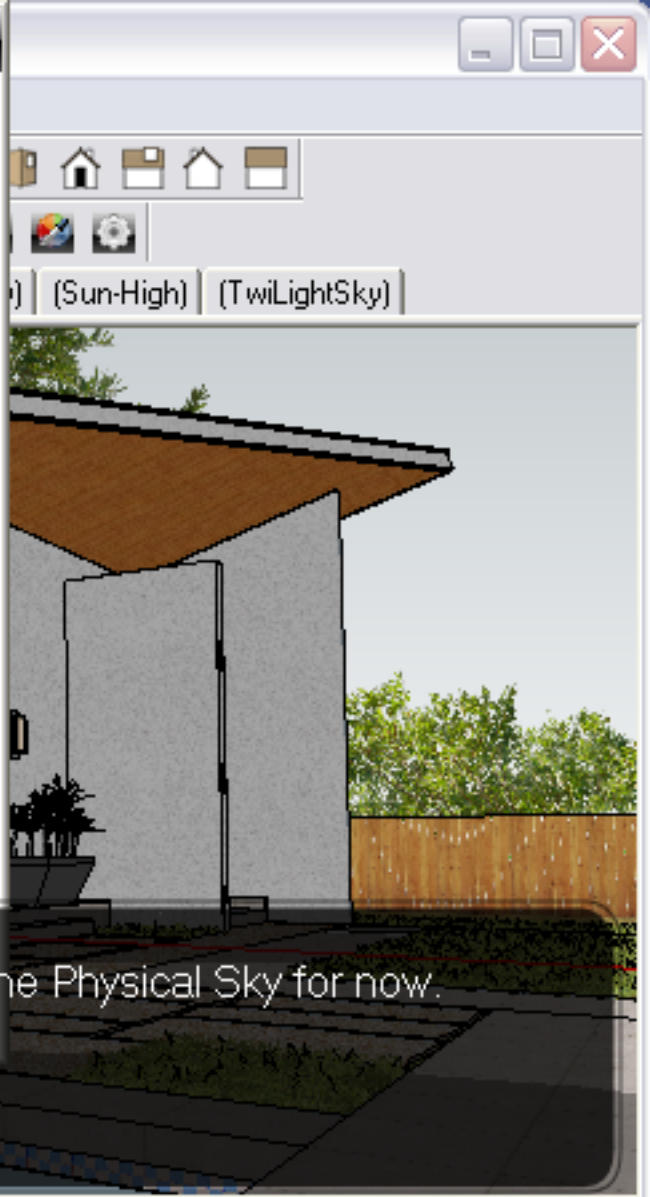
white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



Let's use the Physical Sky for now.



Select objects. Shift to extend select.

Measurements

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

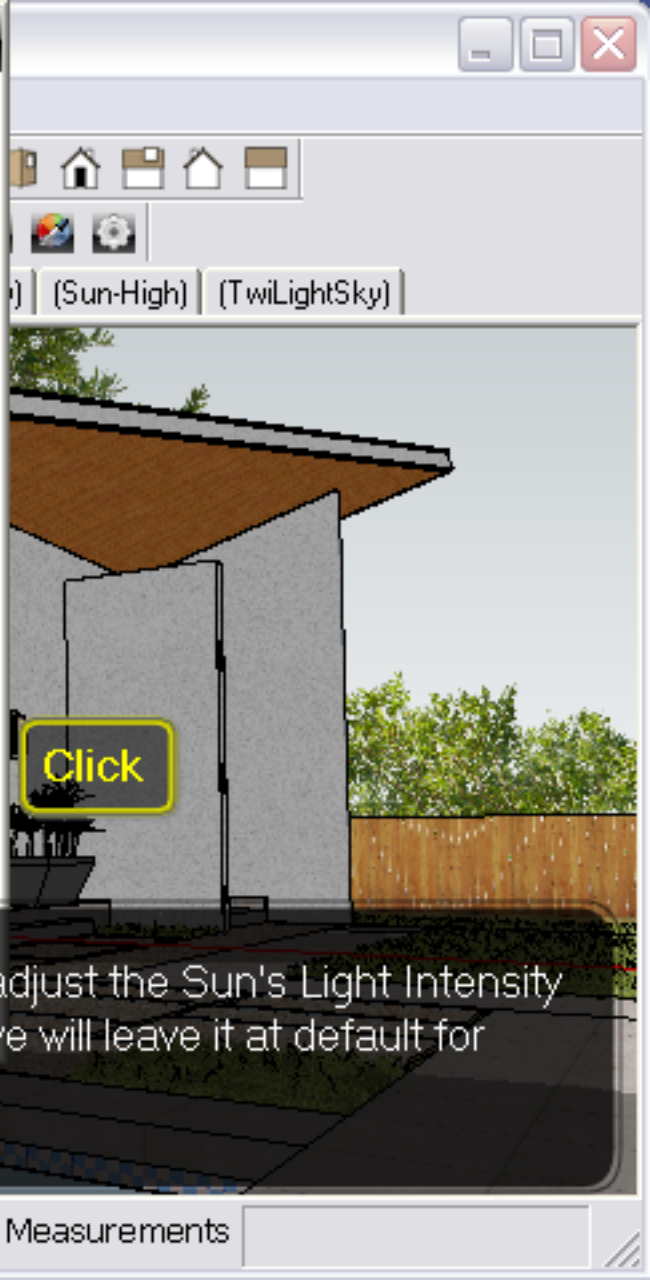
Background / Sky Rotation Angle:  
-180 0 180

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

Sunlight Color:  
white

Sunlight:  
0 25 100

Maximum Sun Intensity:  
4.000



We could adjust the Sun's Light Intensity here, but we will leave it at default 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:  
white

Sunlight:  
0 25 100


Maximum Sun Intensity:  
5.000




Changing the sun color can add warmth or special artistic effect to our lighting.

**Color** [?] [X]

Basic colors:

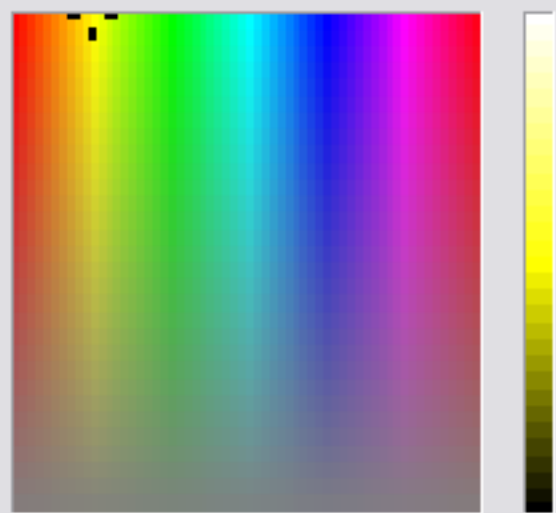


Custom colors:



Define Custom Colors >>

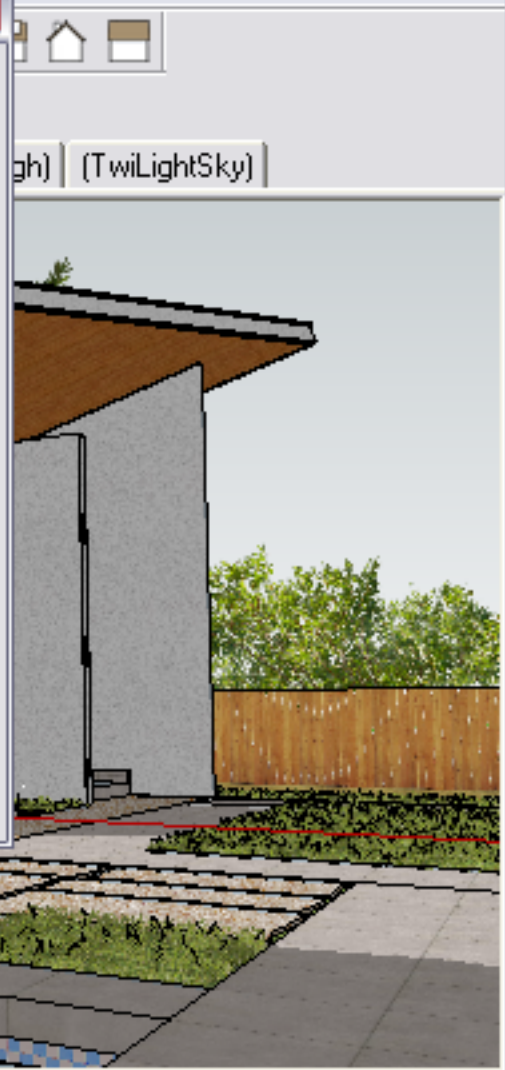
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="180"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



Select objects. Shift to extend select.

Measurements

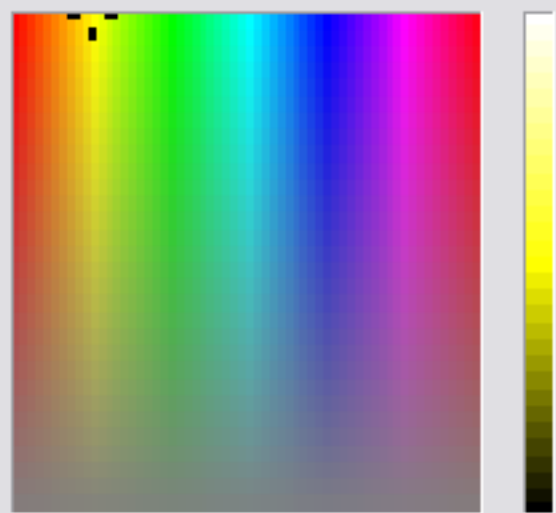
### Color

Basic colors:

Custom colors:

Define Custom Colors >>

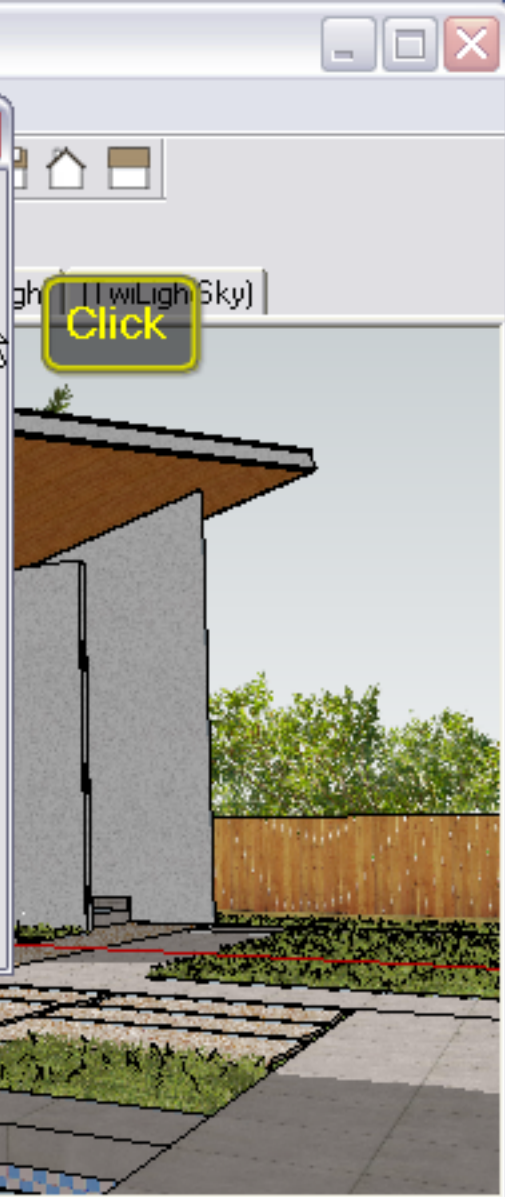
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="180"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



Select objects. Shift to extend select.

Measurements

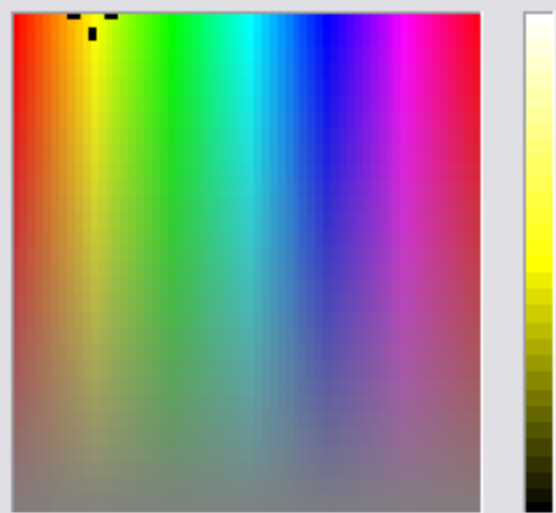
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel

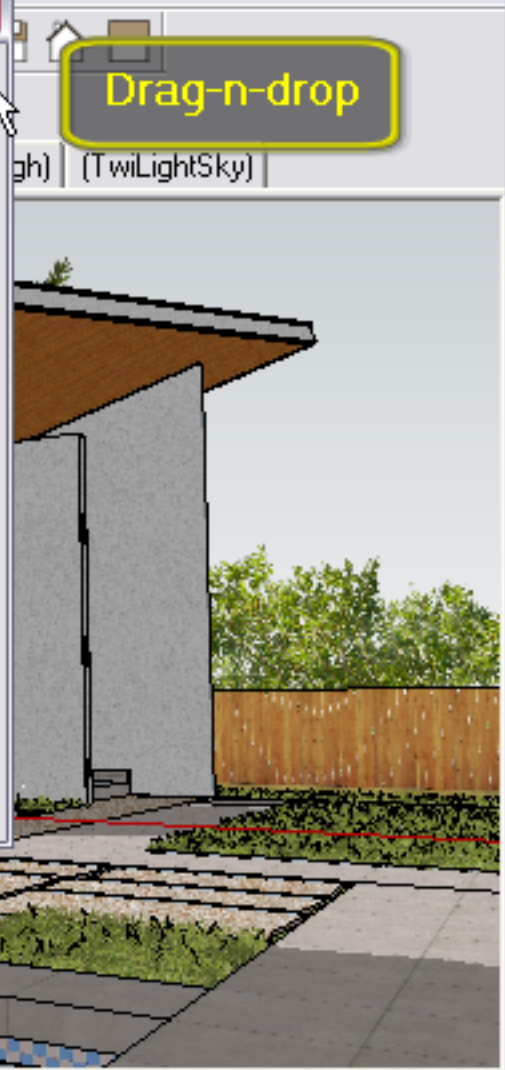


ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="233"/>	Blue:	<input type="text" value="240"/>

Add to Custom Colors

Drag-n-drop

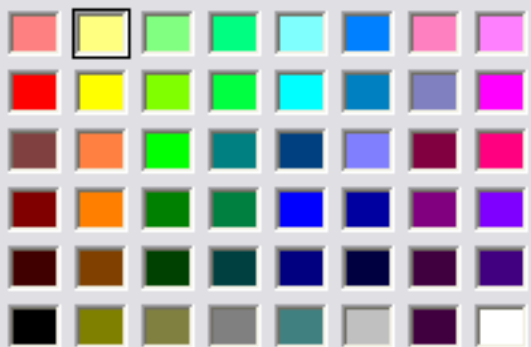


Select objects. Shift to extend select.


Measurements

**Color** [?] [X]

Basic colors:



Custom colors:



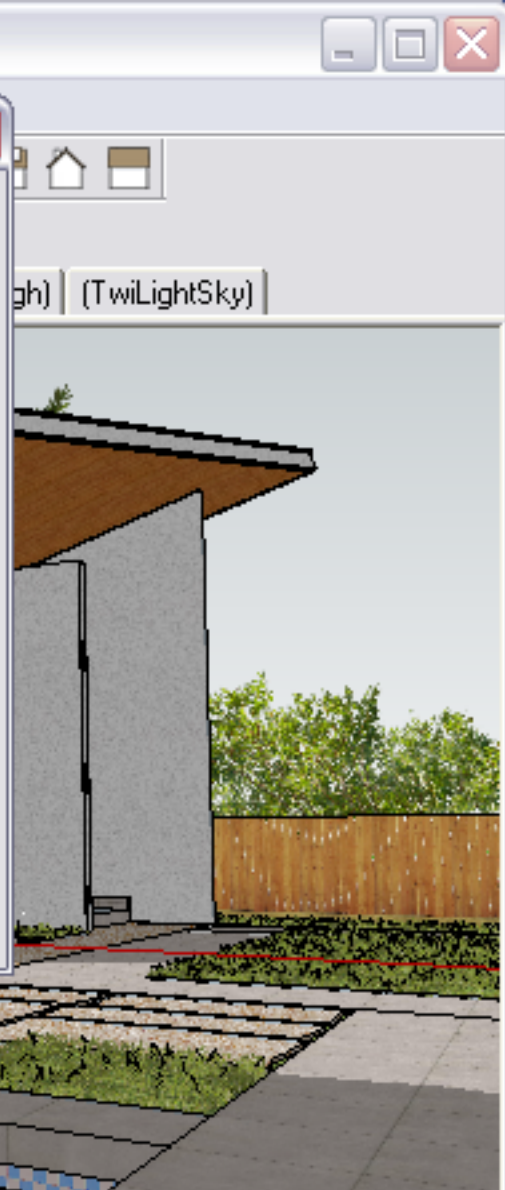
Define Custom Colors >>

ColorSolid

Hue: 40      Red: 255  
 Sat: 240     Green: 255  
 Lum: 233     Blue: 240

Add to Custom Colors

OK Cancel



Click

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

Click

Sunlight Enabled

Sunlight Casts Shadows

Soft (Blurry) Shadows

Sunlight Color:

rgb(255, 255, 240)

Sunlight:

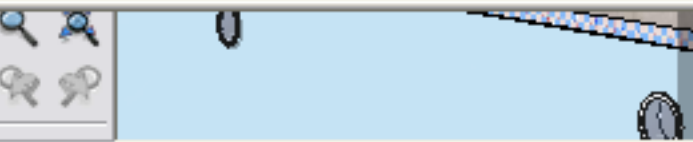
0 25 100

Maximum Sun Intensity:

5.000



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.



Select start point

Length

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

Click

Sunlight Enabled

Sunlight Casts Shadows

Soft (Blurry) Shadows

Sunlight Color:

rgb(255, 255, 240)

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000

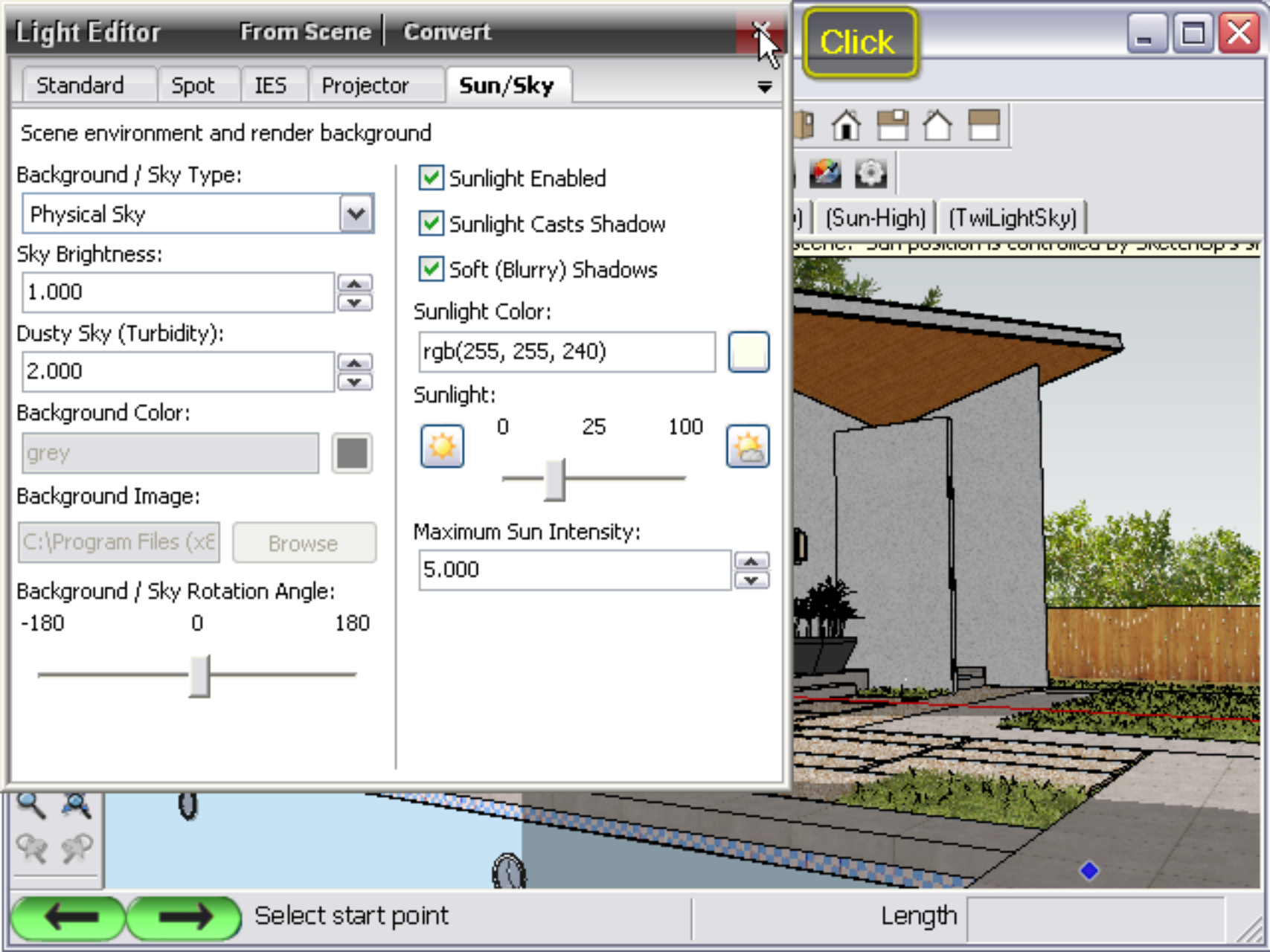


To "Turn Off" the sun, deselect the "Sunlight Enabled" checkbox. We will leave the Sun "Enabled" for now.



Select start point

Length



Light Editor

From Scene | Convert

Click

Standard Spot IES Projector **Sun/Sky**

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)

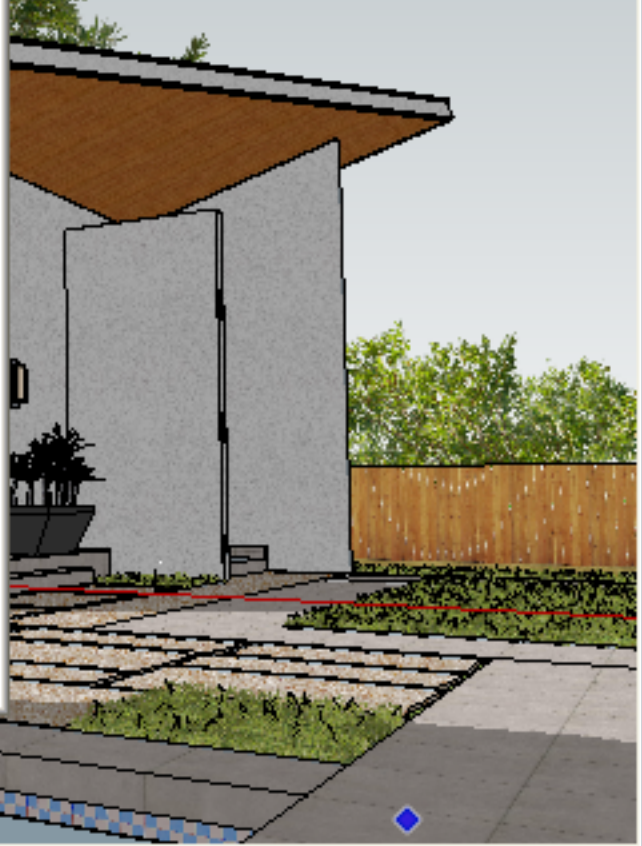
Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000



(Sun-High) (TwilightSky)

scene. Sun position is controlled by SketchUp's s...



Select start point

Length





File Edit View Camera Draw Tools Window Plugins Help

Color and lighting controls including a color bar, a gradient bar, and a time-of-day slider. The time slider is set to 06:15 PM, with Noon and 05:40 AM also visible.

Layer and rendering controls. The 'Layer0' dropdown is selected. To the right are icons for rendering, including a green play button, a sun icon, and a camera icon.

Render1 LowCam RenderThis Inside PoolWaterTest (Sun-Day) (Sun-High) (TwilightSky)



Navigation controls for the rendering process, including a green left arrow button, a green right arrow button with a square icon, and the text 'Select start point'.

Rendering progress controls, including the text 'Length' and a small square icon.