Directional Light

This page provides information on the Directional Light in Unreal.

Overview
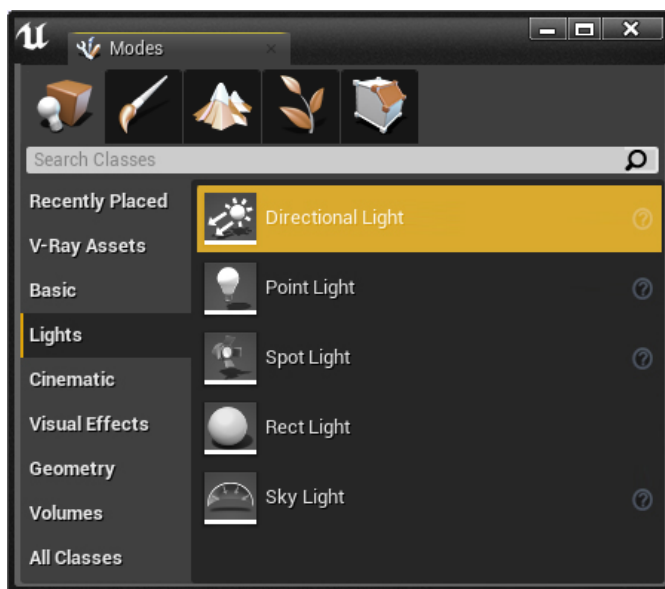
The **Directional Light** simulates light that is being emitted from a source that is infinitely far away. This means that all shadows cast by this light will be parallel, making this the ideal choice for simulating sunlight. For any additional information, see the Unreal Directional Light documentation.

UI Path

||Modes Tab|| > **Lights > Directional Light**

Directional Light Parameters

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

Light

Intensity – The total energy that the light emits.

Light Color – The color that the light emits.

Temperature – Specifies the color value of the light expressed in Kelvin.

Use Temperature – When enabled, the color of the light is specified by the **Temperature** value multiplied by the **Light Color** value.

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.

Lightmass

> **Light Source Angle** – Angle of light source shape. Lower values will produce sharper shadows, large values will create softer shadows.