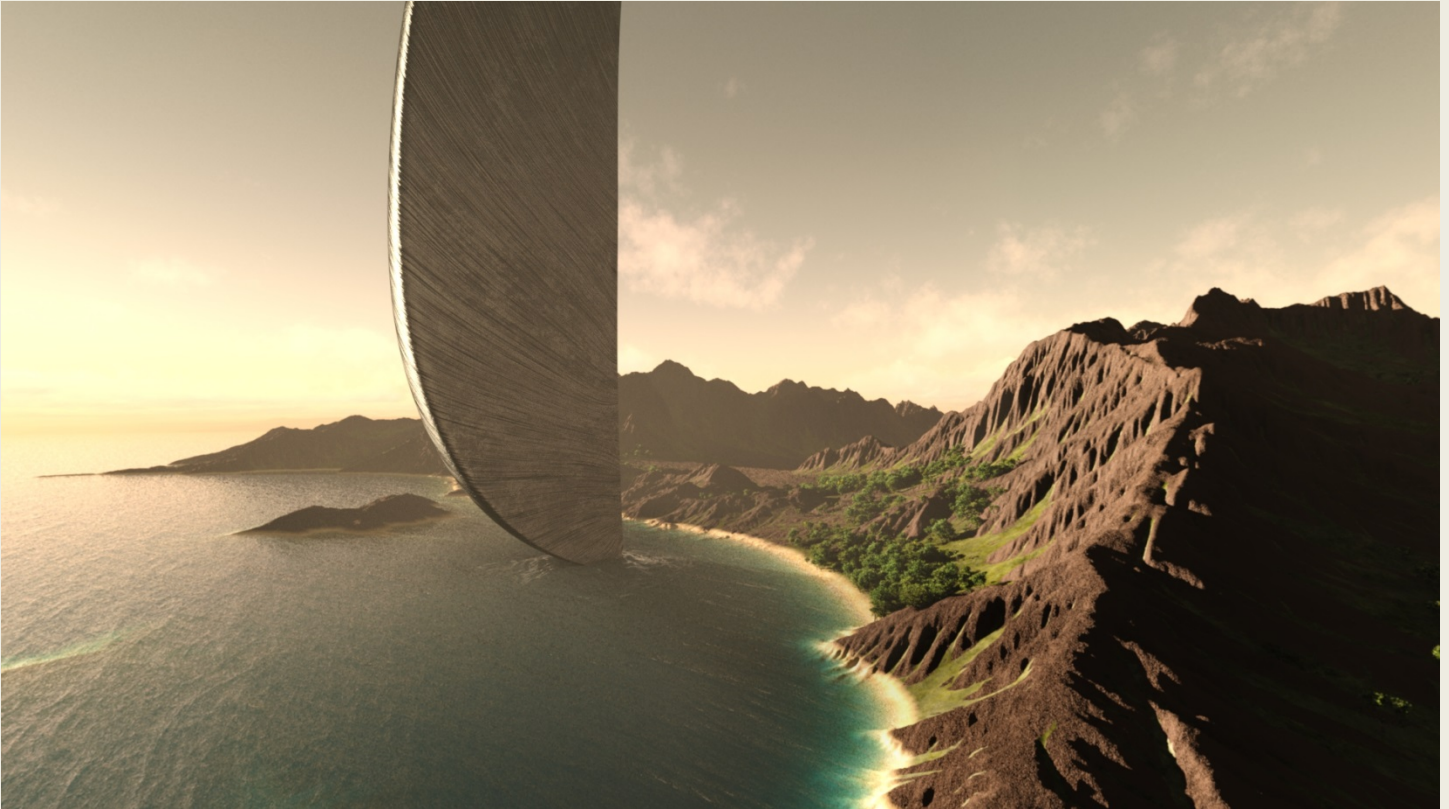


# EPIC SKYDOMES

## Ocean Mountain Sunset



## USER GUIDE

Ok, so working with Skydomes is very easy, especially since I already include a sample scene that has all the settings dialed in. All you need to do is load the scene file to get started. The rest is pretty straight forward, so let's get started;

### How to make the automatic shadows darker

In Render Settings, under the Environmental settings tabs, there is a slider at the bottom (underneath "Draw Ground") to make shadows darker. If this slider is not present, click to turn Draw Ground off, then turn it back on again. The slider should appear. You can use this slider to make the automatic shadows darker. (alternatively you can use the shadow cards included in this product).

### How to position an object inside the Skydome

The most difficult part about Skydomes, is getting skilled at "positioning" you object within the skydome environment---because it's not that intuitive at first. Since this skydome does not have a floor (but simulates a floor by producing shadows), it will move around unintuitively as you move your camera.

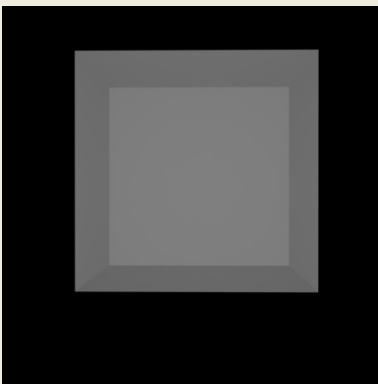
So the easiest way to begin playing, I have found, is to leave my object at 0,0 world center, and move my camera around instead. Moving the camera “positions” your object relative to the skydome. This can save a lot of work (note, you may have to raise or lower your object to produce the shadows you need).

## How to use the Volumetric Light Cube

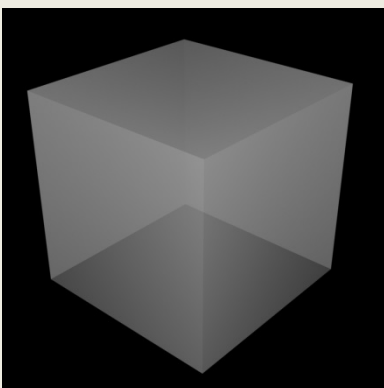
**Smoothing hard edges:** Another important tip that I want to give you is how to position the cube properly relative to the camera, in order to avoid the hard edges that normally appear around the silhouette of the cube. I call this “vertex silhouetting.” Simply put, you must position the cube so that its vertices are the silhouette rather than its planes. This is the only way to make the cube blend smoothly into your environment (In other words, no plane of the cube should be at or near parallel with the camera’s line of site. The further away the plane is from this, the better it will blend).

That may sound confusing. So let me show you rather than to tell you;

**BAD**



**GOOD**



In the first image, the planes are aligned with the camera’s line of sight. This will create harder edges as is typical when working with volumetric light cubes. On the other hand, if you position the cube as shown in the second image, the edges will fade into the environment and look much more seamless...

....just a little visual trick.

**Adjusting the SSS amount:** The SSS amount controls the “density,” if you will, of the cube. If you want a thicker haze, just turn this value up a couple hundredths of a point (yes, very minute adjustments). A good working range is between .001 and .05. Keep in mind, the more intense your light source is, the more “dense” the cube will become. So you’ll need to adjust accordingly.

Well, that’s it!

Hope you enjoyed this quick little guide!

If you have any questions about this product, feel free to contact me personally at [ThePhilosopher.PA@gmail.com](mailto:ThePhilosopher.PA@gmail.com)

Enjoy!



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