

Unreal engine - PalaceHall v5.1

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Lightmass Settings Overview (UE5):

The lighting within the Palace Hall demo level is optimized through Lightmass settings to achieve a captivating Victorian ambiance. These settings ensure that the static lighting, meticulously crafted to enhance the ornate details of the environment, delivers an immersive visual experience.

Below are the key Lightmass settings:

- **Lightmass Importance Volume:** A carefully placed volume encompassing the entire scene ensures that Lightmass computations focus on relevant areas, optimizing lighting calculations for efficiency and visual fidelity.
- **Lightmass Quality:** Fine-tuning the Lightmass quality ensures that the static lighting basks the hall in an authentic Victorian glow, accentuating its architectural grandeur and intricate details.
- **Indirect Lighting Quality:** Adjusting the quality of indirect lighting computations enhances the realism of light bounces, enriching the ambiance with soft, diffused illumination that brings the Palace Hall to life.
- **Indirect Lighting Smoothness:** By controlling the smoothness of indirect lighting, the hall's surfaces receive subtle shading variations, adding depth and realism to the environment's visual presentation.
- **Indirect Lighting Scale:** Scaling the intensity of indirect lighting further refines the balance between light and shadow, allowing for precise control over the hall's overall luminance and mood.

These Lightmass settings work in harmony to ensure that the static lighting within the Palace Hall demo level exudes the charm and sophistication of the Victorian era, inviting players into a world of timeless elegance and opulence.



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