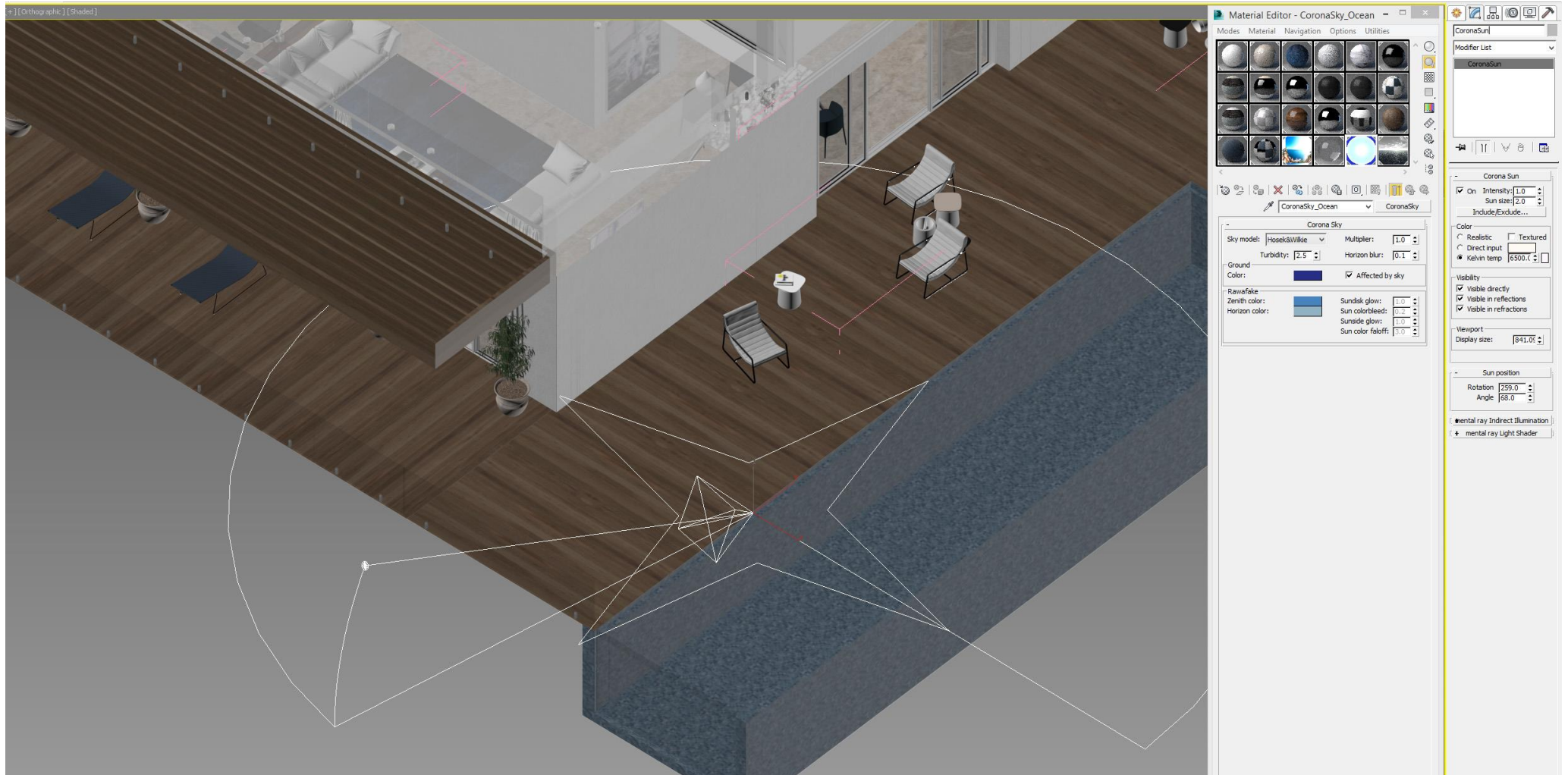# Simple Sun/Sky setup

Why: Was easier to precisely position the light direction (clockwise and height-wise), easier to modulate the direct light intensity and it's softness

Visual quality: We still get shadows that go from sharp (strong light in distance) but get progressively weaker (sun is lower upon horizon), we wouldn't get anything different by using HDRi, it would just be much slower and less precise to create

CoronaSky map was tweaked to have heavy darkblue color bellow horizon, simulates ocean, infinite (or very large) plane with reflective material would also be good solution

Sun=2: Softer shadows

Kelvin Temp= 6500 (neutral): I choose artificially 'white' light. The color is natural, but non at such low sun angle, in the end I wished for both, long shadows, but bright, white interiors without any balancing on interior/exterior scale

Second example: Sun/Sky for spaces with small openings

- Windows are too small to affect clearly readable reflection inside

- Environment light information becomes lost, the moment exposure inside compensate for overall brightness level, the exterior already appears as monotonous white plane, effectively hiding small variations in Sky.

- That only leaves direct light modulation, which is much easier to adjust with analytical lights like sun or other direct light source. Visual result would be identical if IBL, render times would be much longer.

- Portal lights help, this is basically the only scenario where they are necessary in 2014

- {this scene was rendered with IR/LC and Vray 2.4}

Sun=0.05 Size=8 very soft shadows, just hint of directional lights behind clouds, Light Portal,

Windows is only 1m2 large, but it's enough to diffuse the whole space, no fakes necessary

Note: There is VrayPlane with dark material= Simulating weak street bounced light,