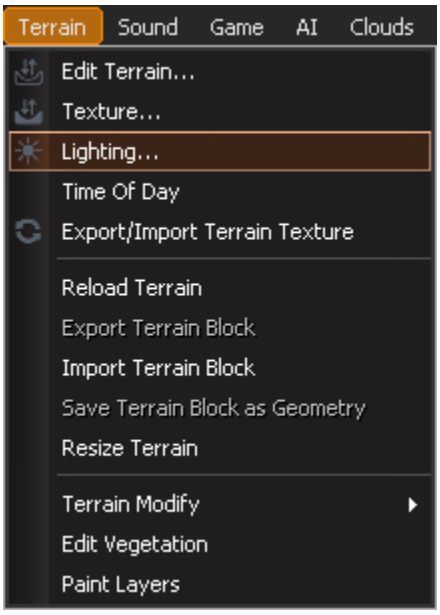
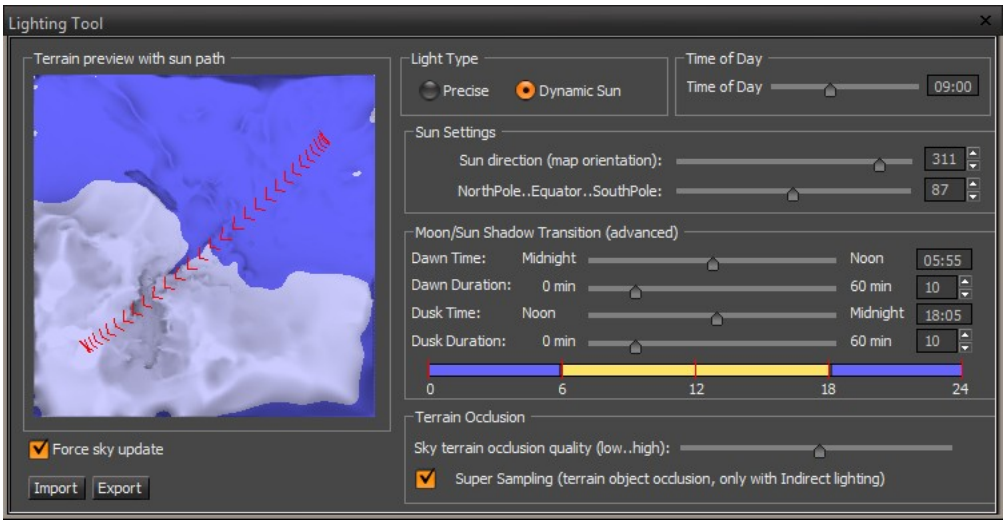
# Overview

On the **Terrain** menu, click **Lighting** to open the Terrain Lighting dialog box.




In the Terrain Lighting dialog box, you can set the direction from which the sun rises, as well as the location from the NorthPole to the SouthPole. The rising and setting times for the sun and moon can also be adjusted.

Adjust the quality of Terrain Occlusion by adjusting the slider at the bottom of the dialog box, and enable or disable Super Sampling.




| Terrain Lighting | Description |
|---|---|
| **Light Type** | **DEPRECATED** - Switch between different lighting modes. |
| **Time of Day** | Allows you to change the time of day so you can preview your lighting changes across varying times. |
| **Sun Direction** | Changes the direction where the sun should rise. |
| **NorthPole..Equator.. SouthPole** | Will change if the sun is closer to the north or south pole |
| **Moon/Sun Shadow Transition** | As there can be only sun or moon lighting you need to adjust following parameters to adjusted the time when the sun lighting should be active and when the moon lighting should be active. |
| **Dawn Time** | Sets the time when the sun should rise. |
| **Dawn Duration** | Changes the duration of the moon to sun lighting transition phase. |

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|---|---|
| **Dusk Time** | Sets the time when the sun should set. |
| **Dusk Duration** | Changes the duration of the sun to moon lighting transition phase. |
| **Force sky update** | Selecting this check box forces a complete update of the sky light calculations in each frame.<br>If the check box is deselected, calculations are distributed over several frames and it can take some time until the effect of the modified parameters becomes visible. |
| **Import** | Import lighting settings from a saved lighting (.lgt) file. |
| **Export** | Export current settings to a lighting (.lgt) file |
| **Terrain Occlusion** | To create the effect of indirect lighting the amount of light occlusion can be adjusted here. |
| **Super Sampling** | Interpolates the pixels of indirect sampling data so there are no hard transition between them. |