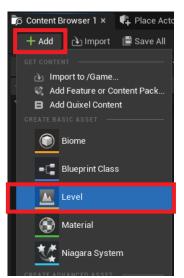
1 Create a new level

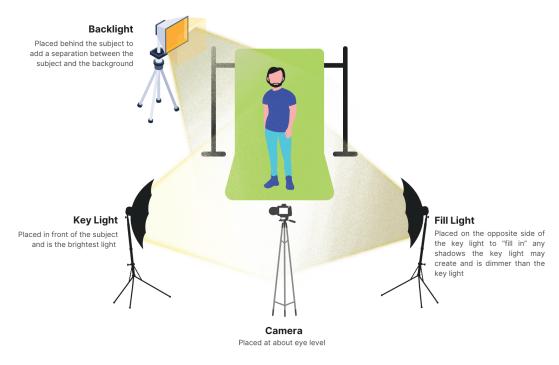


2 Add 3 or 4 directional lights. (1 back light, 1 fill light and 1 key light)

¥	🔆 BackLight50	DirectionalLight
\sim	🔆 FillLight55	DirectionalLight
\sim	🔆 FillLight56	DirectionalLight
\succ	🔆 KeyLight54	DirectionalLight

(Based on Three Point Lighting system)

Three-Point Lighting System



3 Place a Cine Camera Actor and set the viewport to be visible from the camera (I make a separate camera for each building so it becomes easier to switch between angles and not mess up the settings :)

🝺 Conten	nt Browser 1 📭 Place Actors × WBPE Set Instan	E Perspectiv
Q Sear		
	o 🚯 🔋 📶 🗊 🛆 🕩 🗱 🗗 💣	
	CINEMATIC	
	Camera Rig Crane	r.ContactShadows.N Multiple directional li As a fallback, the ma
	Camera Rig Rail	
	Camera Shake Source Actor	
	Cine Camera Actor	
31115	Level Sequence Actor A CineCameraActor is a CameraActor specialized to work like a	cinematic camera.

	Ŷ	Pers	pective	Lit Show	Scalability: Medium
1	٠	٢	Perspective	ALT+G	
			RAPHIC ——		
	•		Тор	ALT+J	
	٠		Bottom	ALT+SHIFT+J	
r.Cor	٠		Left	ALT+K	sity is set but ignored. Use setting on the Ligh
Mult	٠		Right	ALT+SHIFT+K	e the single one used for forward shading, tra
As a	٠	Ð	Front	ALT+H	e selected based on overall brightness.
	•		Back	ALT+SHIFT+H	
		Pla	ced Cameras	>	● ■ Cam_Assembler
	VIE	WPOF	RT ТҮРЕ ———		● ■ Cam_Beam
	٠	Def	fault Viewport		● ■• Cam_BiomassBurner
	٠	Cin	ematic Viewpo	ort	● ■• Cam_Blender
					● ■4 Cam_CeilingLight
					E4 Cam_CoalGenerator
					● ■< Cam_Constructor
					● ■< Cam_ConveyorBelt
					● ■4 Cam_ConveyorLift
					● ■< Cam_ConveyorPole

4 Place a mesh/BP (in this case BP_Tractor),

make sure it's at 0,0,0 in the scene and set up your camera in the angle you'd like!

	Image: A set of the set of t		rame_0
	Cam_Tractor	ungs + Add •	- C - A^
	📇 Cam_Tractor (Instance)		
	✓ ▲a SceneComponent (SceneCompo	nent) Edit ir	in C++
	■ CameraComponent (CameraCo		in C++
	Q Search]★☆
	General Actor Misc Stre	aming All	
	Lookat Tracking Settings		
	▶ Filmback	16:9 DSLR 🗸	
	▶ Lens Settings	Universal Zoom 🗸	
	👻 Focus Settings		
	Focus Method	Manual	
	Manual Focus Distance	1094.605835 cm 🖋	
\bullet . The second secon	Draw Debug Focus Plane		
	Debug Focus Plane Color		
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	rosua orract.	N.V.	

For the camera settings I usually go for the 16:9 DSLR with Universal Zoom, and then use the Draw Debug Focus Plane to make sure things are in focus.

5 Go into the details of the BP_Tractor, select the mesh and make sure to turn on Render CustomDepth Pass

🔀 Details 🛛 🗙 🌍 World Settings					
<u>≜</u> BP_Tractor					
🛓 BP_Tractor (Self)					
▼ 🛱 Mesh (VehicleMesh)					
📌 Foliage Collide Box (FoliageBox)					
🐙 WorkbenchInteractBounds					
🔻 💣 SpringArm					
⊸ ∎∢ Camera					
× custom					
General Animation LOD Misc	Physics Rendering All				
Physics					
Advanced					
Sleep Family	Custom 🗸				
Custom Sleep Threshold Multiplier	0.0				
▼ Rendering					
Custom Primitive Data Defaults	0 Array elements 🕣 🛱				
- Advanced					
Render CustomDepth Pass					
CustomDepth Stencil Value	0				
Custom Depth Stencil Write Mask	Default 🗸				

6 When you're happy with the angle and lighting, open up High Resolution Screenshot, turn on Use custom depth as mask, and capture! It will be saved in a folder automatically.

Up the screenshot size multiplier for higher resolution.

