

Turning off all lighting is a simple task.

1. First rotate the light upward, so points away from the ground level.

3. Rebuild the lighting.

2. Select the Sky Sphere and make the indicated settings.

The screenshot displays the Unreal Engine 4 interface during a lighting adjustment. The main viewport shows a scene with a sun and a moon, with a red box highlighting the light source. An inset window shows a close-up of the light source being rotated. The right-hand panel shows the 'Sky Sphere' selected in the 'World Outliner' and 'Details' panels, with red boxes highlighting specific settings: Sun Brightness (50.0), Cloud Speed (2.0), Cloud Opacity (0.0), and Sun Height (-0.515699). The 'Build' button in the top toolbar is also highlighted.