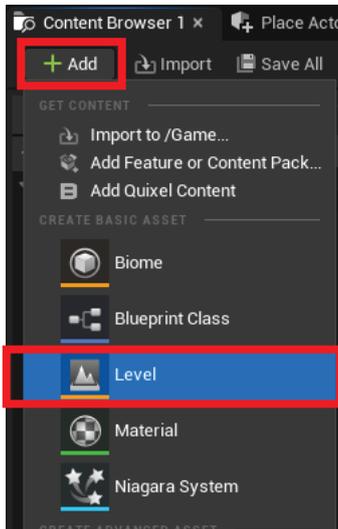
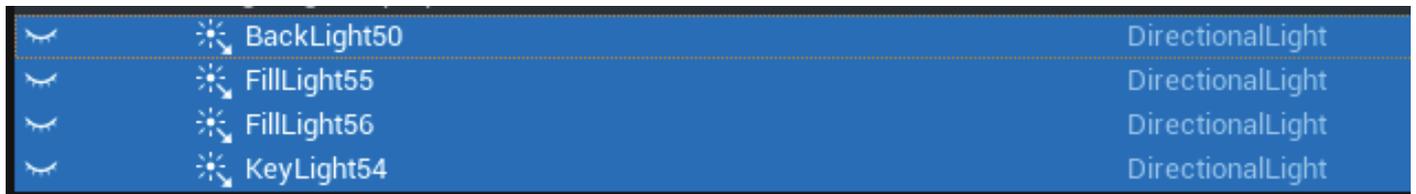


1 Create a new level

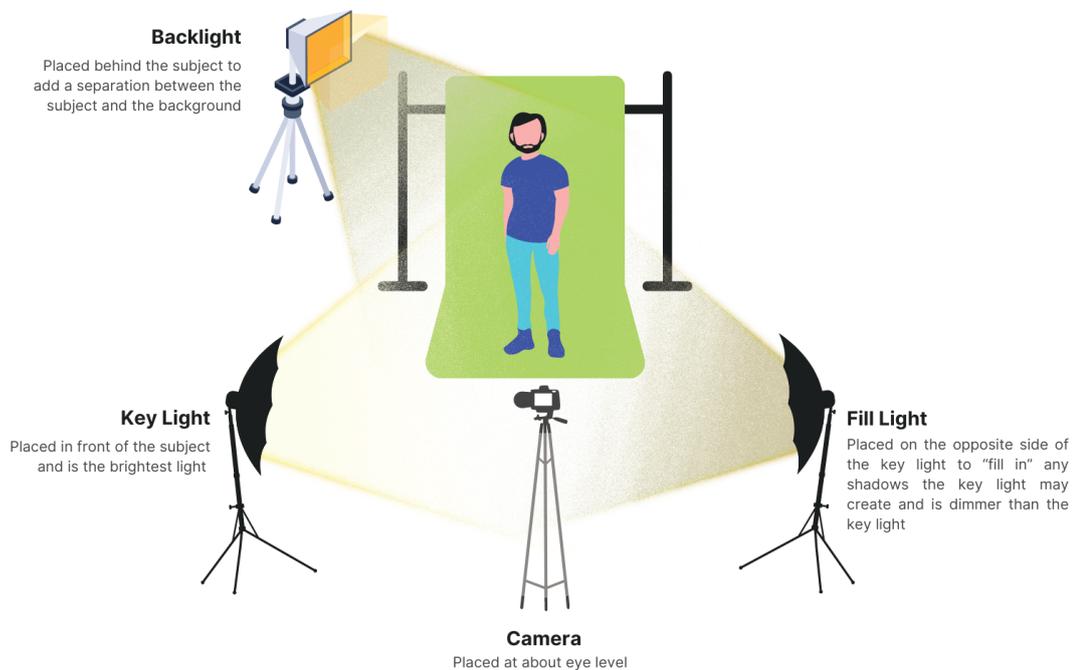


2 Add 3 or 4 directional lights. (1 back light, 1 fill light and 1 key light)

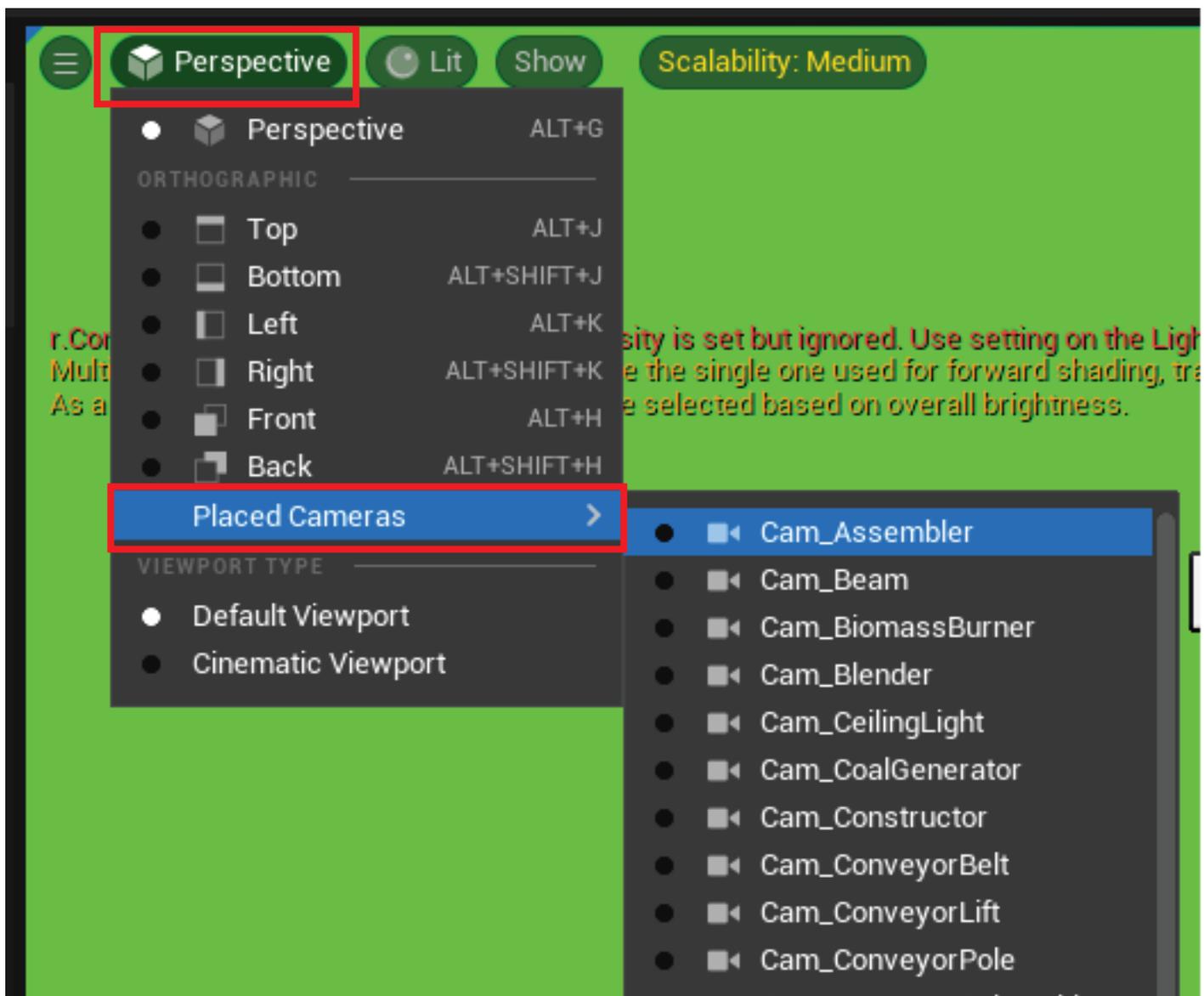
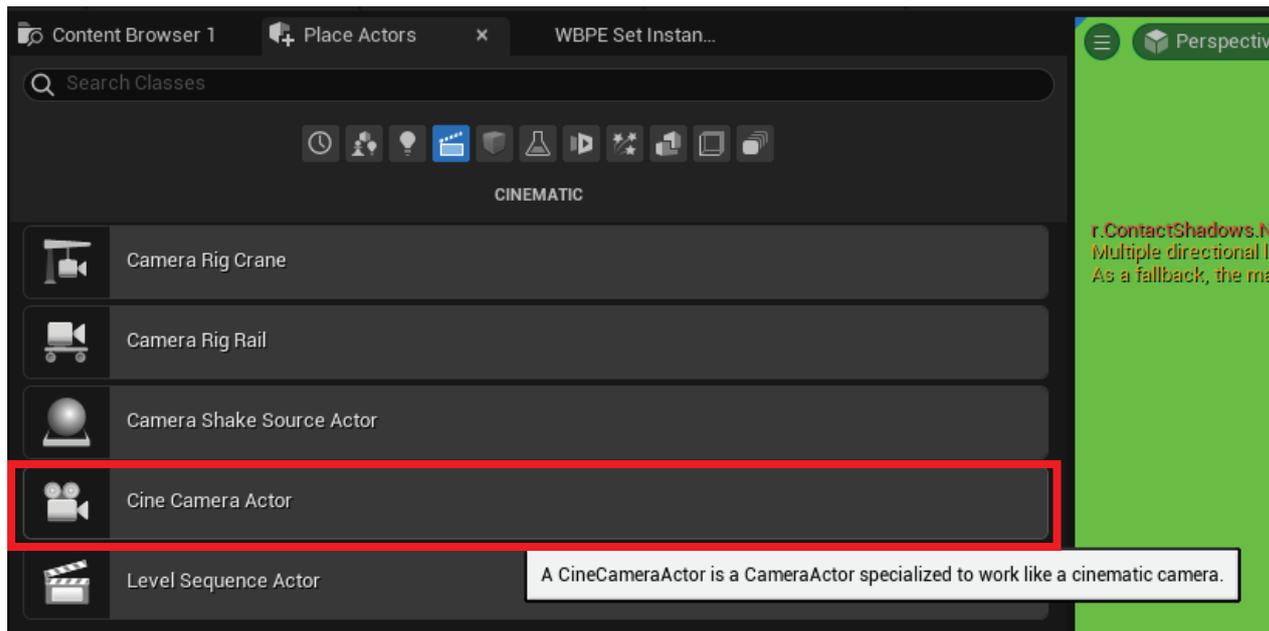


(Based on Three Point Lighting system)

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 :)

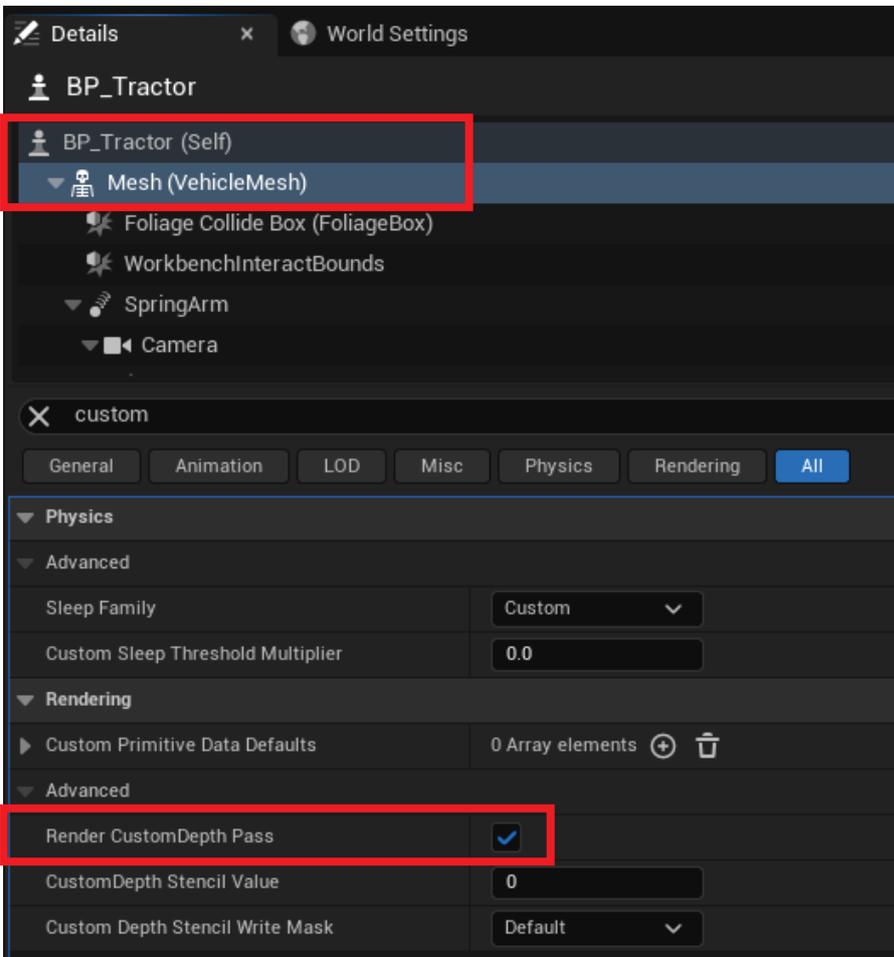


4 Place a mesh/BP (in this case BP_Tractor), make sure it's at 0,0,0 in the scene and set up your camera in the angle you'd like!



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



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.

