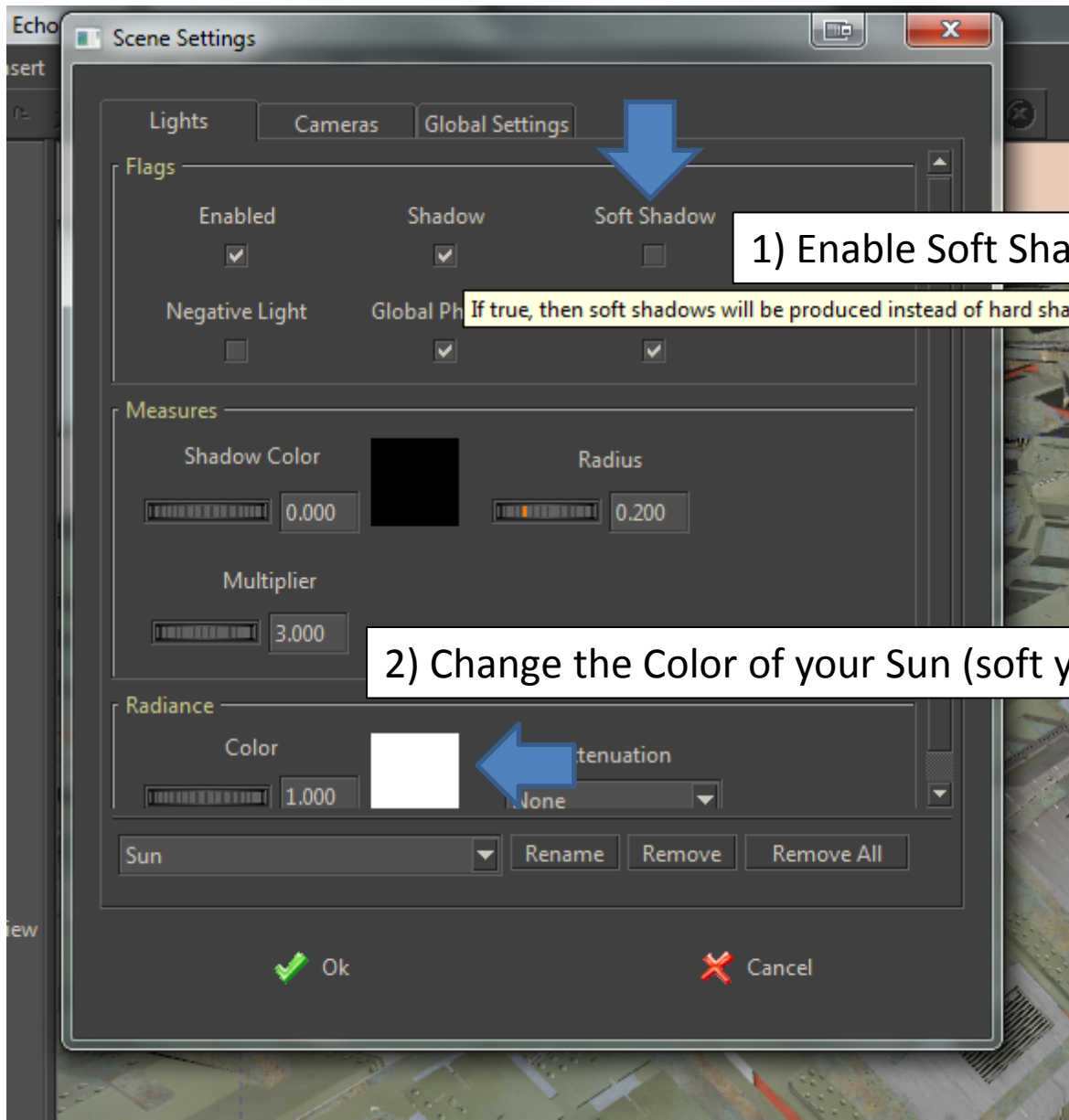


1. Settings > Scene...



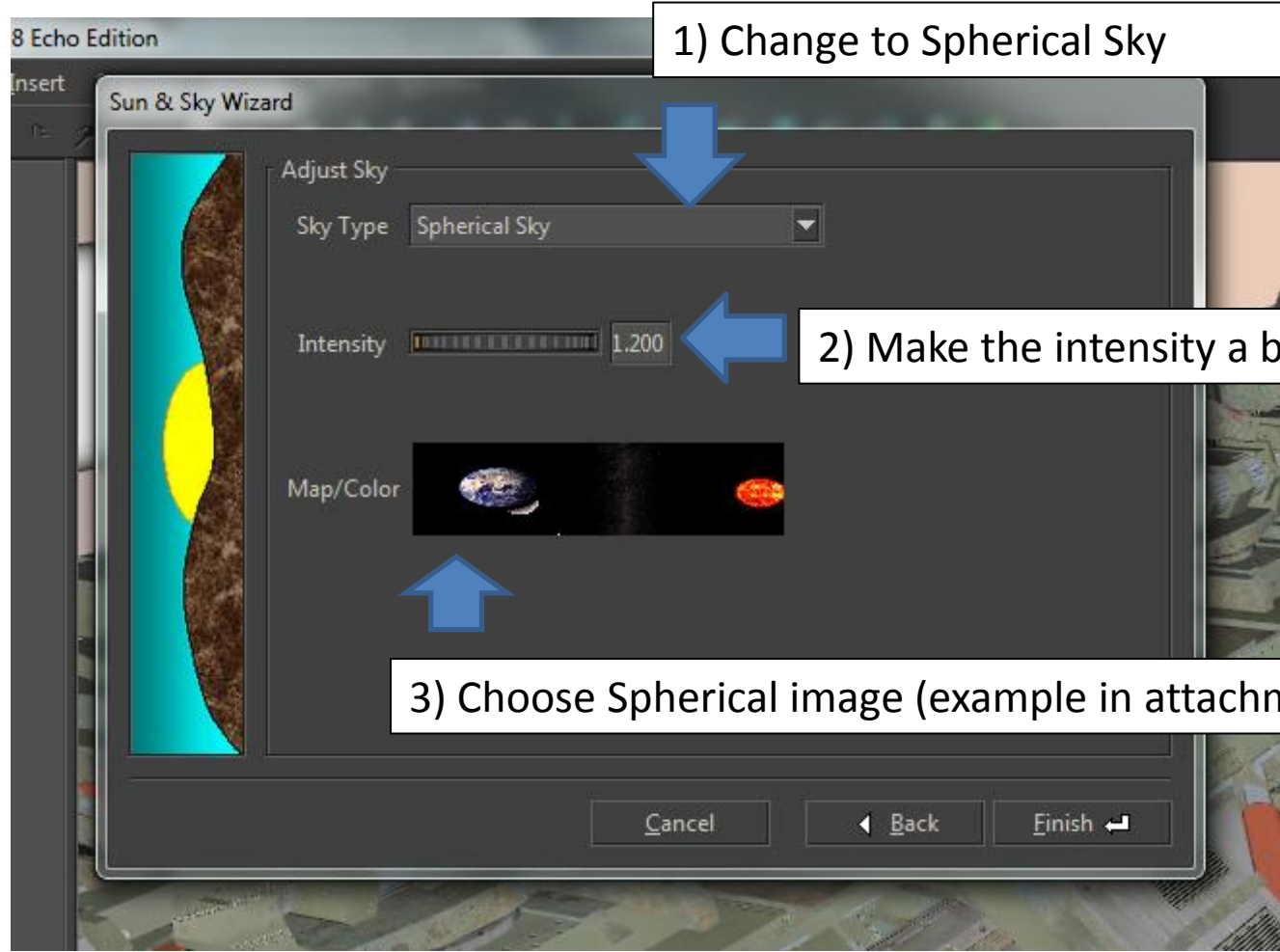
1) Enable Soft Shadow

If true, then soft shadows will be produced instead of hard shadows

2) Change the Color of your Sun (soft yellowish color)

2. Settings > Sun & Sky

1) Change to Spherical Sky

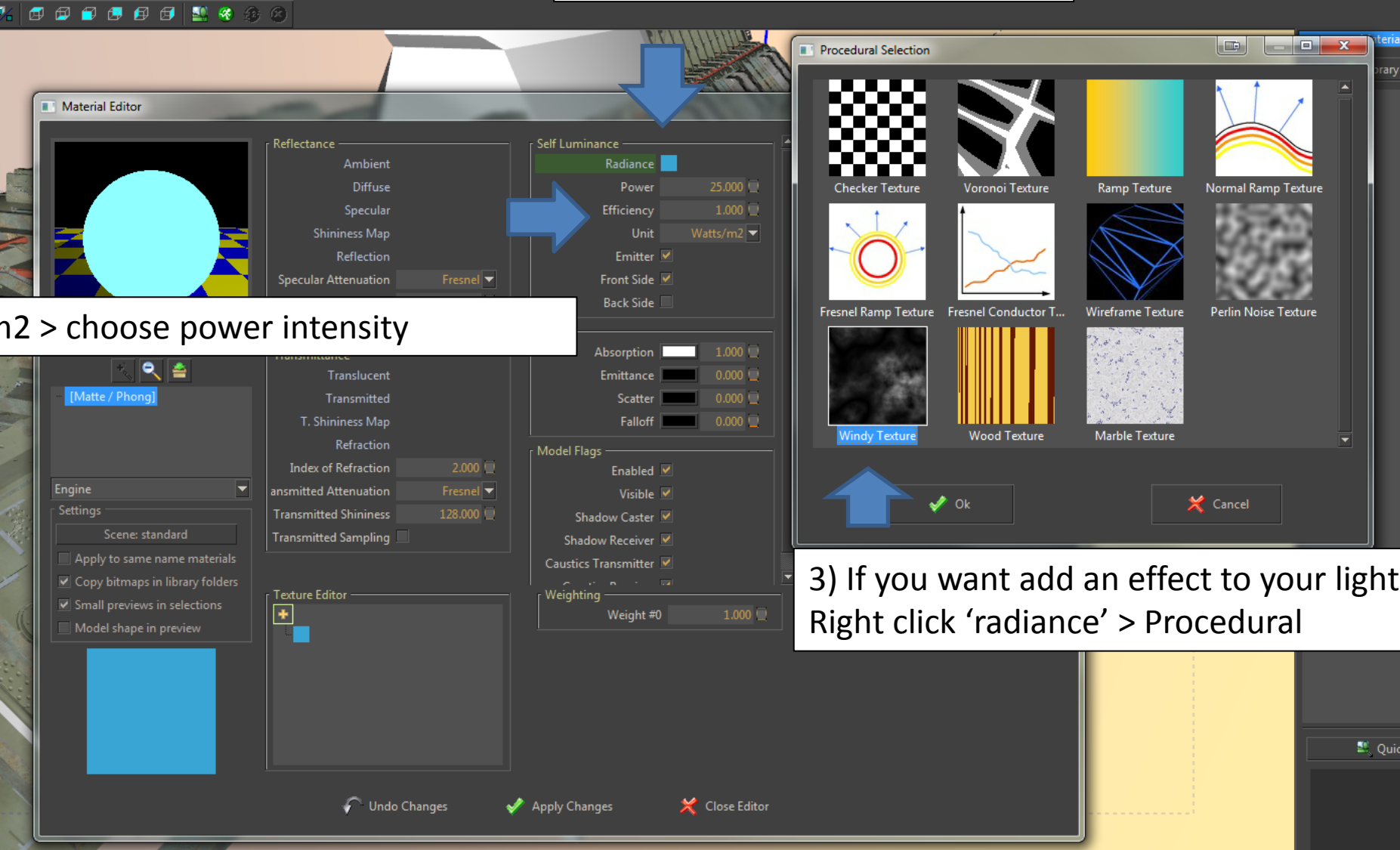


2) Make the intensity a bit higher

3) Choose Spherical image (example in attachment)

3. Right click 'material' > edit material...

1) Use bright Radiance color

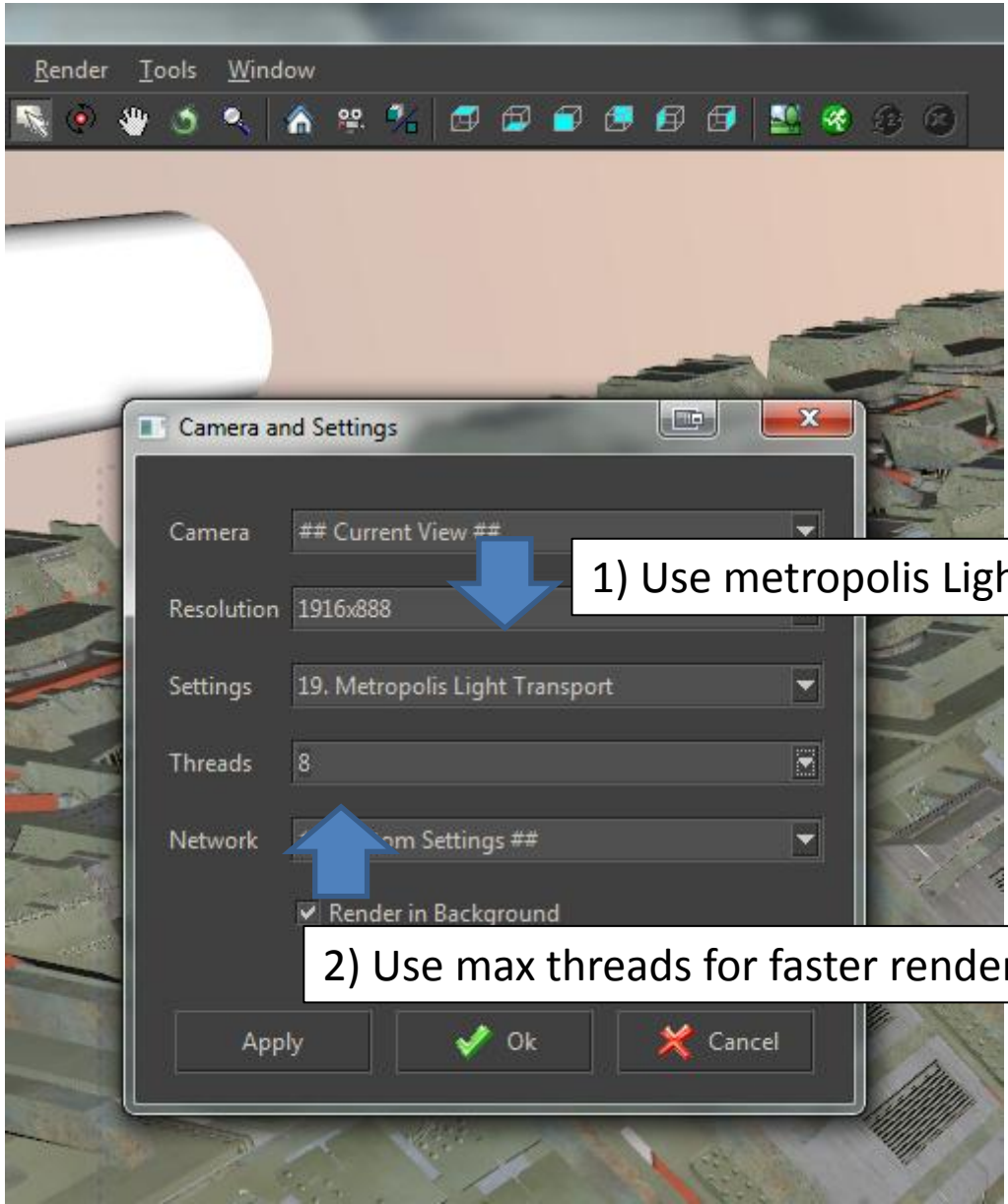


Watts/m2 > choose power intensity

3) If you want add an effect to your light
Right click 'radiance' > Procedural

Engines in last render do have this settings (with Windy Texture as procedural)

4. Press render button



1) Use metropolis Light Transport

2) Use max threads for faster render