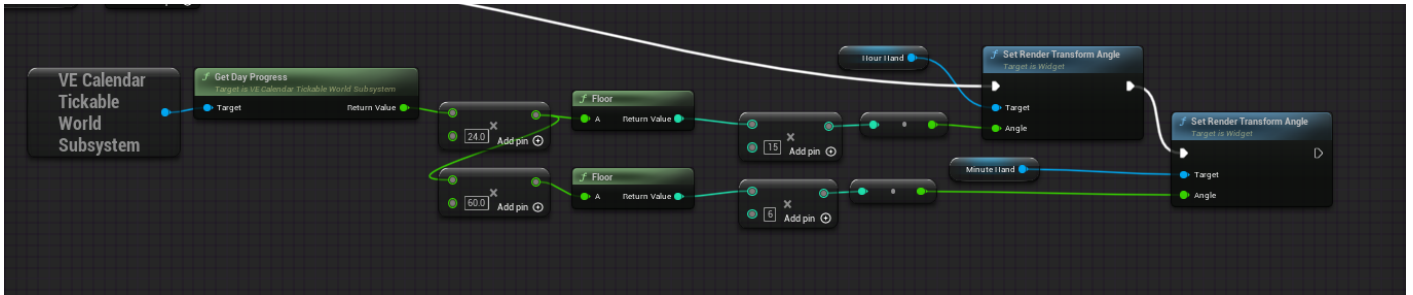


Clock UI

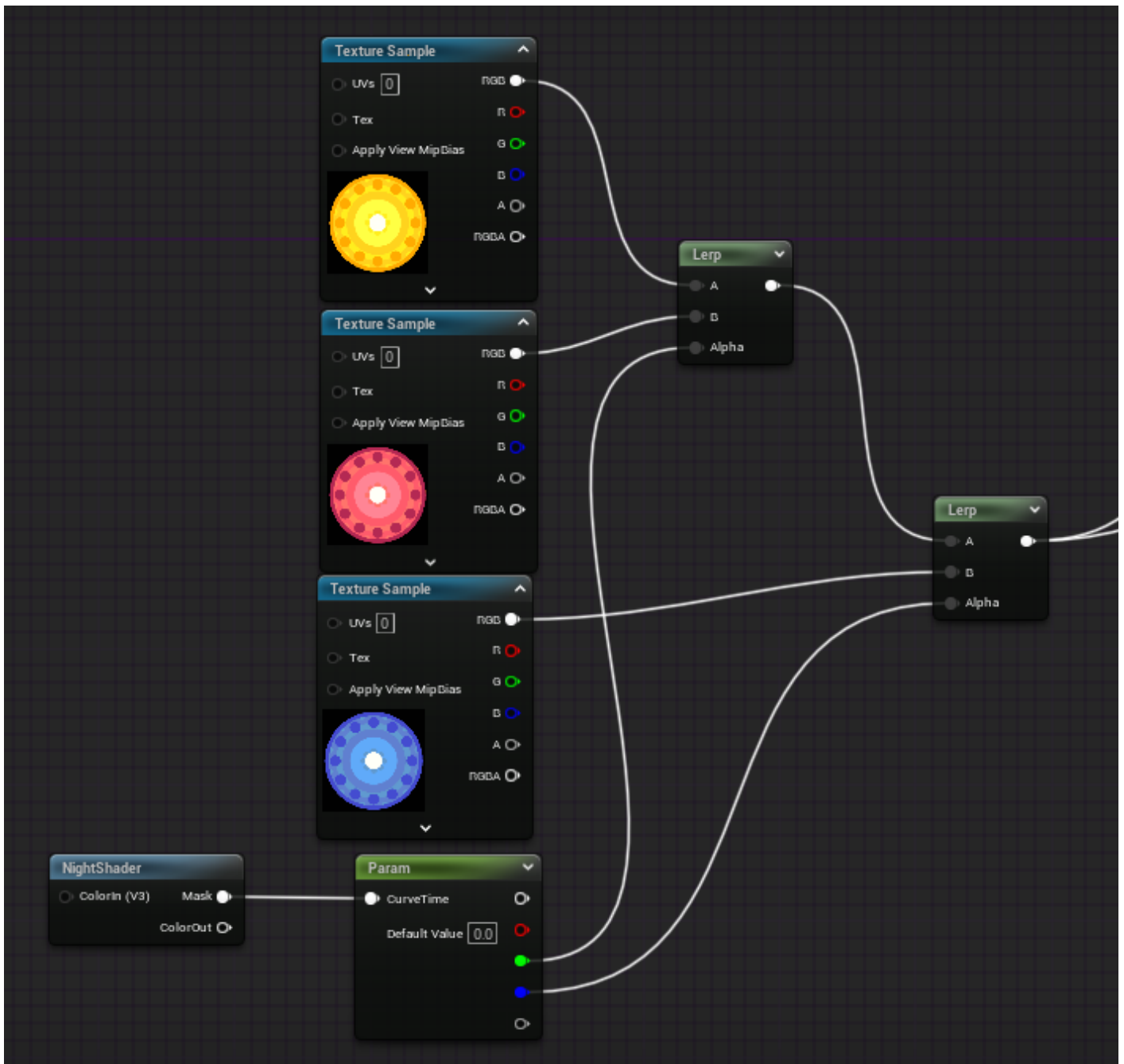
- Clock hands
- Clock Gradient

Clock hands



Within RTP_Clock on the tick we just get the day progress 0-1 and convert it to minutes and hours then it multiplies the values by the angle the hand needs to move

Clock Gradient



The clock gradient is controlled by a shader, the NightShader Mask output outputs 0 if its day, 0.5 if its dusk or dawn, and 1 if its night. We use this value to sample a curve to properly lerp between the 3