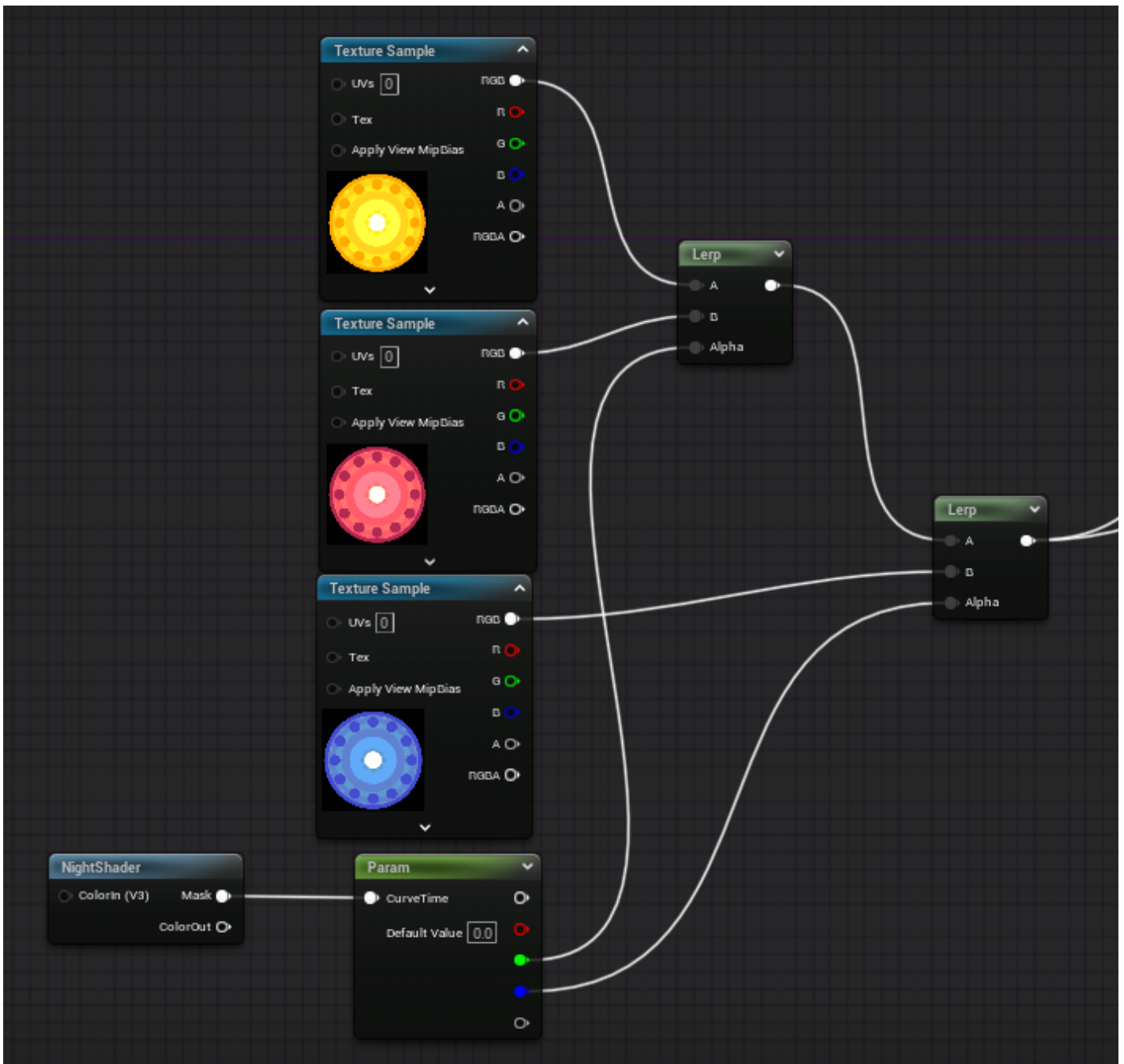


# Clock Gradient



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

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