Super Simple Skybox

Developed by OccaSoftware

Review this asset on the Unity Asset Store :)

What is this

An easy-to-use, artist-friendly, and feature-rich skybox shader made with Shader Graph.

What's included

- Materials
  - Simple Skybox Material
- Shaders
  - Simple Skybox Shader Graph
  - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art
  - 13 Cloud Textures
  - 10 Night Sky Textures
- Scripts
  - Easy-to-use script that lets your sun and moon rotate to simulate a day/night cycle.
  - Script that is used to define the rotation of the stars.
  - One assembly definition for the Skybox scripts

- Scenes
    - Demo Scene
    - Sample Post Processing Profile

Features

1. **Plug-and-play:** Drag and drop the skybox material into your scene’s Skybox Material slot. You’re done.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.
3. **Customizable:** Configure the skybox with 29 different parameters, including cloud and star textures, daytime and nighttime colors, sun colors, sunset parameters, moon size, color, and falloff, and more.

Support

Every asset we sell is backed by a 100% customer satisfaction guarantee. If you are not 100% satisfied, please contact us at hello@occasoftware.com or join our Discord.

We'd love to hear from you

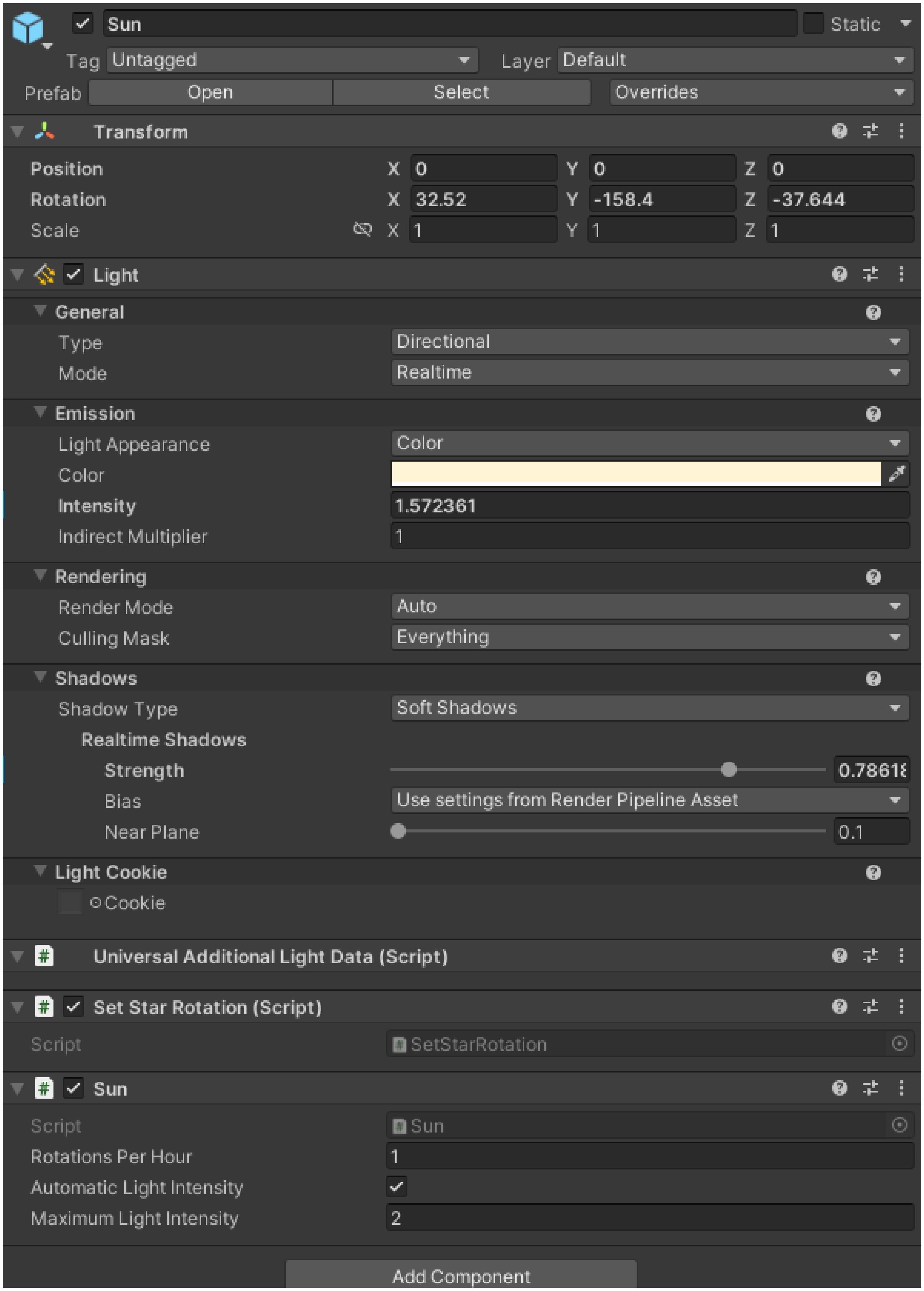
Your feedback is extremely important to us. We'd love to hear what you think of this asset so that we can improve it for you and for future developers.

Please share your feedback on the Unity Asset Store.

Usage Details

Initial Setup

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Add the **Sun.cs** and **SetStarRotation.cs** scripts to the main directional light in your scene.



☑ Sun □ Static

Tag Untagged

Layer Default

Prefab

Transform

Position X 0 Y 0 Z 0

Rotation X 32.52 Y -158.4 Z -37.644

Scale X 1 Y 1 Z 1

☑ **Light**

General

Type Directional

Mode Realtime

Emission

Light Appearance Color

Color

Intensity 1.572361

Indirect Multiplier 1

Rendering

Render Mode Auto

Culling Mask Everything

Shadows

Shadow Type Soft Shadows

Realtime Shadows

Strength 0.78618

Bias Use settings from Render Pipeline Asset

Near Plane 0.1

Light Cookie

⊙Cookie

Universal Additional Light Data (Script)

☑ **Set Star Rotation (Script)**

Script SetStarRotation

☑ **Sun**

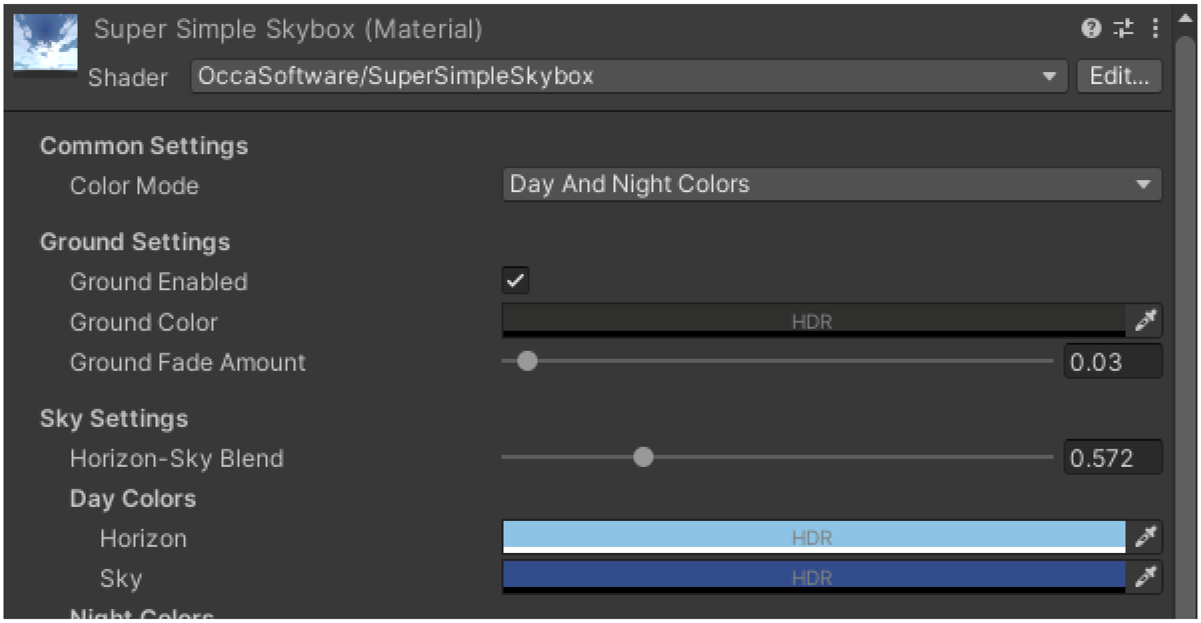
Script Sun

Rotations Per Hour 1

Automatic Light Intensity ☑

Maximum Light Intensity 2

4. Create a new Material, then change the Shader type to OccaSoftware/SuperSimpleSkybox.



Super Simple Skybox (Material)

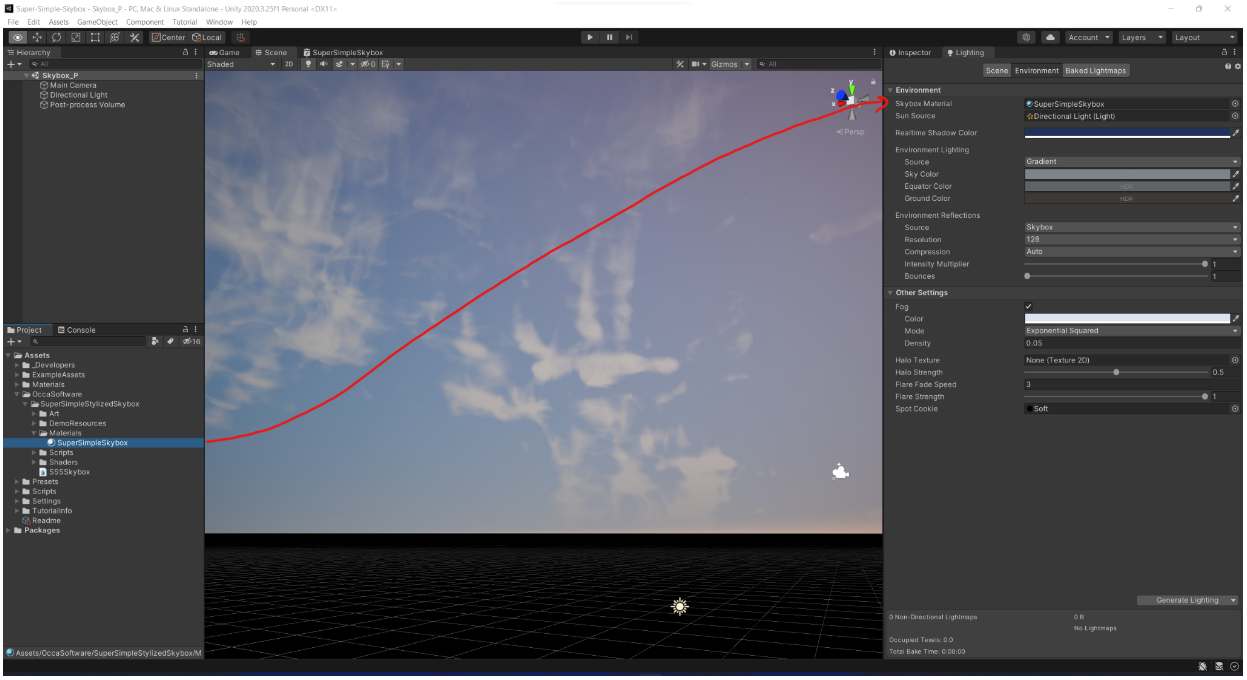
Shader: OccaSoftware/SuperSimpleSkybox

Common Settings
- Color Mode: Day And Night Colors

Ground Settings
- Ground Enabled: ☑
- Ground Color: HDR
- Ground Fade Amount: 0.03

Sky Settings
- Horizon-Sky Blend: 0.572
- Day Colors
  - Horizon: HDR
  - Sky: HDR
- Night Colors

5. Drag-and-drop the newly-created Material into your Skybox Material slot (Lighting -> Environment).



Super-Simple-Skybox - Skybox_P - PC, Mac & Linux Standalone - Unity 2020.3.25f1 Personal <DX11>

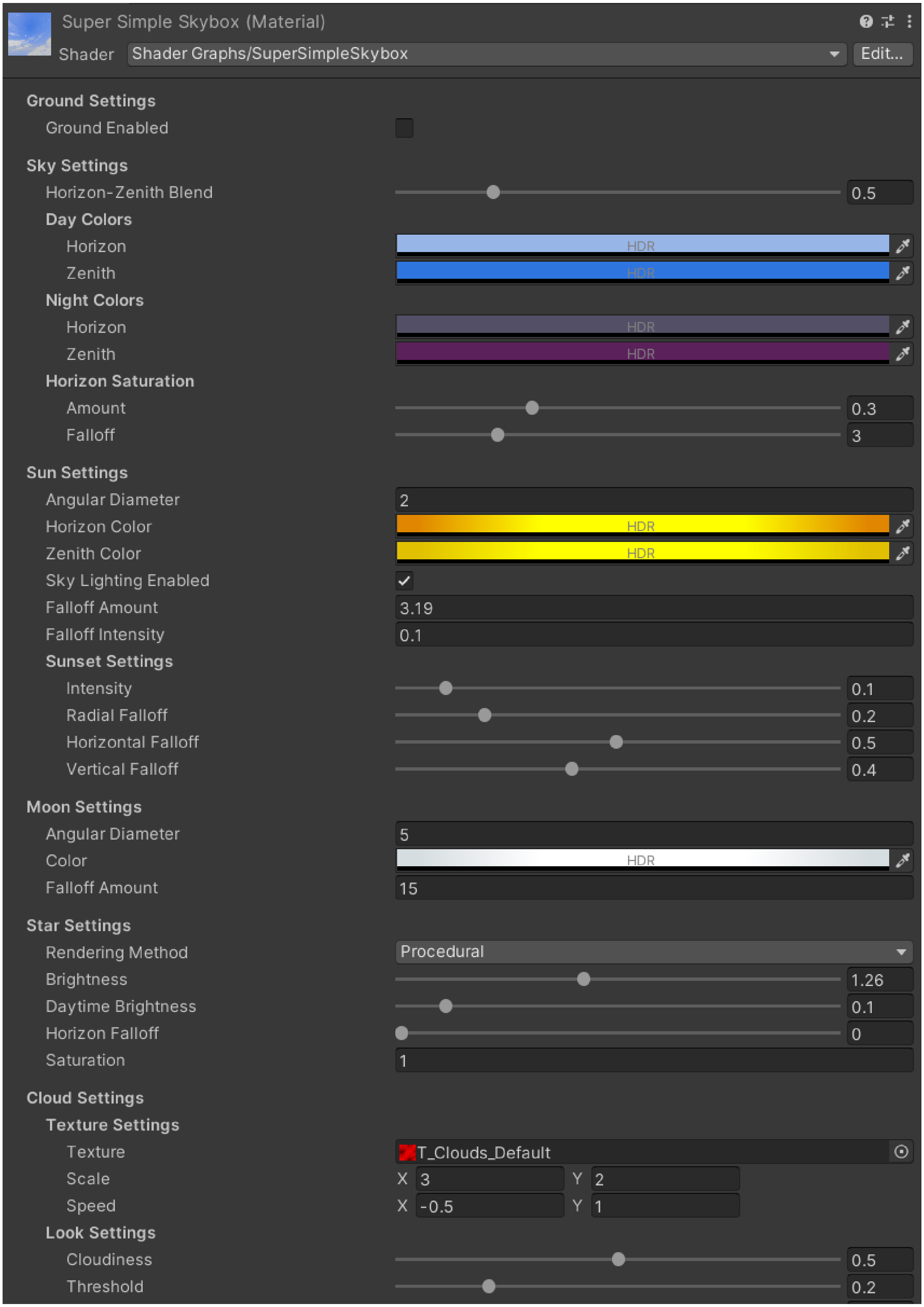
Environment
- Skybox Material: SuperSimpleSkybox
- Sun Source: Directional Light (Light)
- Realtime Shadow Color
- Environment Lighting
  - Source: Gradient
  - Sky Color: HDR
  - Equator Color: HDR
  - Ground Color: HDR
- Environment Reflections
  - Source: Skybox
  - Resolution: 128
  - Compression: Auto
  - Intensity Multiplier: 1
  - Bounces: 1

Other Settings
- Fog: ☑
  - Color
  - Mode: Exponential Squared
  - Density: 0.05
- Halo Texture: None (Texture 2D)
- Halo Strength: 0.5
- Flare Fade Speed: 3
- Flare Strength: 1
- Spot Cookie: Soft

0 Non-Directional Lightmaps 0 B
No Lightmaps
Occupied Texels: 0.0
Total Bake Time: 0:00:00

Assets/OccaSoftware/SuperSimpleStylizedSkybox/M

6. Customize your Skybox by clicking on your Skybox Material and editing the parameters.



Super Simple Skybox (Material)

Shader: Shader Graphs/SuperSimpleSkybox — Edit...

Ground Settings

Ground Enabled	☐

Sky Settings

Horizon-Zenith Blend	0.5
Day Colors	
Horizon	HDR
Zenith	HDR
Night Colors	
Horizon	HDR
Zenith	HDR
Horizon Saturation	
Amount	0.3
Falloff	3

Sun Settings

Angular Diameter	2
Horizon Color	HDR
Zenith Color	HDR
Sky Lighting Enabled	☑
Falloff Amount	3.19
Falloff Intensity	0.1
Sunset Settings	
Intensity	0.1
Radial Falloff	0.2
Horizontal Falloff	0.5
Vertical Falloff	0.4

Moon Settings

Angular Diameter	5
Color	HDR
Falloff Amount	15

Star Settings

Rendering Method	Procedural
Brightness	1.26
Daytime Brightness	0.1
Horizon Falloff	0
Saturation	1

Cloud Settings

Texture Settings	
Texture	T_Clouds_Default
Scale	X 3 Y 2
Speed	X -0.5 Y 1
Look Settings	
Cloudiness	0.5
Threshold	0.2

7. Create as many copies of the Skybox Material as you would like. Each copy can have its own parameters and configuration.

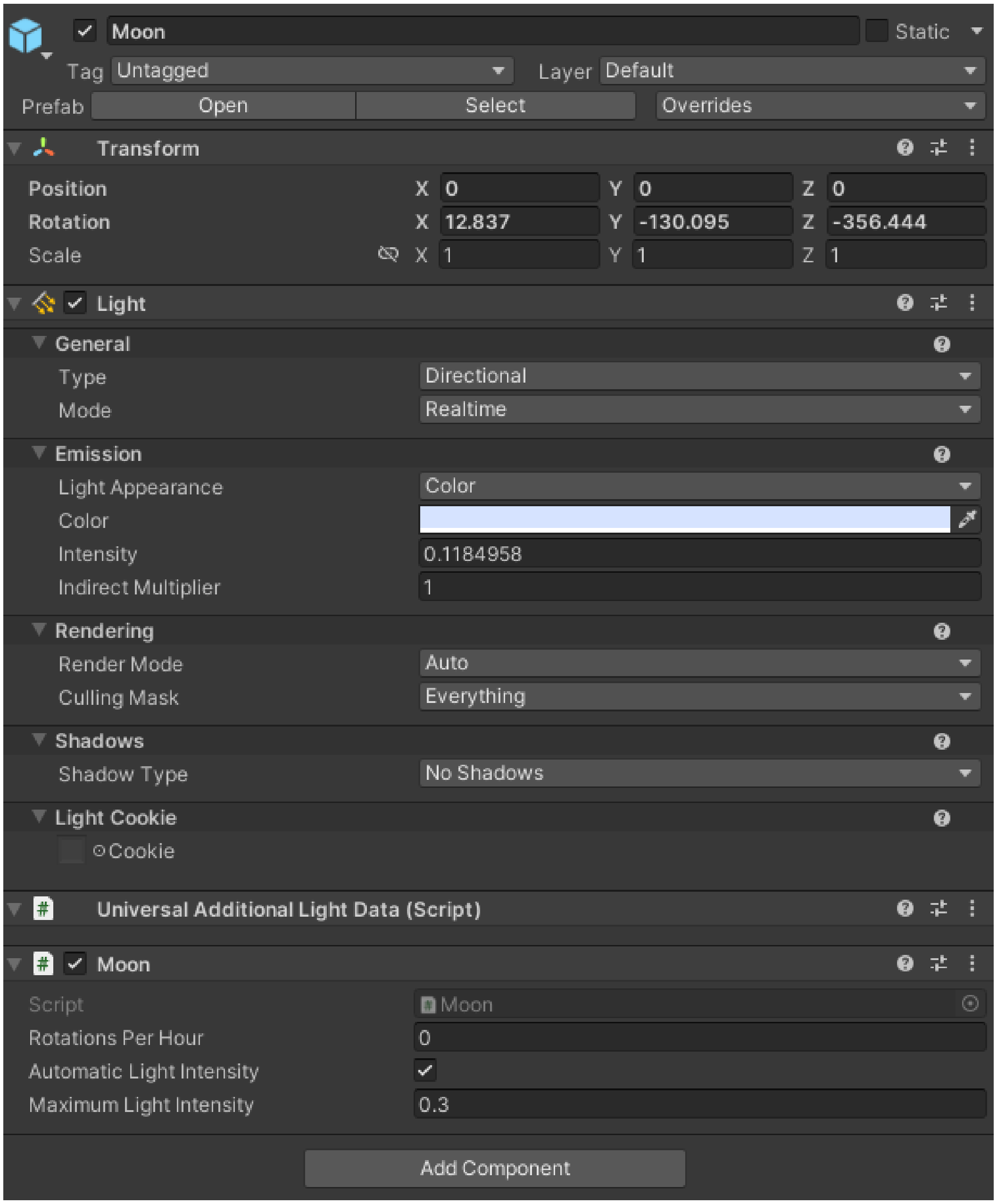
Subscribing to the built-in event system

- The Sun.cs script and Moon.cs script both inherit from the DirectionalLight.cs script, which has two events: **OnRise** and **OnSet**.
- You can subscribe to these events to trigger other actions in your scene when the corresponding light rises or sets.

Adding a Moon

You can also add a Moon in your scene.

- To add a moon, just add an additional Directional Light in your scene.
- Then add the Moon.cs component.



☑ Moon □ Static

Tag Untagged Layer Default

Prefab Open Select Overrides

Transform

	X	Y	Z
Position	0	0	0
Rotation	12.837	-130.095	-356.444
Scale	1	1	1

☑ **Light**

General

Type: Directional

Mode: Realtime

Emission

Light Appearance: Color

Color:

Intensity: 0.1184958

Indirect Multiplier: 1

Rendering

Render Mode: Auto

Culling Mask: Everything

Shadows

Shadow Type: No Shadows

Light Cookie

Cookie

Universal Additional Light Data (Script)

☑ **Moon**

Script: Moon

Rotations Per Hour: 0

Automatic Light Intensity: ☑

Maximum Light Intensity: 0.3

Built-In Render Pipeline Support

Note regarding Built-In support coverage. *This asset is designed for and targets Universal Render Pipeline. However, Unity has added Shader Graph support to the Built-In Render Pipeline from Unity 2021.2. Given that context, this asset has been updated to work on Built-In Render Pipeline for Unity 2021.3 as of release 1.4.0. However, future updates to this asset are not guaranteed to work on Built-In and support is not explicitly guaranteed for Built-In. URP is the target platform. In the event Built-In support will break to enable an improved URP experience, Built-In support will be broken.*

That being said, you should be able to import and use this asset in Built-In Render Pipeline following the above directions.

Additional recommendations:

- Set colorspace to Linear
- Ensure Post-Processing is enabled with HDR Color Grading and Tonemapping enabled.

Please feel free to contact me at michael@occasoftware.com for any additional support regarding Built-In.

Links

- Website & Docs
- Discord
- Youtube