Humble Nature - Shaders, models & textures - V.2

Thank you for supporting this humble developer! You now have several shaders, models and textures with a unique style, with a variety of options to customize and adapt these assets to your game.

What do I need to know?

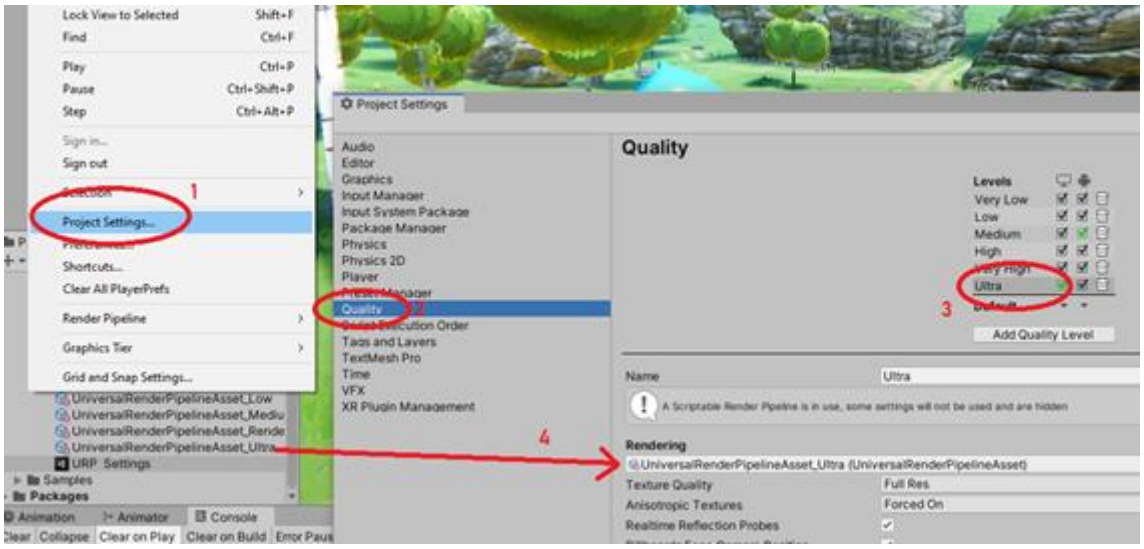
These assets are created for Universal Render Pipeline, since its shaders are created with ShaderGraph, so your project must have the URP and ShaderGraph packages installed.

URP Settings:

If you want to achieve the same settings for store videos and images, you can import the settings package in the path HumbleNature/URP_Settings/URP Settings.unitypackage

Then you must assign the different settings assets in the Edit/Project settings/quality window.

Example:



Textures details:

1. Arrows -128x128-Sprite
2. Background -238x238-Sprite
3. Blue -1x1-Image
4. Bobouncing_Face_AlbedoTransparency -2048x2048-Image
5. Bobouncing_Face_MetallicSmoothness -2048x2048-Image
6. Bobouncing_Face_Normal -2048x2048-Image
7. Brak -2048x2048-Image
8. Brak2 -2048x2048-Image
9. Brak_Normal -2048x2048-NormalMap
10. Brak_Normal2 -1024x1024-Image
11. Brak_Styled -1024x1024-Image
12. Branch -2048x2048-Image

13. Branch_N -2048x2048-Image
14. Bubble -1024x1024-Image
15. Button -194x46-Sprite
16. ButtonJump -128x128-Sprite
17. ButtonRun -128x128-Sprite
18. ClimbingPlant -2048x2048-Image
19. ClimbingPlant_N -2048x2048-NormalMap
20. Clouds -1024x1024-Image
21. Clouds_N -1024x1024-NormalMap
22. Clouds_ScatteringMask -1024x1024-Image
23. DarkGreen -1x1-Image
24. DirtyLens -1024x576-Sprite
25. Empty_N -1x1-NormalMap
26. Grass_Styled_N -2048x2048-Image
27. GrassAtlas -2048x512-Image
28. GrassAtlas2 -2048x2048-Image
29. GrassAtlas_N -2048x512-Image
30. GreenTreeBillboard -1024x1024-Image
31. GreenTreeBillboard_Normal -1024x1024-Image
32. GroundGrass -1x1-Image
33. GroundGrass2 -1x1-Image
34. GroundGrass3 -1x1-Image
35. GroundGrassDetailed3 -1024x1024-Image
36. GroundGrassDetailed3_RedLeaves -1024x1024-Image
37. GroundGrassDetailed3_YellowLeaves -1024x1024-Image
38. GroundLeaves_Gold -512x512-Image
39. GroundLeaves_Gold_Soft -2048x2048-Image
40. GroundLeaves_Natural -512x512-Image
41. GroundLeaves_Red_Soft -2048x2048-Image
42. GroundYellow -1024x1024-Image
43. Header -800x40-Sprite
44. HouseInn_Base_AlbedoTransparency -4096x4096-Image
45. HouseInn_Base_AO -2048x2048-Image
46. HouseInn_Base_Emission -2048x2048-Image
47. HouseInn_Base_MetallicSmoothness -2048x2048-Image
48. HouseInn_Base_Normal -2048x2048-NormalMap
49. HouseInn_Blocks_AlbedoTransparency -2048x2048-Image
50. HouseInn_Blocks_AO -2048x2048-Image
51. HouseInn_Blocks_MetallicSmoothness -2048x2048-Image
52. HouseInn_Blocks_Normal -2048x2048-NormalMap
53. HouseInn_Cloth_AlbedoTransparency -2048x2048-Image
54. HouseInn_Cloth_AO -2048x2048-Image
55. HouseInn_Cloth_MetallicSmoothness -2048x2048-Image
56. HouseInn_Cloth_Normal -2048x2048-NormalMap
57. HouseInn_Details_AlbedoTransparency -2048x2048-Image
58. HouseInn_Details_AO -2048x2048-Image
59. HouseInn_Details_MetallicSmoothness -2048x2048-Image
60. HouseInn_Details_Normal -2048x2048-NormalMap
61. HouseInn_Floor_AlbedoTransparency -4096x4096-Image
62. HouseInn_Floor_AO -2048x2048-Image

63. HouseInn_Floor_MetallicSmoothness -2048x2048-Image
64. HouseInn_Floor_Normal -4096x4096-NormalMap
65. HouseInn_Metal_AlbedoTransparency -2048x2048-Image
66. HouseInn_Metal_AO -2048x2048-Image
67. HouseInn_Metal_MetallicSmoothness -2048x2048-Image
68. HouseInn_Metal_Normal -2048x2048-NormalMap
69. HouseInn_Roof_AlbedoTransparency -2048x2048-Image
70. HouseInn_Roof_AO -2048x2048-Image
71. HouseInn_Roof_MetallicSmoothness -2048x2048-Image
72. HouseInn_Roof_Normal -2048x2048-NormalMap
73. HouseInn_Stone_AlbedoTransparency -4096x4096-Image
74. HouseInn_Stone_AO -2048x2048-Image
75. HouseInn_Stone_MetallicSmoothness -2048x2048-Image
76. HouseInn_Stone_Normal -4096x4096-NormalMap
77. HouseInn_Wood_AlbedoTransparency -2048x2048-Image
78. HouseInn_Wood_AO -2048x2048-Image
79. HouseInn_Wood_MetallicSmoothness -2048x2048-Image
80. HouseInn_Wood_Normal -2048x2048-NormalMap
81. Ivy -512x512-Image
82. Leaves1 Brown Detailed -2048x2048-Image
83. Leaves1 Brown Solid -2048x2048-Image
84. Leaves1 Red Detailed -2048x2048-Image
85. Leaves1 Red Solid -2048x2048-Image
86. Leaves1 White Solid -2048x2048-Image
87. Leaves1 Yellow Detailed -2048x2048-Image
88. Leaves1 Yellow Soft -2048x2048-Image
89. Leaves1 Yellow Solid -2048x2048-Image
90. Leaves2 Detail -2048x2048-Image
91. Leaves2 White Solid -2048x2048-Image
92. Leaves3 Detail -2048x2048-Image
93. Leaves3 White Solid -2048x2048-Image
94. Leaves4 Detail -2048x2048-Image
95. Leaves4 White Solid -2048x2048-Image
96. Leaves5 Detail -2048x2048-Image
97. Leaves5 White Solid -2048x2048-Image
98. Leaves6 White Solid -2048x2048-Image
99. Leaves6 Yellow Soft -2048x2048-Image
100. Leaves6-2 White Solid -2048x2048-Image
101. Leaves7 Detail -2048x2048-Image
102. Leaves7 Solid -2048x2048-Image
103. Moss -2048x2048-Image
104. Moss_N -2048x2048-NormalMap
105. MossSmall -1024x1024-Image
106. MossSmall_N -1024x1024-NormalMap
107. Panel -192x113-Sprite
108. ParticleRedLeaves -512x512-Image
109. ParticleYellowLeaves -512x512-Image
110. Pin -36x36-Sprite
111. Pink -1x1-Image
112. pinkFlower -512x512-Image

113. RockBrownDetail -2048x2048-Image
114. RockCube_2 -2048x2048-Image
115. RockCube_2_AO -2048x2048-Image
116. RockCube_2_Normal -2048x2048-Image
117. RockCube_3 -4096x4096-Image
118. RockCube_3_AO -2048x2048-Image
119. RockCube_3_Normal -2048x2048-Image
120. RockCube_4 -2048x2048-Image
121. RockCube_4_AO -2048x2048-Image
122. RockCube_4_Normal -2048x2048-Image
123. RockDetail_N -2048x2048-NormalMap
124. RockGrass -1024x1024-Image
125. RockGrayDetail -2048x2048-Image
126. RockWall1 -2048x2048-Image
127. RockWall1_AO -2048x2048-Image
128. RockWall1_Normal -2048x2048-NormalMap
129. RockWall2 -2048x2048-Image
130. RockWall2_AO -2048x2048-Image
131. RockWall2_Normal -2048x2048-Image
132. Scope -128x128-Sprite
133. SkyGradient -1x512-Image
134. SkyGradient2 -1x512-Image
135. SkyMap -2048x2048-Image
136. SmallRocksAtlas -2048x2048-Image
137. SmallRocksAtlas_AO -2048x2048-Image
138. SmallRocksAtlas_Normal -2048x2048-Image
139. Stars -1024x1024-Image
140. StartOptions -125x126-Sprite
141. StickBacground -128x128-Sprite
142. TopLight -1920x1080-Sprite
143. Trunk02 -2048x2048-Image
144. Trunk02 Moss -2048x2048-Image
145. Trunk02_Dark -1024x1024-Image
146. Trunk02_Dark_N -1024x1024-Image
147. Trunk02_N -2048x2048-NormalMap
148. Trunk_N -2048x2048-NormalMap
149. TrunkStylized -2048x2048-Image
150. TrunkStylized Moss -2048x2048-Image
151. TrunkStylized Moss_N -2048x2048-NormalMap
152. Vignette -1920x1080-Sprite
153. WaterAlbedo -1024x1024-Image
154. WaterDetailMask -512x512-Image
155. WaterDrops -512x512-Image
156. WaterfallFoam -1024x1024-Image
157. WaterfallFoam_N -1024x1024-NormalMap
158. WaterMist_N -512x512-NormalMap
159. WaterMistAlpha -512x512-Image
160. WaterPlant -1024x1024-Image
161. WaterRipples_N -512x512-NormalMap
162. WaterRipplesAlpha -512x512-Image

163. WaveNormals -1024x1024-Image
164. Yellow -1x1-Image
165. YellowTreeBillboard -1024x1024-Image
166. YellowTreeBillboard_Normal -1024x1024-Image

Mesh details:

1. Bobouncing_Body -Polygons: 218
2. Bobouncing_Face -Polygons: 165
3. Bush_LOD0 -Polygons: 4327
4. BushBig_LOD0 -Polygons: 408
5. BushBig_LOD1 -Polygons: 196
6. BushBig_LOD2 -Polygons: 148
7. BushMedium_LOD0 -Polygons: 240
8. BushMedium_LOD1 -Polygons: 139
9. BushPine_LOD0 -Polygons: 297
10. BushPine_LOD1 -Polygons: 180
11. BushPine_LOD2 -Polygons: 99
12. BushSmall_LOD0 -Polygons: 120
13. BushSmall_LOD1 -Polygons: 56
14. BushSmallPine -Polygons: 45
15. BushVeryBig_LOD0 -Polygons: 1656
16. BushVeryBig_LOD1 -Polygons: 868
17. BushVeryBig_LOD2 -Polygons: 452
18. Clovers01 -Polygons: 4
19. Clovers02_LOD0 -Polygons: 24
20. Clovers02_LOD1 -Polygons: 12
21. Door -Polygons: 2874
22. Flower01 -Polygons: 9
23. Flower01_Large -Polygons: 19
24. Flower02 -Polygons: 9
25. Flower02_Large -Polygons: 19
26. Grass01_LOD0 -Polygons: 40
27. Grass01_LOD1 -Polygons: 32
28. Grass01_LOD2 -Polygons: 20
29. Grass01_LOD3 -Polygons: 12
30. Grass01_LOD4 -Polygons: 4
31. Grass02_LOD0 -Polygons: 32
32. Grass02_LOD1 -Polygons: 16
33. Grass03_2_LOD0 -Polygons: 40
34. Grass03_2_LOD1 -Polygons: 24
35. Grass03_LOD0 -Polygons: 274
36. Grass03_LOD1 -Polygons: 154
37. Grass03_LOD2 -Polygons: 118
38. Grass03_LOD3 -Polygons: 66
39. Grass03_LOD4 -Polygons: 36
40. Grass04_LOD0 -Polygons: 40

41. Grass04_LOD1 -Polygons: 24
42. Grass05_LOD0 -Polygons: 32
43. Grass05_LOD1 -Polygons: 16
44. GroundLeaves_LOD0 -Polygons: 64
45. GroundLeaves_LOD1 -Polygons: 44
46. GroundLeaves_LOD2 -Polygons: 24
47. Ivy -Polygons: 528
48. Ivy01 -Polygons: 836
49. Ivy02 -Polygons: 1644
50. Ivy03 -Polygons: 424
51. Ivy04 -Polygons: 1180
52. Ivy05 -Polygons: 1000
53. IvyLong -Polygons: 3060
54. MainHouse -Polygons: 103550
55. MainHouse_Detail -Polygons: 22
56. MediumRock01_LOD0 -Polygons: 89
57. MediumRock01_LOD1 -Polygons: 49
58. MediumRock01_LOD2 -Polygons: 26
59. MediumRock02_LOD0 -Polygons: 172
60. MediumRock02_LOD1 -Polygons: 91
61. MediumRock02_LOD2 -Polygons: 49
62. MediumRock02_LOD3 -Polygons: 28
63. MiniRock -Polygons: 17
64. PiledRocks01_LOD0 -Polygons: 4128
65. PiledRocks01_LOD1 -Polygons: 987
66. PiledRocks01_LOD2 -Polygons: 346
67. PiledRocks01_LOD3 -Polygons: 179
68. Pine_Big_LOD0 -Polygons: 1446
69. Pine_Big_LOD1 -Polygons: 772
70. Pine_Big_LOD2 -Polygons: 409
71. Pine_Big_LOD3 -Polygons: 240
72. Plant01_LOD0 -Polygons: 150
73. Plant01_LOD1 -Polygons: 90
74. Plant01_LOD2 -Polygons: 60
75. Plant01_LOD3 -Polygons: 28
76. Plant02_LOD0 -Polygons: 88
77. Plant02_LOD1 -Polygons: 52
78. Plant02_LOD2 -Polygons: 34
79. Platform -Polygons: 106026
80. RockCube1_LOD0 -Polygons: 1190
81. RockCube1_LOD1 -Polygons: 619
82. RockCube1_LOD2 -Polygons: 183
83. RockCube1_LOD3 -Polygons: 69
84. RockCube2_LOD0 -Polygons: 358
85. RockCube2_LOD1 -Polygons: 187
86. RockCube2_LOD2 -Polygons: 104
87. RockCube2_LOD3 -Polygons: 104
88. RockCube3_LOD0 -Polygons: 373
89. RockCube3_LOD1 -Polygons: 198
90. RockCube3_LOD2 -Polygons: 110

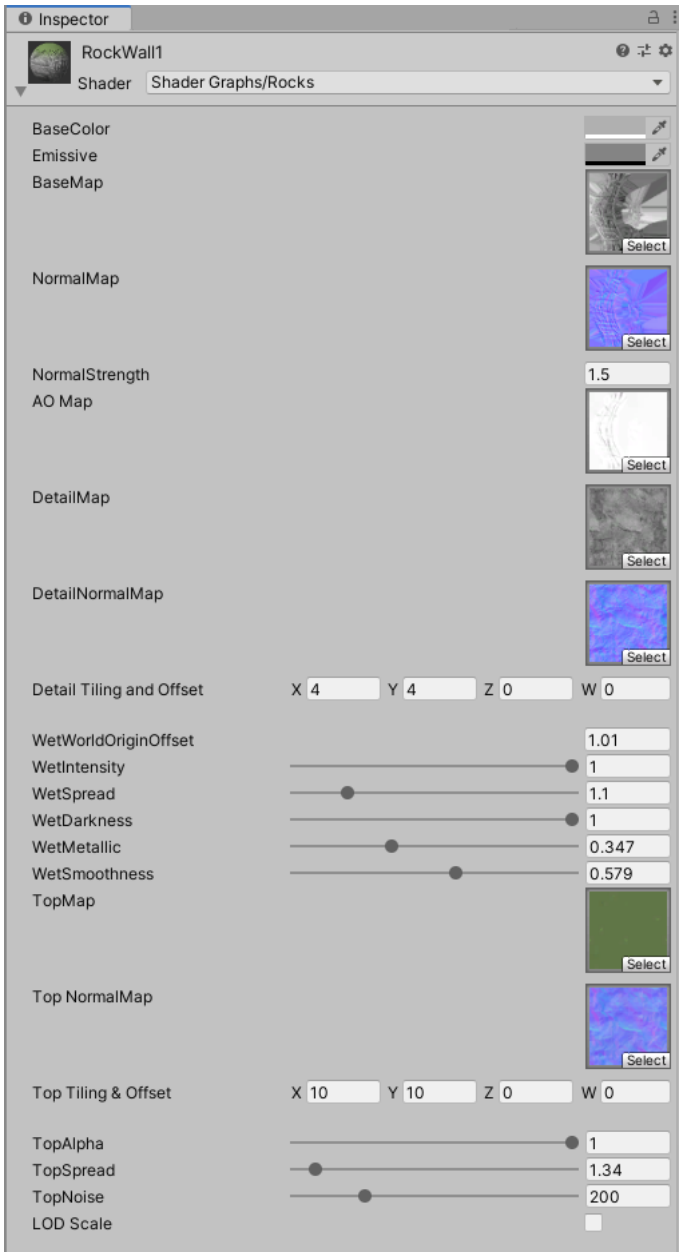
91. RockCube3_LOD3 -Polygons: 62
92. RockCube4_LOD0 -Polygons: 351
93. RockCube4_LOD1 -Polygons: 194
94. RockCube4_LOD2 -Polygons: 108
95. RockCube4_LOD3 -Polygons: 62
96. RockWall1_LOD0 -Polygons: 382
97. RockWall1_LOD1 -Polygons: 202
98. RockWall1_LOD2 -Polygons: 114
99. RockWall1_LOD3 -Polygons: 65
100. RockWall2_LOD0 -Polygons: 386
101. RockWall2_LOD1 -Polygons: 207
102. RockWall2_LOD2 -Polygons: 115
103. RockWall2_LOD3 -Polygons: 71
104. RockWall3_LOD0 -Polygons: 395
105. RockWall3_LOD1 -Polygons: 219
106. RockWall3_LOD2 -Polygons: 124
107. RockWall3_LOD3 -Polygons: 65
108. Sign -Polygons: 514
109. SkyClouds -Polygons: 363
110. SmallRock01_LOD0 -Polygons: 279
111. SmallRock01_LOD1 -Polygons: 188
112. SmallRock01_LOD2 -Polygons: 85
113. SmallRock02_LOD0 -Polygons: 188
114. SmallRock02_LOD1 -Polygons: 137
115. SmallRock03_LOD0 -Polygons: 184
116. SmallRock03_LOD1 -Polygons: 140
117. StarsDome -Polygons: 257
118. tree.001 -Polygons: 4282
119. Tree01_LOD0 -Polygons: 674
120. Tree01_LOD1 -Polygons: 264
121. Tree01_LOD2 -Polygons: 182
122. Tree01_LOD3 -Polygons: 118
123. Tree02_LOD0 -Polygons: 1542
124. Tree02_LOD1 -Polygons: 851
125. Tree02_LOD2 -Polygons: 481
126. Tree02_LOD3 -Polygons: 231
127. Tree03_1_LOD0 -Polygons: 3855
128. Tree03_1_LOD1 -Polygons: 2991
129. Tree03_1_LOD2 -Polygons: 2212
130. Tree03_1_LOD3 -Polygons: 78
131. Tree03_2_LOD0 -Polygons: 1551
132. Tree03_2_LOD1 -Polygons: 1059
133. Tree03_2_LOD2 -Polygons: 812
134. Tree03_2_LOD3 -Polygons: 78
135. Tree03_3_LOD0 -Polygons: 1935
136. Tree03_3_LOD1 -Polygons: 1387
137. Tree03_3_LOD2 -Polygons: 1055
138. Tree03_3_LOD3 -Polygons: 82
139. Tree03_4_LOD0 -Polygons: 3444
140. Tree03_4_LOD1 -Polygons: 2633

141. Tree03_4_LOD2 -Polygons: 2046
142. Tree03_4_LOD3 -Polygons: 78
143. Tree03_5_LOD0 -Polygons: 6392
144. Tree03_5_LOD1 -Polygons: 4608
145. Tree03_5_LOD2 -Polygons: 3384
146. Tree03_5_LOD3 -Polygons: 42
147. Tree03_6_LOD0 -Polygons: 2008
148. Tree03_6_LOD1 -Polygons: 1020
149. Tree03_6_LOD2 -Polygons: 720
150. Tree03_6_LOD3 -Polygons: 42
151. Tree03_7_LOD0 -Polygons: 696
152. Tree03_7_LOD1 -Polygons: 436
153. Tree03_7_LOD2 -Polygons: 246
154. Tree03_7_LOD3 -Polygons: 112
155. Tree04_LOD0 -Polygons: 2356
156. Tree04_LOD1 -Polygons: 1331
157. Tree04_LOD2 -Polygons: 670
158. Tree04_LOD3 -Polygons: 358
159. Tree5_LOD0 -Polygons: 6918
160. Tree5_LOD1 -Polygons: 5128
161. Tree5_LOD2 -Polygons: 2121
162. Tree5_LOD3 -Polygons: 769
163. Tree06_LOD0 -Polygons: 13552
164. Tree06_LOD1 -Polygons: 9722
165. Tree06_LOD2 -Polygons: 5168
166. Tree06_LOD3 -Polygons: 1882
167. Tree07_LOD0 -Polygons: 22648
168. Tree07_LOD1 -Polygons: 16336
169. Tree07_LOD2 -Polygons: 8524
170. Tree07_LOD3 -Polygons: 2576
171. Tree08_LOD0 -Polygons: 22721
172. Tree08_LOD1 -Polygons: 16315
173. Tree08_LOD2 -Polygons: 8513
174. Tree08_LOD3 -Polygons: 2680
175. Vase_Big -Polygons: 973
176. Vase_Broken -Polygons: 592
177. Waterfall -Polygons: 182
178. Waterfall -Polygons: 182
179. Windmill -Polygons: 19201
180. Windmill_Base -Polygons: 4399
181. Windmill_Detail -Polygons: 605
182. Windmill_Detail2 -Polygons: 10
183. Windmill_Helix -Polygons: 2396
184. Window -Polygons: 2122
185. Window2 -Polygons: 1864

Shaders (Shaders are made for URP with ShaderGraph):

I'm going to detail the less intuitive properties of shaders.

Rock:



WetWorldOriginOffset = It is the sea/water level, where the rock starts to get wet.

WetIntensity = How wet the rock is below sea/water level.

WetSpread = How spread out is the transition between dry and wet.

WetDarkness = How dark the wet stone is.

WetMetallic = How metallic the wet stone is.

WetSmoothness = How much the wet stone reflects.

TopMap = The texture that is on top of the stone.

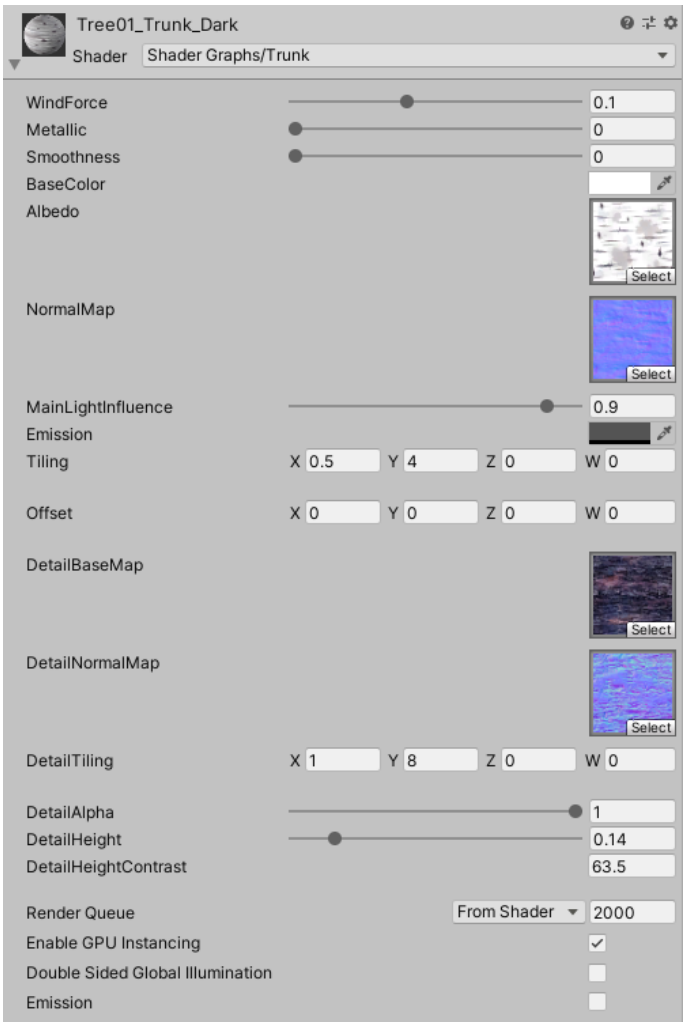
TopAlpha = transparency of the texture that is on top.

TopSpread = How spread out is the top texture transition

TopNoise = Irregularity of the transition of the texture above.

LOD Scale = According to the LOD Group component, the rock will be scaled, that is, the farther the smaller, and the closer the bigger.

Trunk:



WindForce = How much the top vertices are displaced (according to the UV)

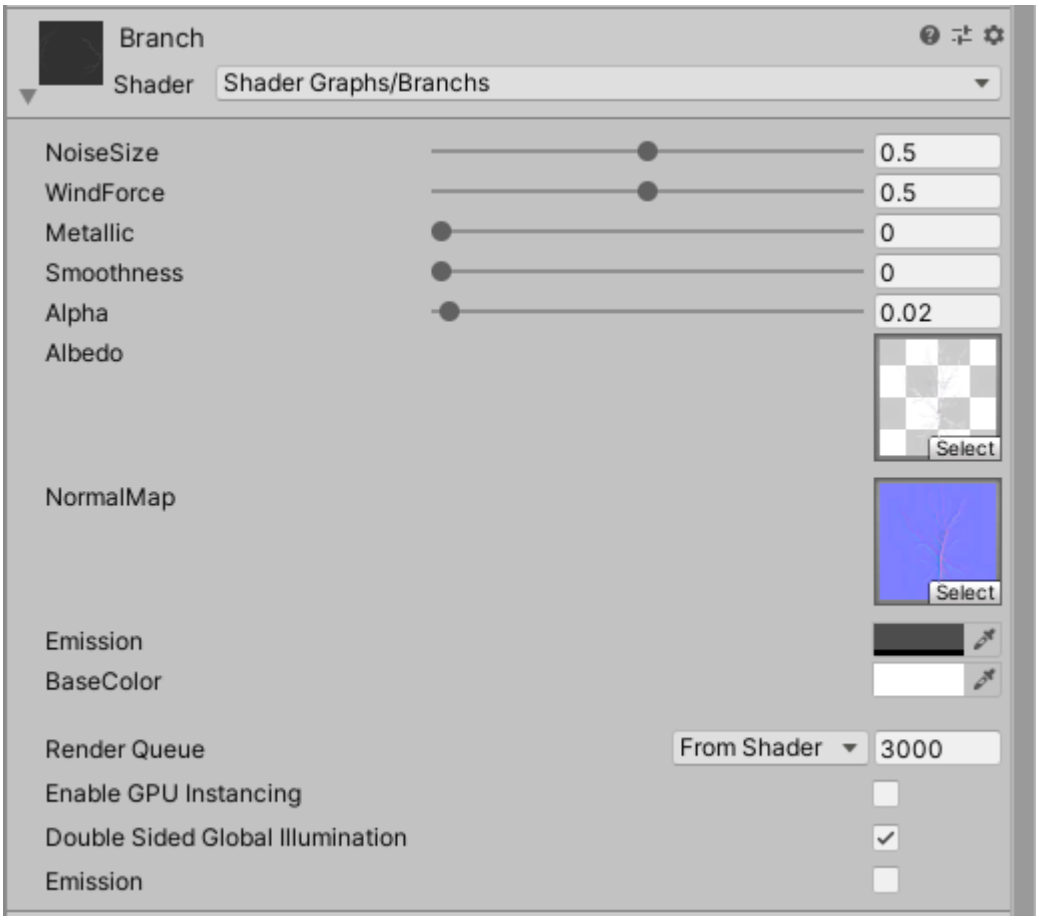
MainLightInfluence = How much the main light color affects the emission (0 is the emission color and 1 is the emission color + the light color)

DetailAlpha = How transparent the detailBaseMap is

DetailHeight = How tall the detailBaseMap is drawn

DetailHeightContrast = contrast between the BaseMap and the DetailBaseMap

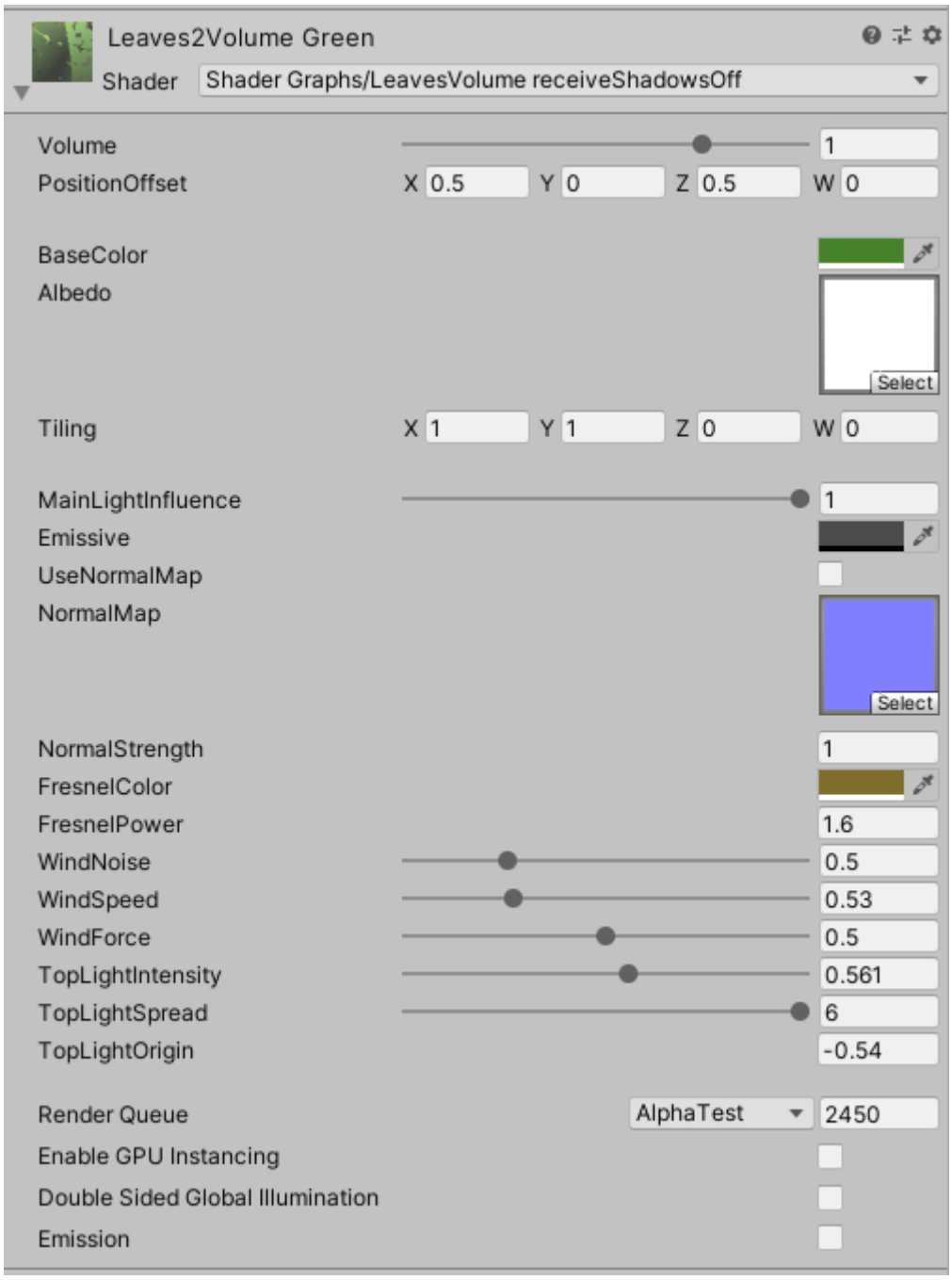
Branch:



NoiseSize = wind turbulence

WindForce = How much the top vertices are displaced (according to the UV)

LeavesVolume receiveShadowsOff/On:



Volume = tendency of each face of the mesh to face the camera

PositionOffset = position adjustment according to the camera

MainLightInfluence = How much the main light color affects the emission (0 is the emission color and 1 is the emission color + the light color)

WindNoise = wind turbulence

WindSpeed = speed of the turbulence;

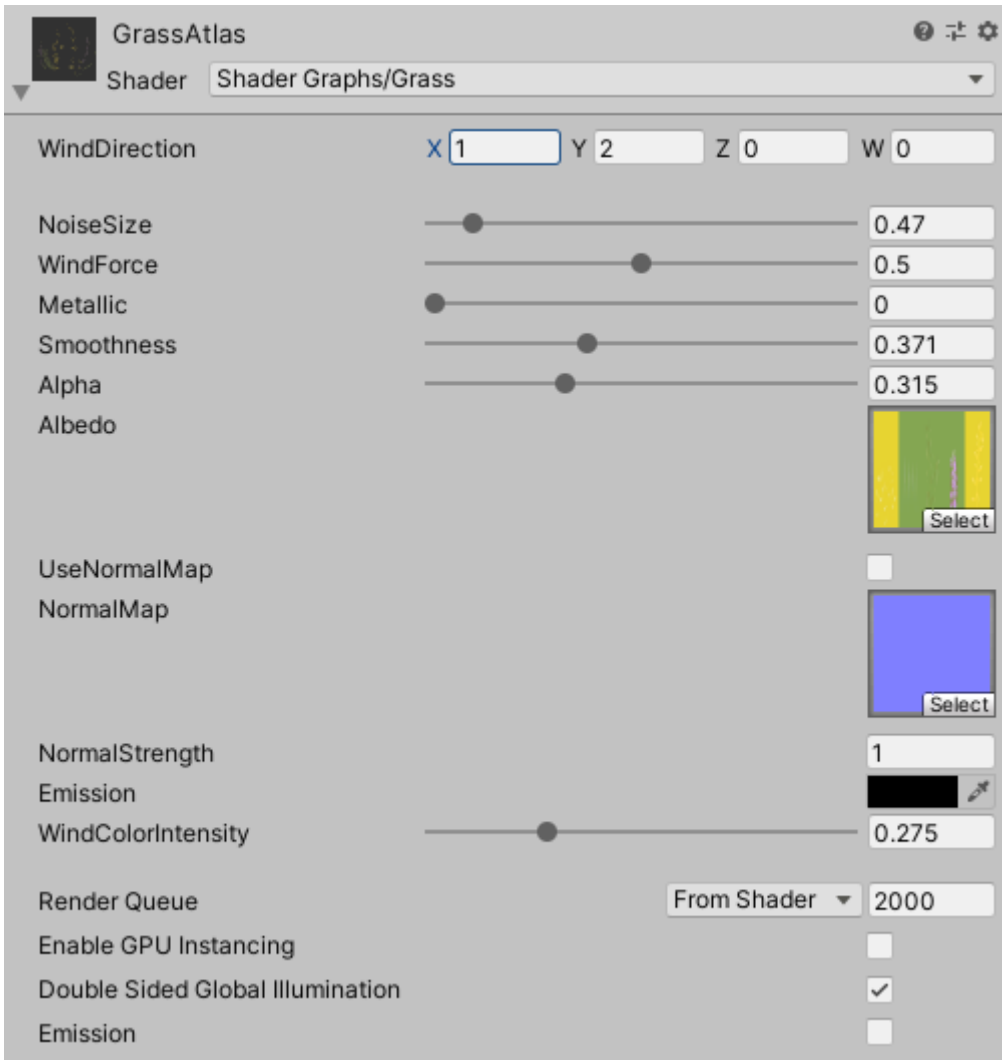
WindForce = How much the top vertices are displaced (according to the UV)

TopLightIntensity = light intensity according to height (If the object is static it is recommended to have this option set to 0)

TopLightSpread = spread of light according to height

TopLightOrigin = light origin based on height

Grass:



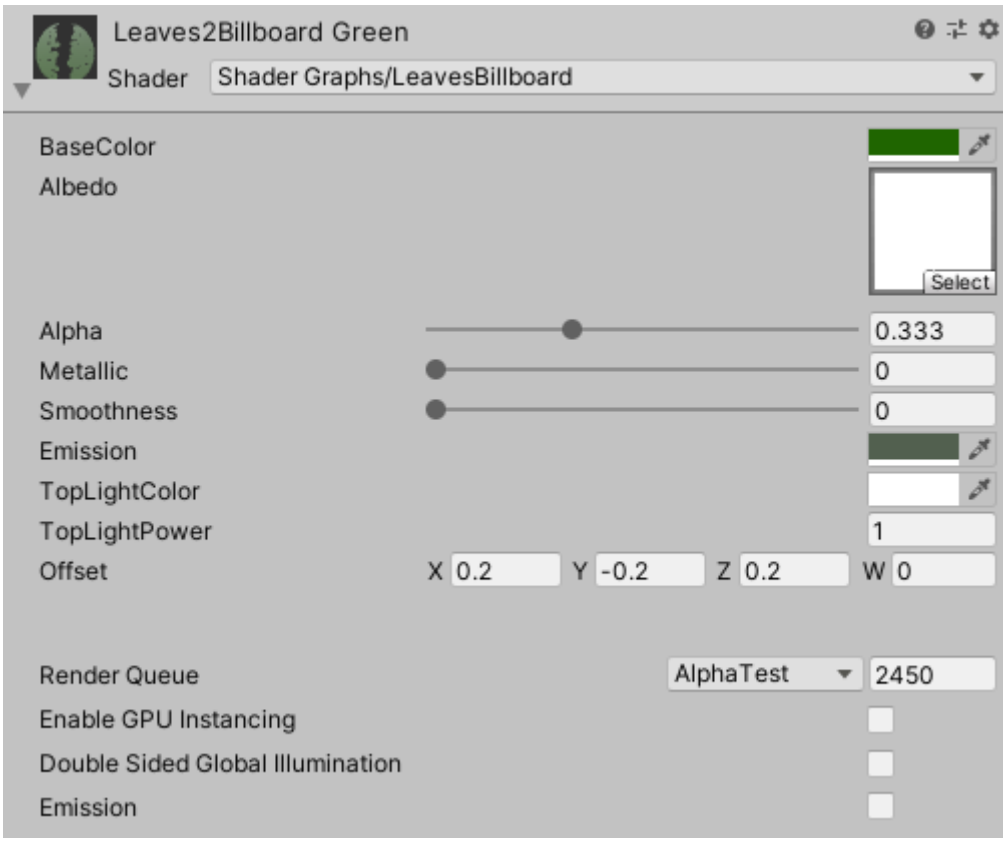
WindDirection = Wind direction

NoiseSize = wind turbulence

WindForce = How much the top vertices are displaced (according to the UV)

WindColorIntensity = where the wind passes it will light up, the intensity controls how much it lights up.

LeavesBillboard:

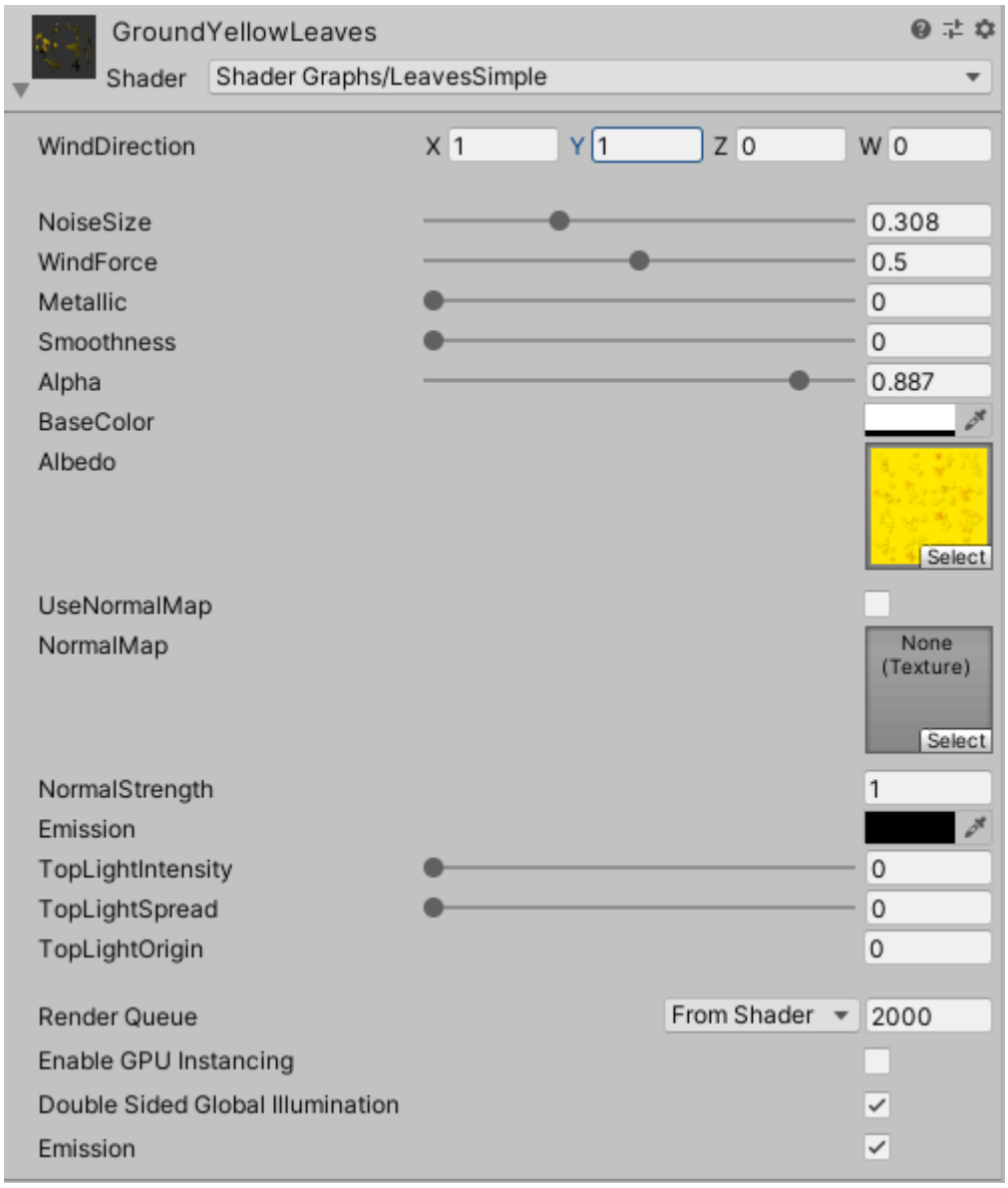


TopLightColor = color of the top light, only the top will be painted according to the UV

TopLightPower = light intensity from above

Offset = position adjustment according to the camera

Simple Leaves:



WindDirection = Wind direction

NoiseSize = wind turbulence

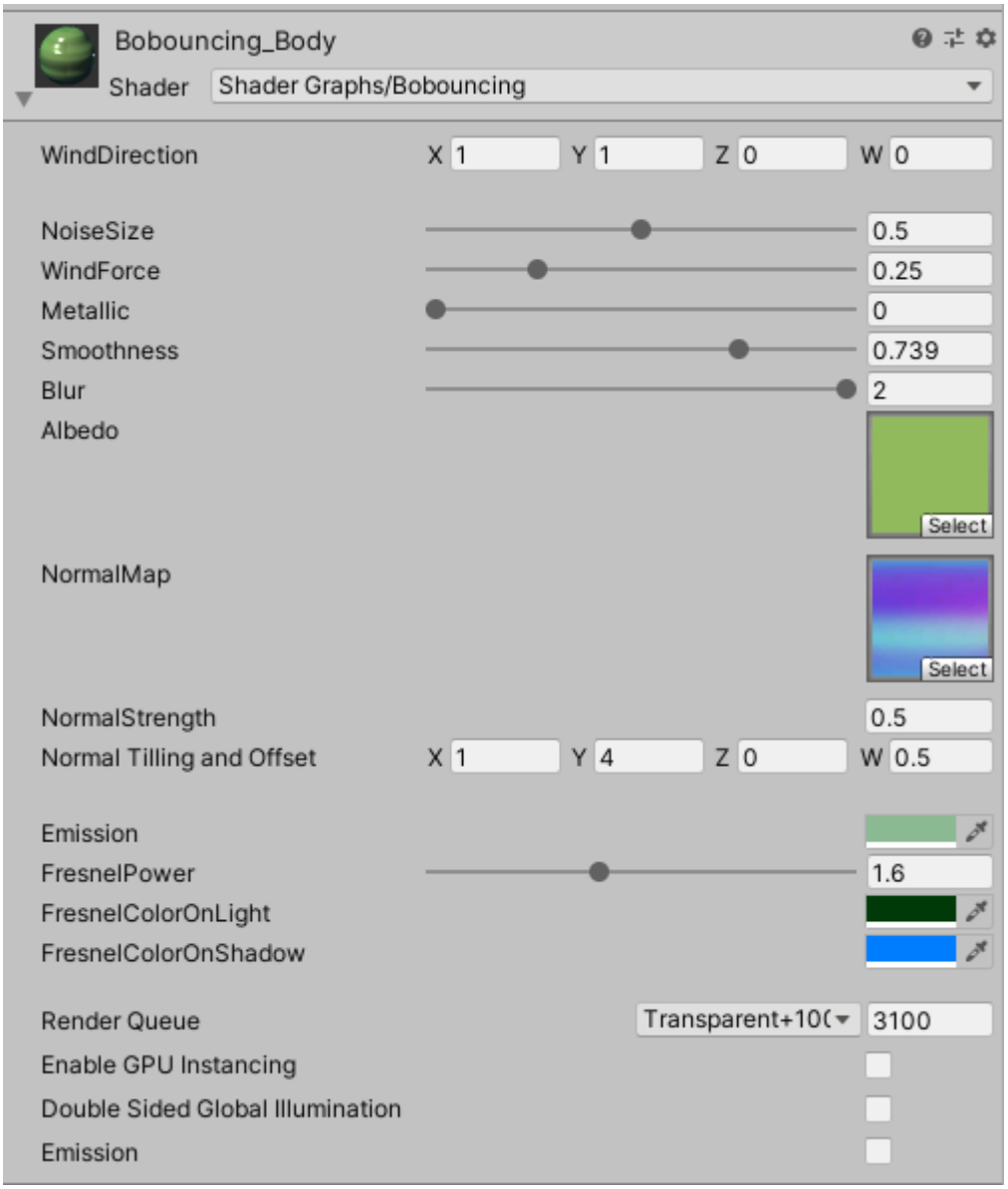
WindForce = How much the top vertices are displaced (according to the UV)

TopLightIntensity = light intensity according to height (If the object is static it is recommended to have this option set to 0)

TopLightSpread = spread of light according to height

TopLightOrigin = light origin based on height

Bobouncing:



WindDirection = Wind direction

NoiseSize = wind turbulence

WindForce = How much the top vertices are displaced (according to the UV)

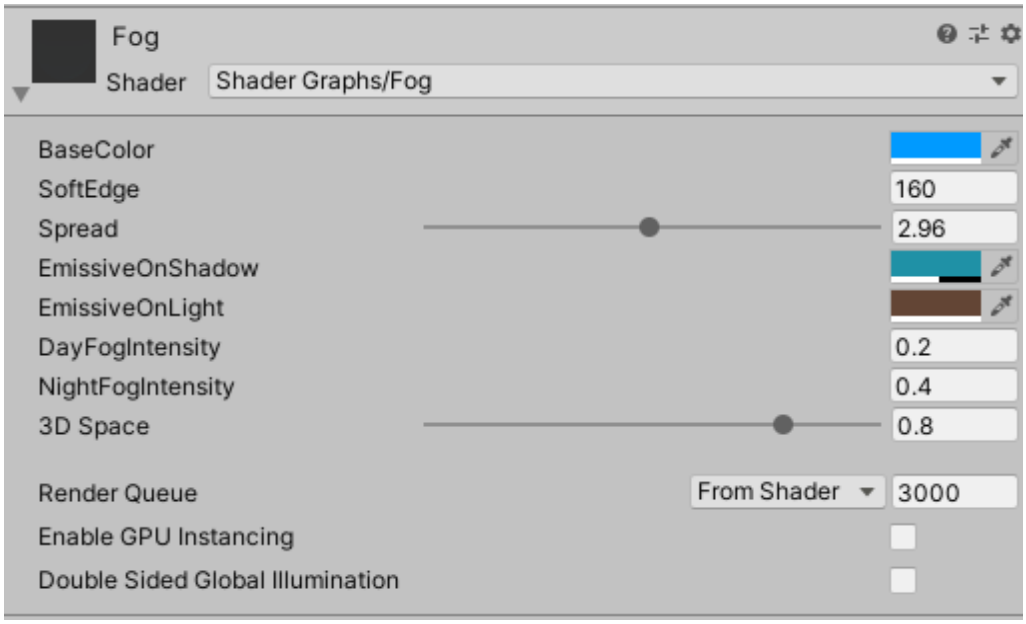
Blur = refraction blur

FresnelPower = amount of color at the edges of the object

FresnelColorOnLight = color of the edges when they are in the light

FresnelColorOnShadow = color of the edges in the shadow

Fog:



SoftEdge = range of soft edges

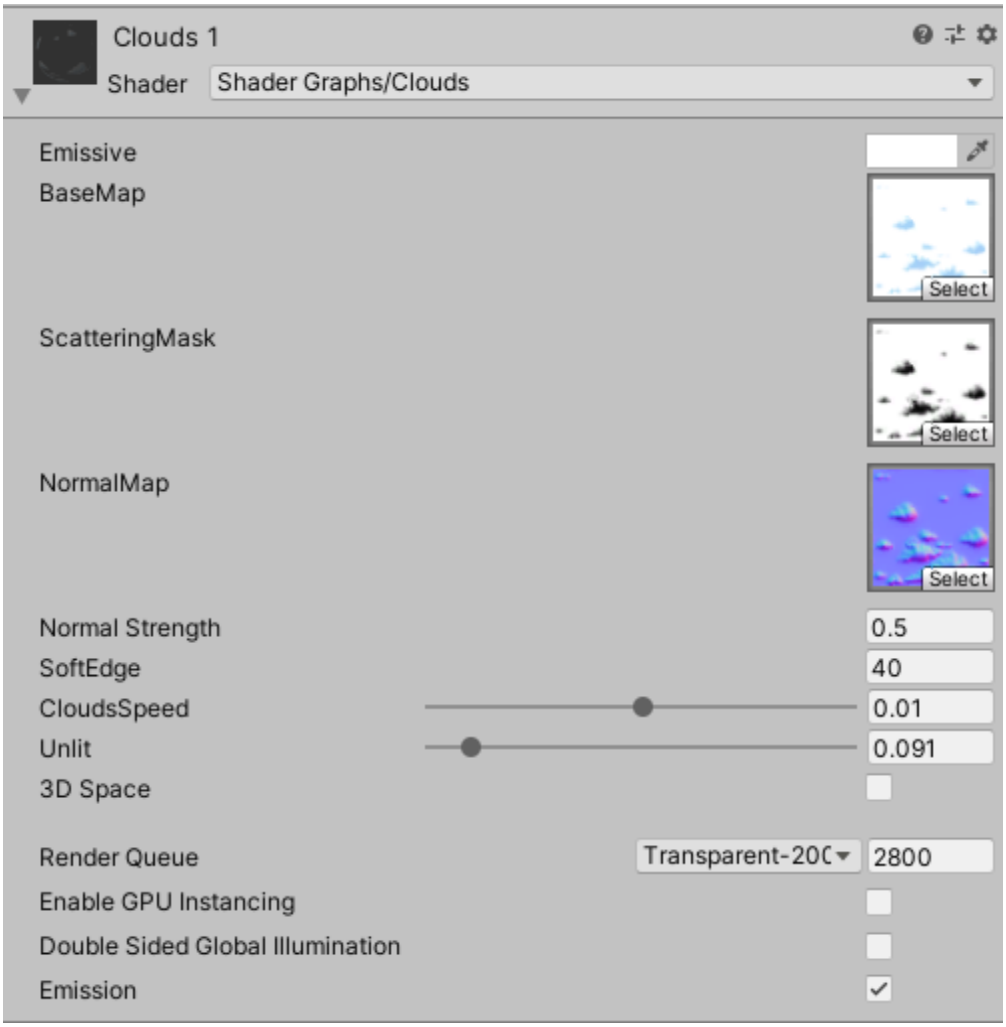
Spread = intensity of diffusion

DayFogIntensity = day fog intensity

NightFogIntensity = fog intensity at night

3D Space = determines if it is only visible in the background or if it is superimposed on the 3D world

Clouds:



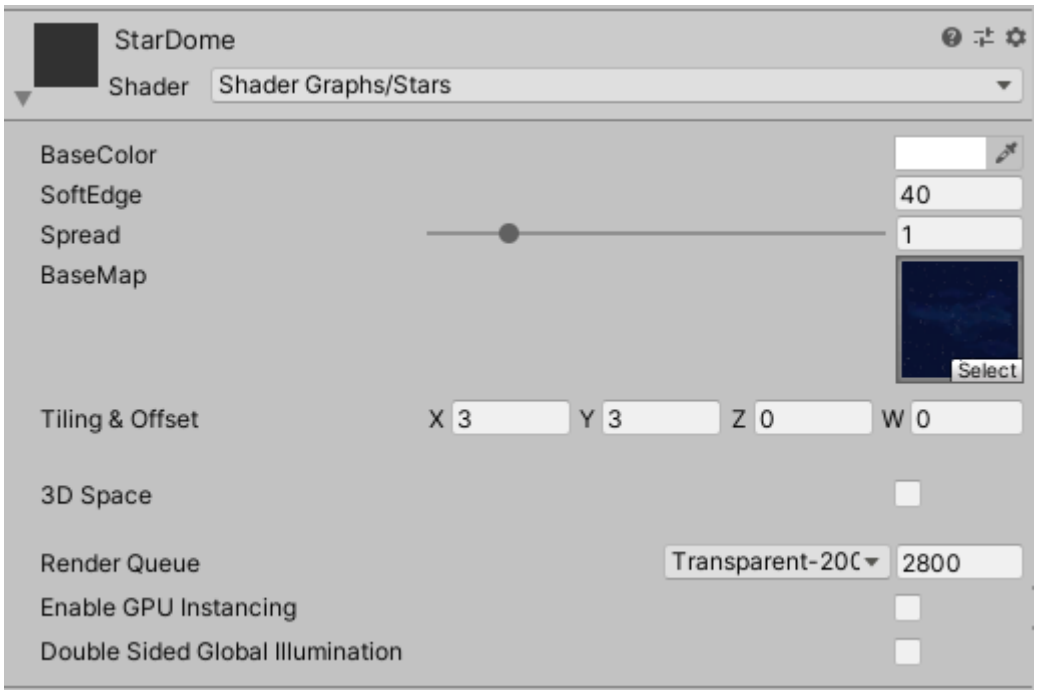
SoftEdge = range of soft edges

CloudsSpeed = Clouds movement speed

Unlit = how much it affects the main light

3D Space = if they are in the background or in 3D space

Stars:

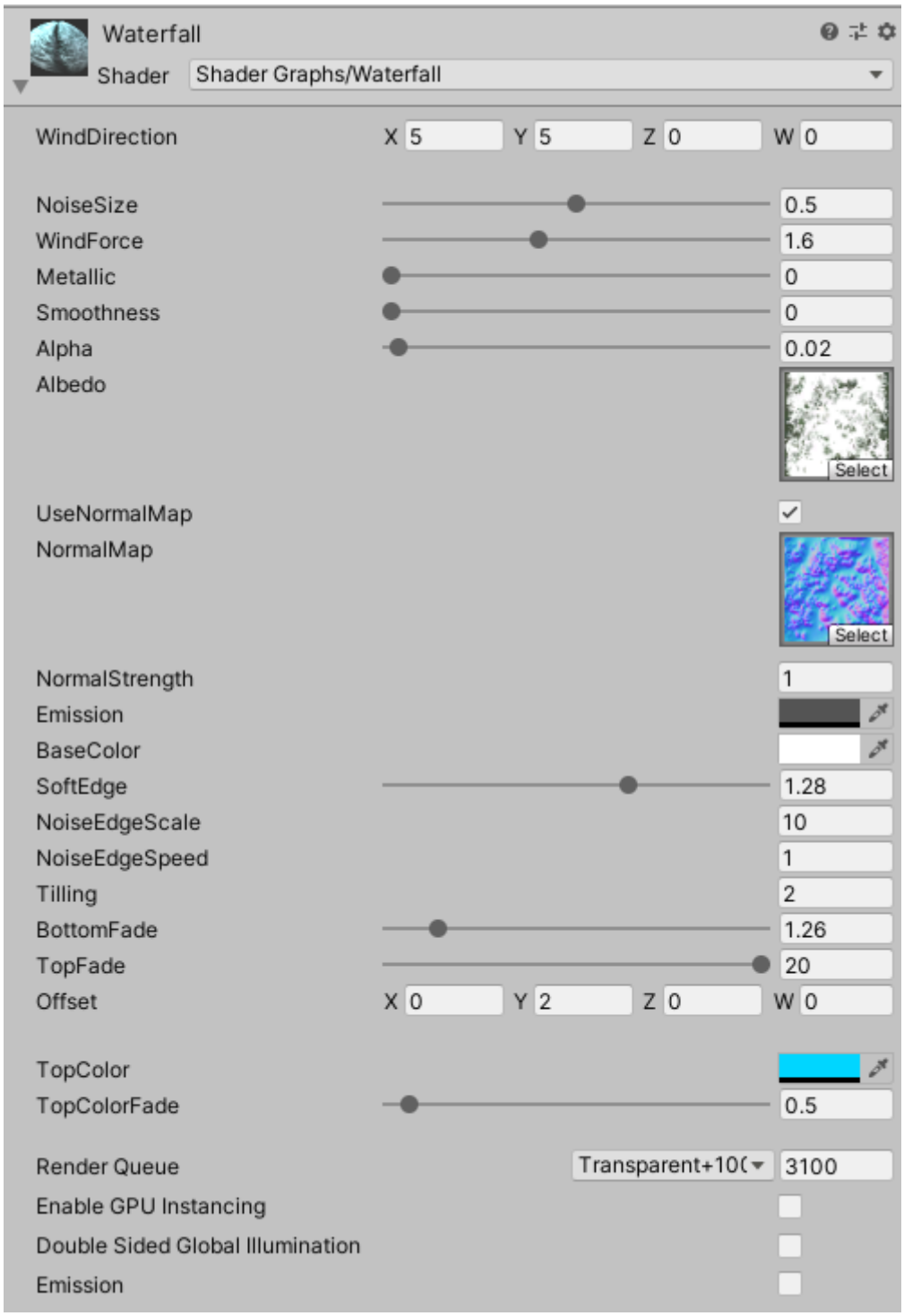


SoftEdge = range of soft edges

Spread = intensity of diffusion

3D Space = if they are in the background or in 3D space

Waterfall:



WindDirection = Wind direction

NoiseSize = wind turbulence

WindForce = How much the top vertices are displaced (according to the UV)

SoftEdge = range of soft edges

NoiseEdgeScale = roughness at diffuse edges

NoiseEdgeSpeed = roughness speed

BottomFade = bottom edge fade

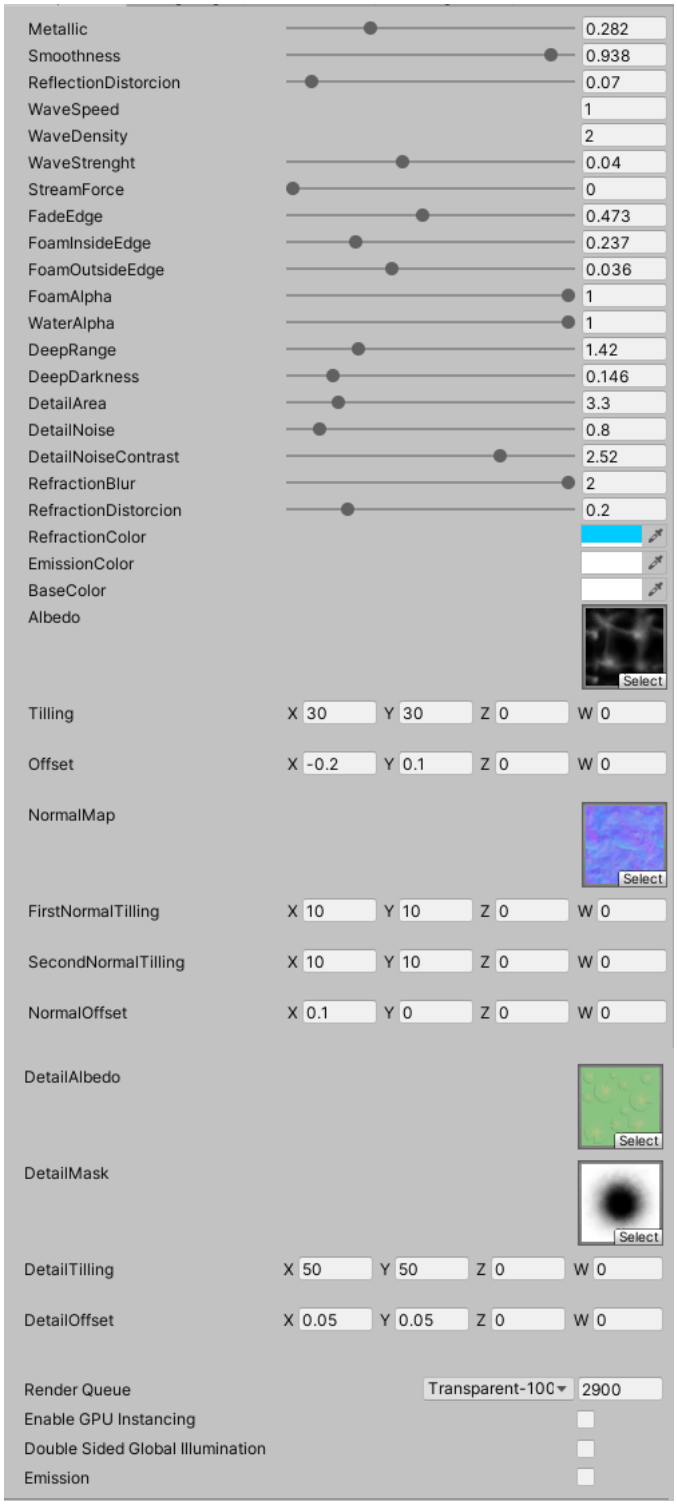
TopFade = top edge fade

Offset = speed of movement of the water

TopColor = color of the top

TopColorFade = top color fade

Water:



Reflection Distortion = How much the reflection is distorted

WaveSpeed = wave speed

WaveDensity = number of waves (depends on the mesh where the material is used)

WaveStrength = wave height

StreamForce = direction of the water (0 is stagnant, 1 is running)

FadeEdge = transparency on the edges where it makes contact with another object

FoamInsideEdge = transparency towards the water of the foam

FoamOutsideEdge = transparency to the outside of the foam

FoamAlpha = transparency of the edge foam

WaterAlpha = water transparency

DeepRange = Range where the water is darkest and deepest

DeepDarkness = how dark the deep area is

DetailArea = determines whether to display the DetailMap based on depth

DetailNoise = Size of the noise where the DetailMap is displayed

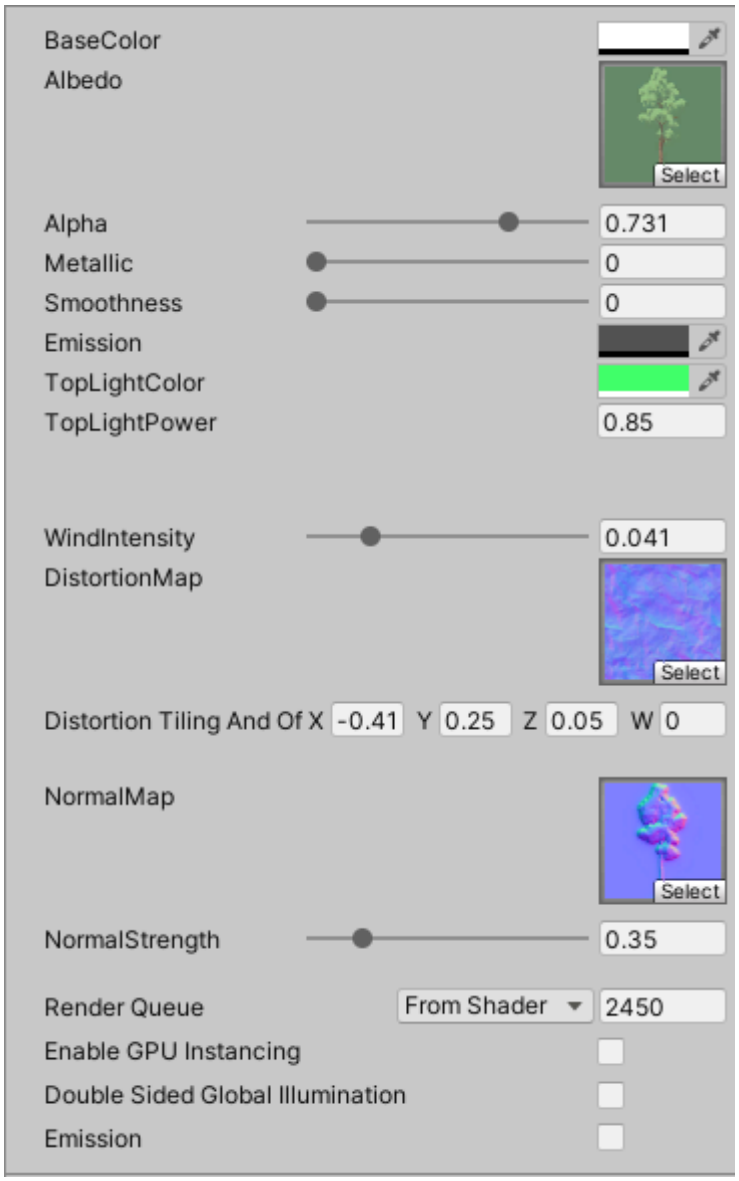
DetailNoiseContrast = how diffuse the noise is where the DetailMap is displayed

RefractionBlur = how blurry the refraction is

RefractionDistortion how much the refraction is distorted

DetailMask = is the texture that determines where the DetailMap is displayed in addition to the depth, white shows the DetailMap, black does not show the DetailMap

Trees Billboard Settings:

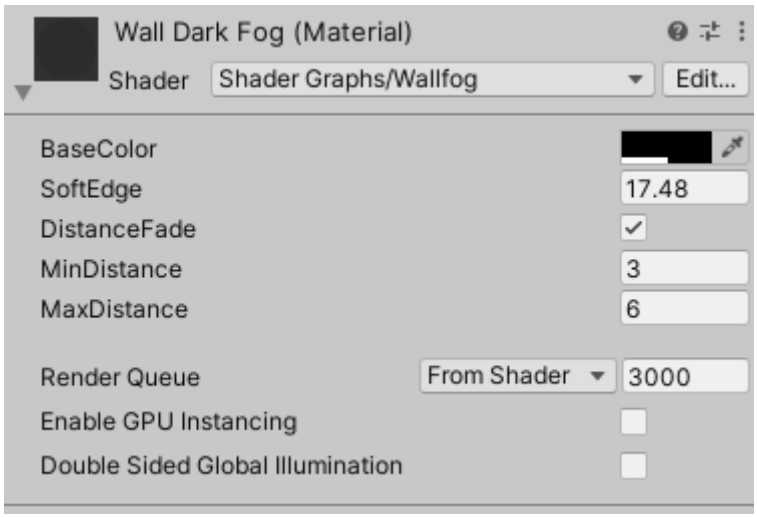


WindIntensity = amount of distortion to simulate wind

DistortionMap = map that defines how the tree is distorted

Distortion Tiling and Offset = X and Y are the tiling, and Z and W corresponding offset motion.

WallFog:

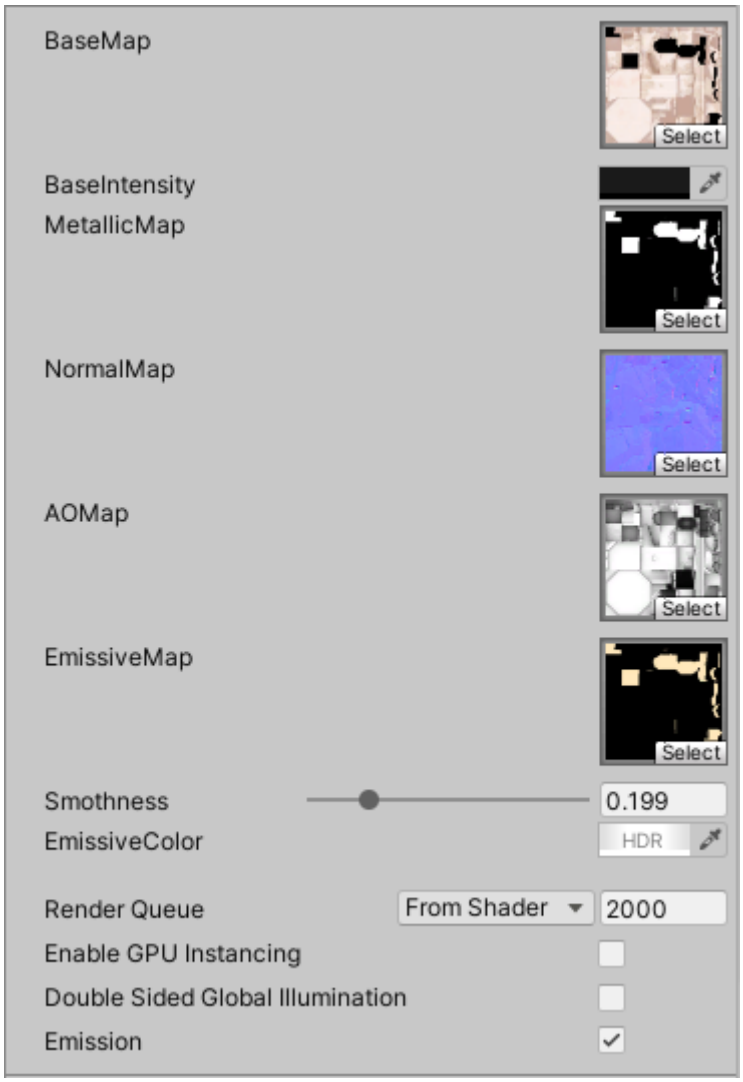


DistanceFade = Determines if when you get closer to the object the fog fades or not

MinDistance = Determines the distance where the fog disappears

MaxDistance = Determines the distance where the fog is most visible

House:



BaseIntensity = intensity and color of the BaseMap

EmissiveColor = intensity of the emissiveMap at night (or when the light color is dark, the darker the more intense it will be)

Components:

The package has 2 types of predefined skies, one called 3DSky and the other called BackgroundSky, both of which contain the following component to control the day and night cycle:

The Hour Settings list contains different schedules to define the lighting of the day, it is important to match the start and end of a schedule with the following, example:

Sunset:

Start Hour = 17

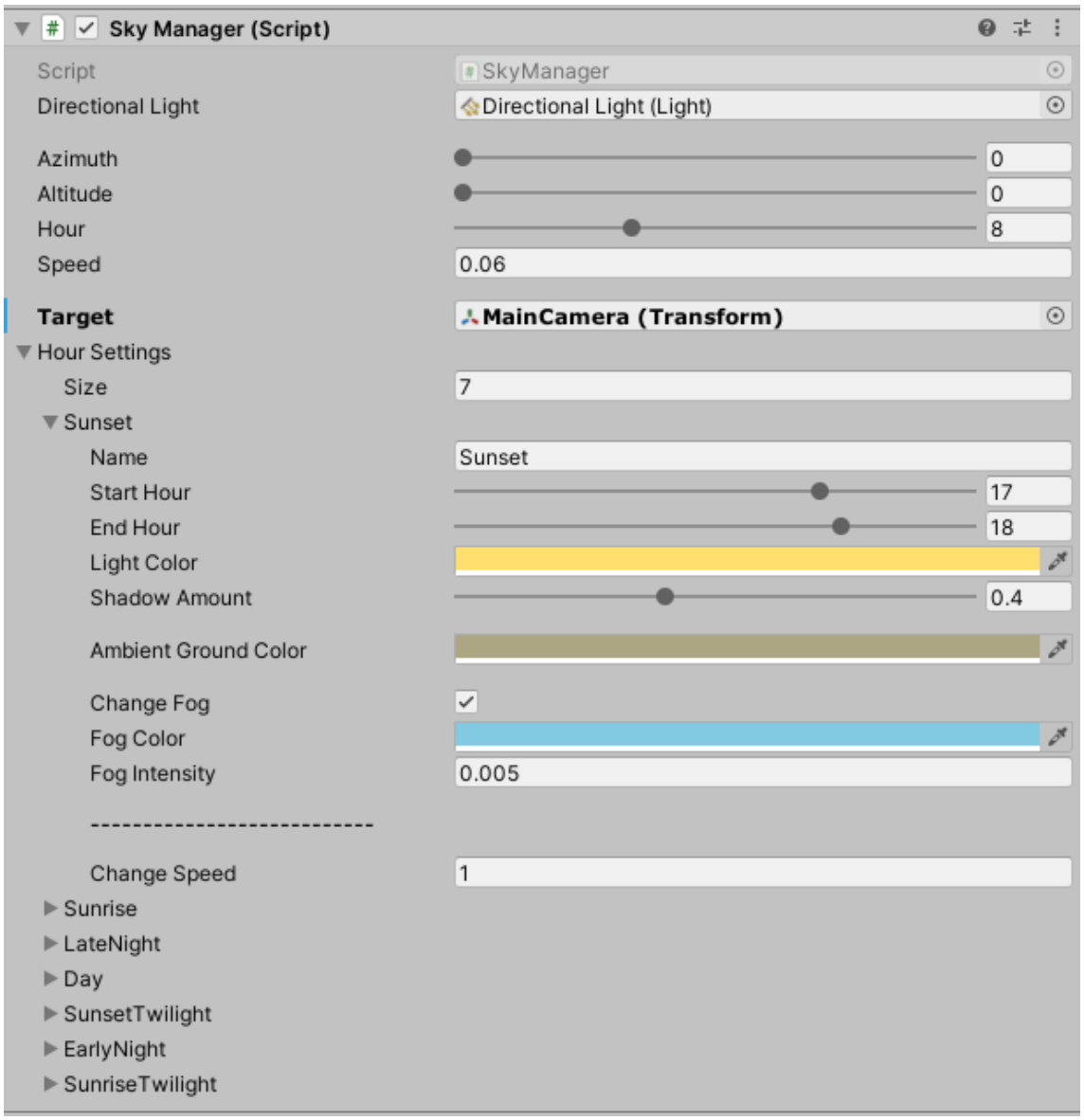
End Hour = 18

Night:

Start Hour = 18

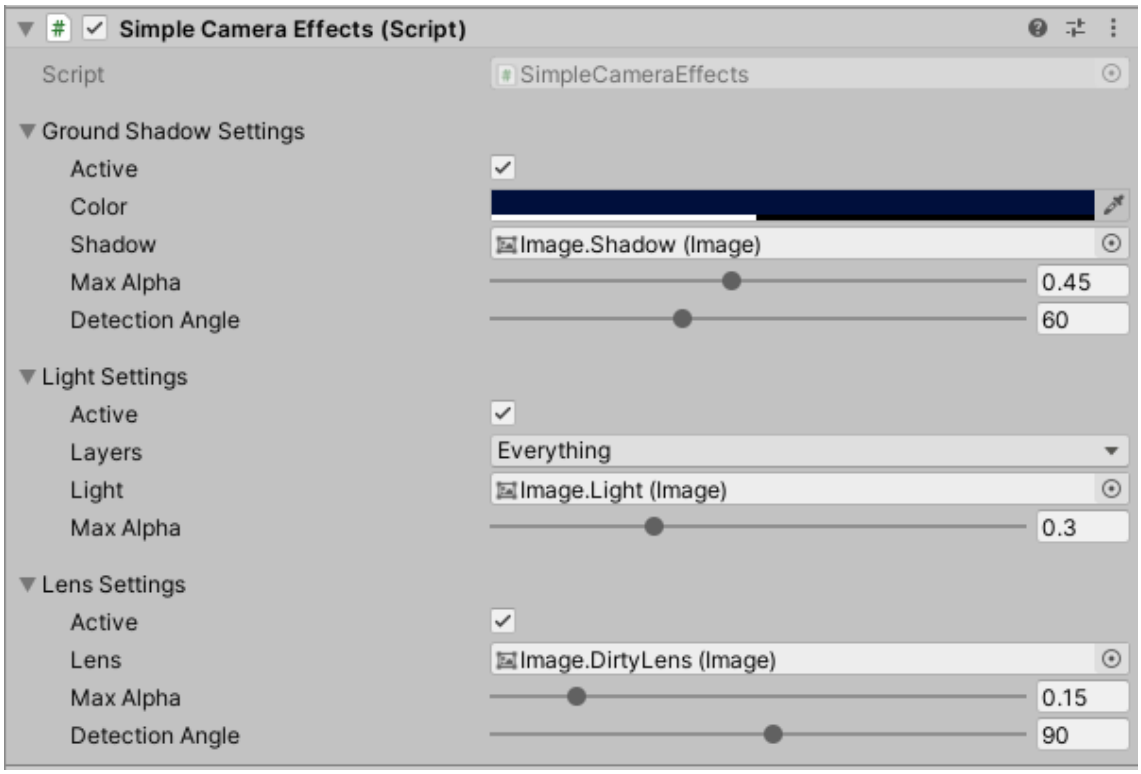
You can change Unity's fog with the parameters ChangeFog = true, Fog Color and Fog Intensity.

Simple Camera Effects:



This component is responsible for doing some effects in the camera to finish giving the final touch to the image, these effects are shadows on the ground when you look at the sun, light on the top of the screen when it is daytime, and simple lens flares when looking at the sun:

Ground Shadow Settings:



Max Alpha = maximum amount of shadow when looking at the sun

Detection Angle = the angle that determines how much of the shadow is shown, the angle is between the camera and the sun

Light Settings:

Layers = layers with which it checks if there is a roof over the player's head, if so it does not show the light at the top of the screen

Max Alpha = maximum amount of light at the top of the screen

Lens Settings:

Max Alpha = maximum amount of lens flare when looking at the sun

Detection Angle = the angle that determines how much the lens flare is shown, the angle is between the camera and the sun

Need help?

If you have any questions or need help, please contact us at eyratrin@gmail.com or discord https://discord.gg/PjEcSRz3