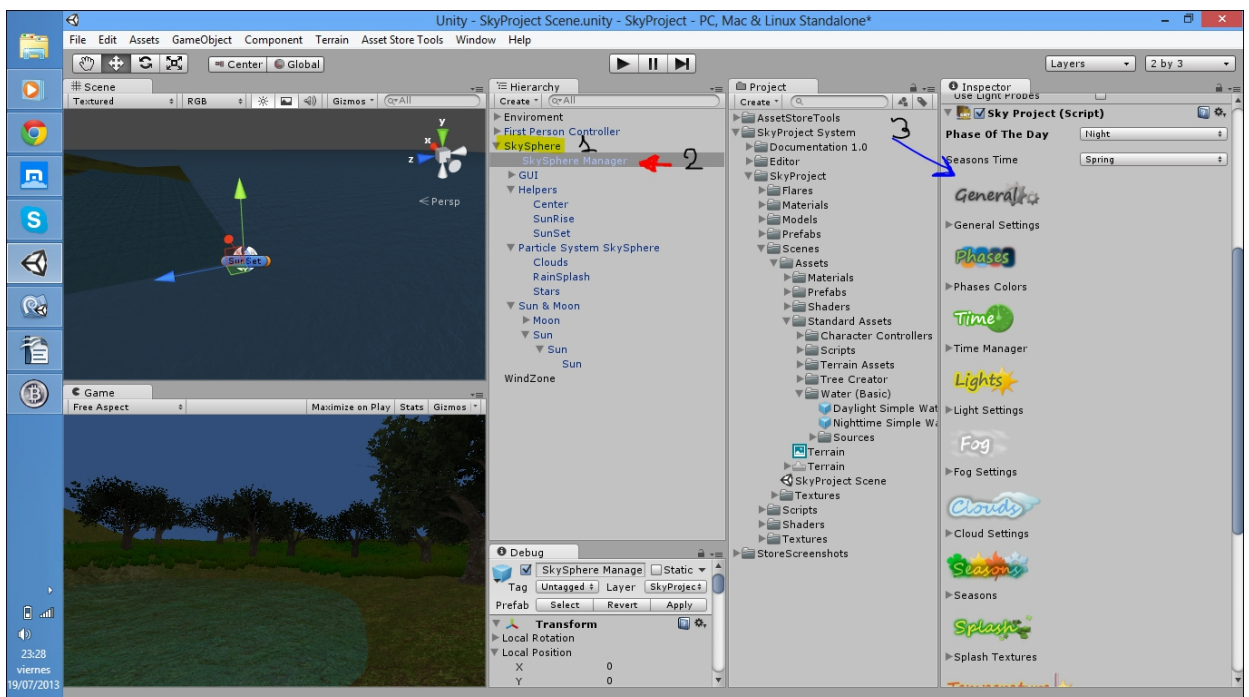




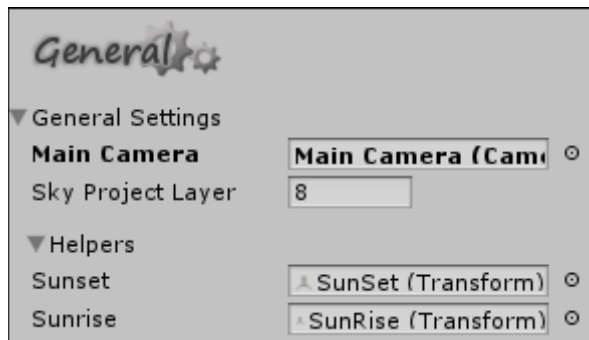
- Thanks for bought "SkyProject System", if you pirated it consider buying it atleast for the effort of the developer, thanks.
- More Updates will be coming.
- If you have any suggestion or question, send an email to neo5icekcore@gmail.com
- If you have any problems or bugs i will try to resolve it as soon as i can.

FIRST SETTINGS:

- You only need to drag and drop to the scene the "SkySphere" prefab this prefab is located inside the prefab folder inside the SkyProject folder.
- If you want to edit the colors you need to go to "SkySphere Manager" inside "SkySphere" in the scene; like in the image:

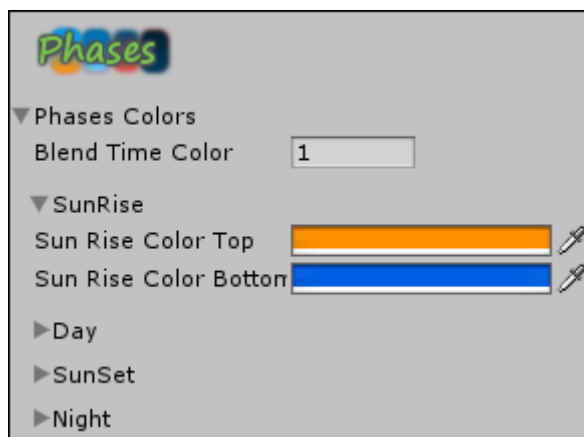


1- GENERAL SETTINGS:



- Main Camera: You need to put here your Main Camera (Drag and drop)
 - Sky Project Layer: It contain the number of the system layer, the default is 8.
 - Helpers: It contain information about the trajectory, it's very important.
 - SunSet: You need to set up here the SunSet helper, the prefab contain it so no problems.
 - SunRise: It's like SunSet Helper.
-

2- PHASES COLORS:



- Phases Colors:
 - Blend Time Color: You can change the speed of the transition between the colors; Higher number means higher time between colors.
- SunRise, Day, SunSet, Night: They contain the colors of the pashes.

3- TIME MANAGER:



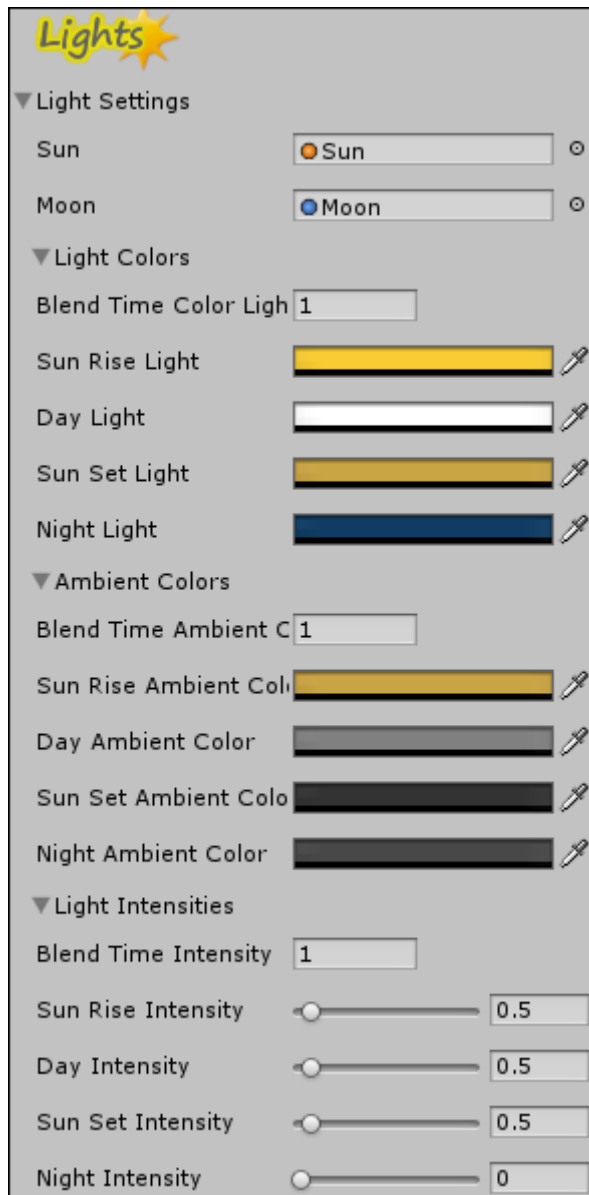
The screenshot shows a software interface titled "Time" with a green apple icon. Below the title is a section labeled "Time Manager" with a downward arrow. It contains several input fields for time units: Year (0), Month (3), Days (21), Hour (7), Minutes (45), and Seconds (0). At the bottom is a "TimeSpeed" slider set to 1.

Unit	Value
Year	0
Month	3
Days	21
Hour	7
Minutes	45
Seconds	0
TimeSpeed	1

- Time Manager:
 - Year: It contain the years of the game.
 - Month: It contain the months of the game.

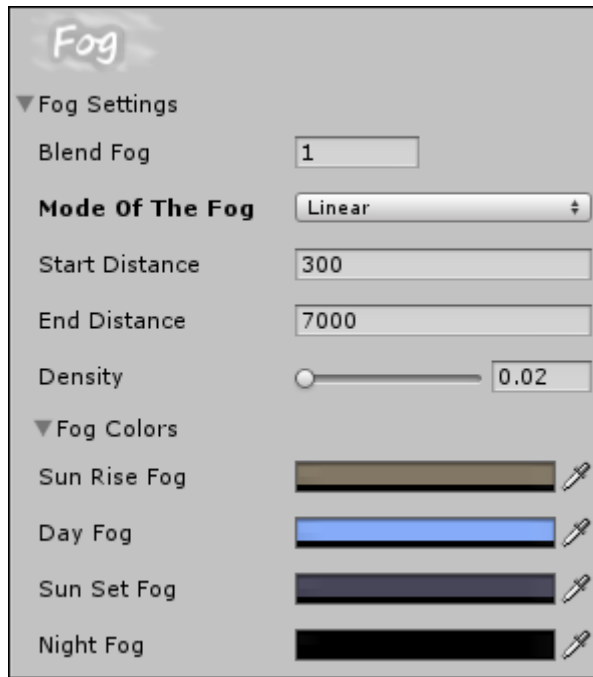
- Days: It contain the days of the game
 - Hour: It contain the hours of the game.
 - Minutes: It contain the minutes of the game.
 - Seconds: It contain the seconds of the game.
 - **TimeSpeed**: You can change the speed of the Game; more value, more speed.
-

4- LIGHT SETTINGS:

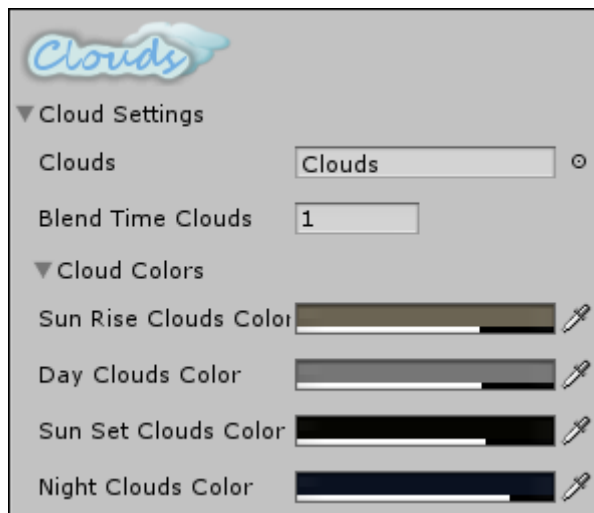


- Light Settings:
 - Sun: You need to set up the Sun here if you want dynamic Sun (The prefab contains it).
 - Moon: You need to set up the Moon here if you want dynamic Moon (The prefab contains it).
- Light Colors:
 - Blend Time Color Light: This number sets up the speed between the colors of the light; higher value, higher time between the transitions.
 - Sun Rise, Day, Sun Set, Night Colors: They are the colors of the lights depending on the phases.
- Ambient Colors:
 - Blend Time Ambient Color: This number sets up the speed between the colors of the ambients; higher value, higher time between the transitions.
 - Sun Rise, Day, Sun Set, Night Colors: They are the colors of the ambient depending on the phases.

- Light Intensities:
 - Blend Time Intensity Light: This number set up the speed between the intensities of the light; higher value, higher time between the transitions.
 - Sun Rise, Day, Sun Set, Night Intensity: They are the values of the intensities depending of the phases.
-

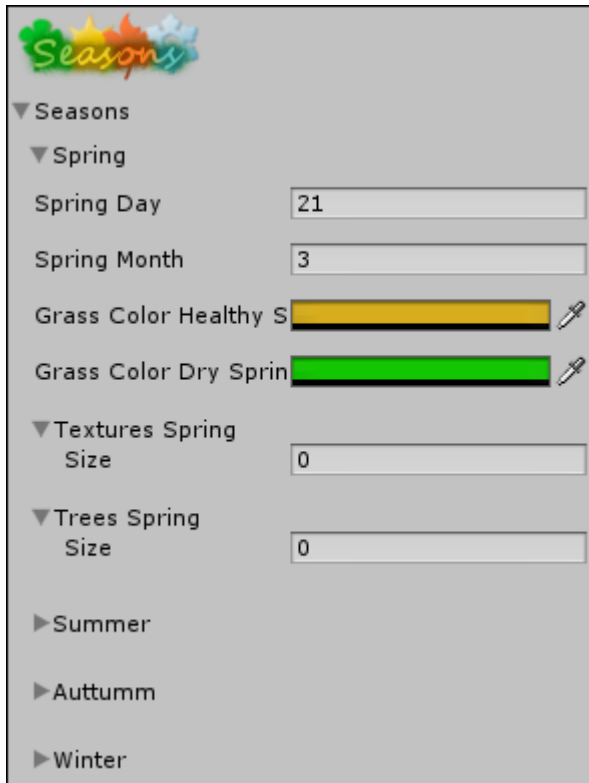


- Fog Settings:
 - Blend Fog: This field is for control the speed of the transition between the fogs colors.
 - Mode of The Fog: You can change the mode of the fog here.
 - Start Distance (Linear mode): This field is for control the start distance of the linear fog.
 - End Distance (Linear mode): This field is for control the end distance of the linear fog.
 - Density (Exp and Exp2 modes): This field determine the density of the Exp's fog.
 - Fog Colors:
 - Sun Rise, Day, Sun Set, Night Fog: Colors for the fog depending of the phases.
-



- Cloud Settings:
 - Clouds: You need to put here the clouds (The prefab contains it).
 - Blend Time Clouds: This is the speed of the transition between the colors.
 - Cloud Colors:
 - Sun Rise, Day, Sun Set, Night Clouds Color: Colors for the clouds depending of the phases.
-
-

7- SEASONS:



Seasons

▼ Seasons

▼ Spring

Spring Day

Spring Month

Grass Color Healthy S

Grass Color Dry Sprin

▼ Textures Spring

Size

▼ Trees Spring

Size

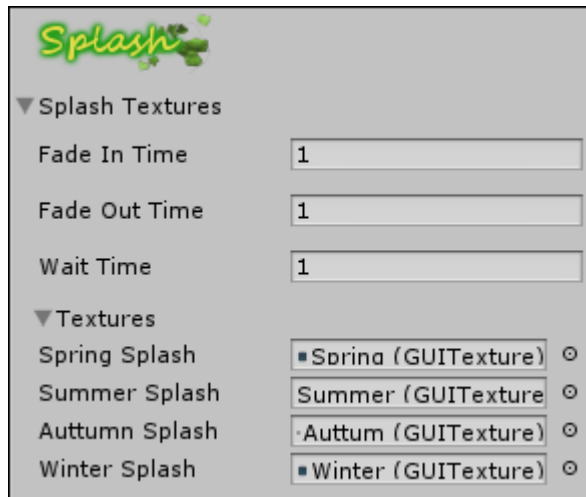
► Summer

► Auttumm

► Winter

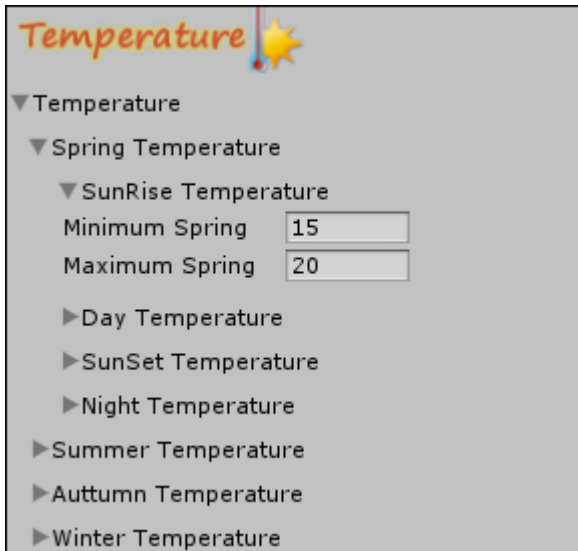
- Seasons
 - Spring, Summer, Auttumn, Winter:
 - Day: The day when the season starts.
 - Month: The month when the season starts.
 - Grass Color Healthy: Healthy Color of the grass depending of the season.
 - Grass Color Dry: Dry Color of the grass depending of the season.
 - Textures: You can change the terrain textures here, the order is determined by the terrain and you can left textures if you don't want to change them.
 - Trees: The same as the Textures field but for trees.
-

8- SPLASH TEXTURES:



- Splash Textures:
 - Fade In Time: The speed of the “In Fade”
 - Fade Out Time: The speed of the “Out Fade”
 - Wait Time: The time to wait when the In fade ends and the Out fade starts.
 - Textures:
 - Spring, Summer, Autumn, Winter Splash: The textures for the splash depending of the seasons.
-
-

9- TEMPERATURE:

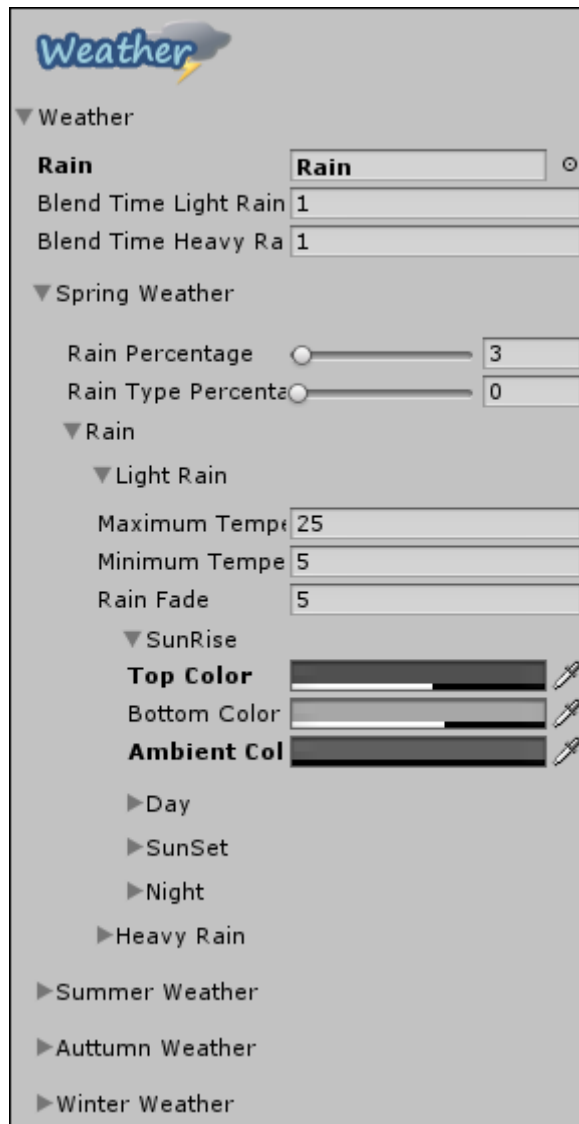


Temperature ☀️

- ▼ Temperature
 - ▼ Spring Temperature
 - ▼ SunRise Temperature
 - Minimum Spring
 - Maximum Spring
 - ▶ Day Temperature
 - ▶ SunSet Temperature
 - ▶ Night Temperature
 - ▶ Summer Temperature
 - ▶ Autturnn Temperature
 - ▶ Winter Temperature

- Temperature:
 - Spring, Summer, Autumn, Winter Temperature:
 - SunRise, Day, SunSet, Night Temperature:
 - Minimum: The minimum temperature depending of the phases and depending of the season too.
 - Maximum: The maximum temperature depending of the phases and depending of the season too.
-
-

10- WEATHER:



- Weather:
 - Rain: You need to set up here the rain (The prefab contains it).
 - Blend Time Light Rain: Time for the transition of the colors between normal and light rain.
 - Blend Time Heavy Rain: Time for the transition of the colors between normal and heavy rain.
 - Spring, Summer, Autumn, Winter:
 - Rain Percentage: This is the percentage of the rain if you put it 100 all the days will have rain.
 - Rain Type: This is the percentage of the light or heavy rain, 0 is light and 100 is heavy.
 - Rain
 - Light Rain:
 - Minimum Temperature: You can set up when the rain occurs, for example if the temperature is -5 maybe you don't want the possibility of rain :)
 - Maximum Temperature: You can set up when the rain occurs, for example if the temperature is 40 maybe you don't want the possibility of rain :)

- Sun Rise, Day, Sun Set, Night:
 - Top Color: Top Color of the sky when the rain occurs.
 - Bottom Color: Bottom Color of the sky when the rain occurs.
 - Ambient Color: Ambient Color when the rain occurs.
 - Heavy Rain:
 - Minimum Temperature: You can set up when the rain occurs, for example if the temperature is -5 maybe you don't want the possibility of rain :)
 - Maximum Temperature: You can set up when the rain occurs, for example if the temperature is 40 maybe you don't want the possibility of rain :)
 - Sun Rise, Day, Sun Set, Night:
 - Top Color: Top Color of the sky when the rain occurs.
 - Bottom Color: Bottom Color of the sky when the rain occurs.
 - Ambient Color: Ambient Color when the rain occurs.
-