Earth & Planets Skyboxes Pro

Version 1.0

Changes:

28-3-2019   Version 1.0 First release

Welcome to Solar System Planets Skyboxes.

This is an beta version and is copyrighted and may not distributed without knowledge of the author.

I have put a lot of effort in creating these skyboxes, and a lot of time has been spent finetuning every detail.

All skyboxes are rendered with neutral detail (real colors) and Sharpening rendering methods. Filters like Bloom and other effects can/should be added to create the perfect space view.

Depending on the demand I will add more planets in the future. If you want a specific planet rendered, contact me.

If you find any issues or having trouble you can always contact me directly contact@stagit.mobi

Don't forget to add a review to the Unity Store if you like this package.

Usage

Multiple demo scenes are provided at /stagit/PlanetSkyBoxesPro/scenes/ which gives an idea whats in this package and which skybox to choose.

All skyboxes are rendered in transparency (alpha) and I have provided a skybox shader which allows 2 layers. One background and one on the front (For example Earth).

I have done this so you can tweak the lightning/color/exposure of the stars and earth separately. It is also possible to combine for example Saturn and Earth in one Skybox. However, its recommended to combine those stars and Planet textures yourself to save performance.

Adding these skyboxes is as simple as opening the light settings and select the skybox. All skybox materials are named Skybox(name of planet/moon) to make it easier.

Adjustable Skybox shader

I have created a skybox shader which allows 2 layers, as said before in your final build make sure you use the normal skybox shader and combine those images yourself in Gimp, Photoshop etc.

- Star tint color (Sets the color of the stars)

- Earth/planet tint color (Sets the color of the Earth/planet) useful for adding more blue or other colors.

- Star Exposure (Sets the exposure of the stars)

- Earth Exposure (Sets the exposure of the stars)

- Rotation (Sets rotation of the skybox)
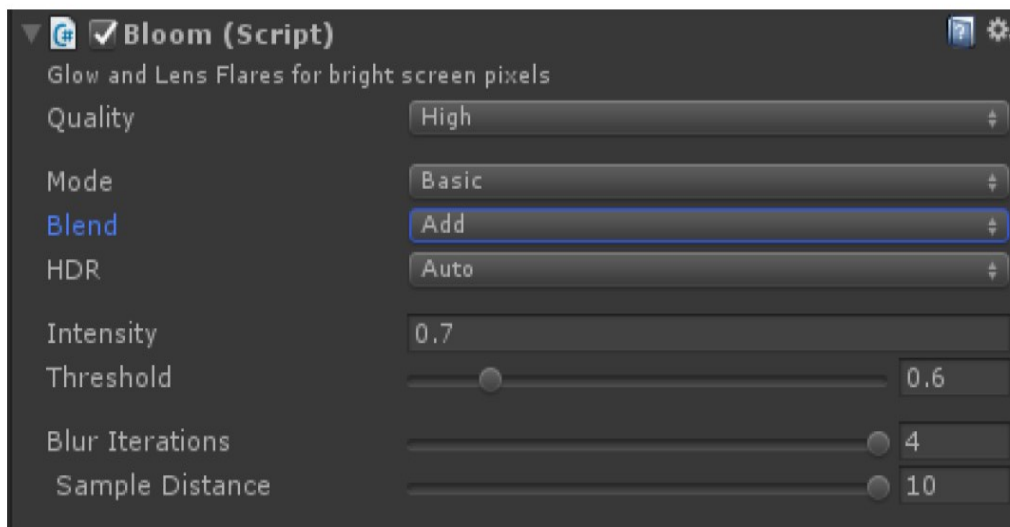
Adjusting the size of a planet

Adjusting the size of a planet is possible by re-sizing the planet skybox texture in Photoshop. Create a copy of the planet skybox material and add the resized planet texture to the material.

Sun Locations

Sun locations needs to be adjusted according to the SkyBox yourself as they are not correct.

Bloom / Luminosity

All images have been rendered without effects and lowest luminosity as possible. To create the right Planet view effect a bloom (image effect) should be applied or contrast (exposure of the skyboxes) should be higher.

Adjusting the colors of a planet

You can change the colors of a planet by using your photo editing software like Photoshop and use the Hue/Saturation. The image should be saved as PNG24/32 Alpha.