ALLSKY FREE

10 skyboxes for Unity

Thank you for downloading AllSky Free.

This is a small sample edition of the full version of Allsky.
It contains a set of 10 skyboxes for use in your environments.

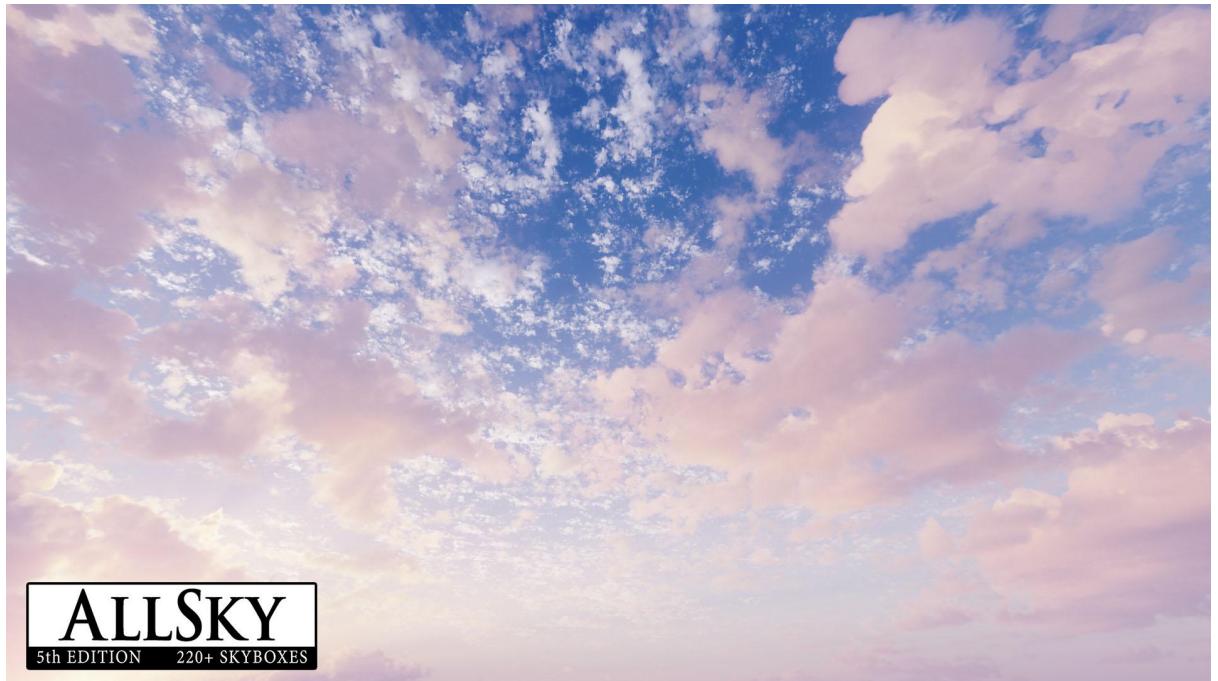*I hope you find them useful!*

Live Online Documentation

ALLSKY

The full version has 220+ skies for Unity!

- Including Day, Night, Anime, Above the Clouds, Cartoon, Fantasy, Hazy, Epic, Space, Mammatus, Sunless and Moonless categories.
- Various styles: Day, Night, Cartoon, Fantasy, Hazy, Epic, Space, Sunless and Moonless!
- For lighting artists, environment artists and indie developers looking for a wide suite of skies to light their environments.
- Lighting from day to night: Twilight, sunset, multiple times of day, multiple times of night, skyglow.
- Many weather and cloud types: Clear, overcast, summery, stormy, autumnal, hazy, epic, foggy, cumulus.
- Skies are provided as 6-sided cubemaps sized from x1024 to x2048 per-side along with an equirectangular cubemap texture from 4k to 16k in size.
- Every sky has an example lighting setup scene.
- Online documentation with a catalogue of skies. Consult before importing.

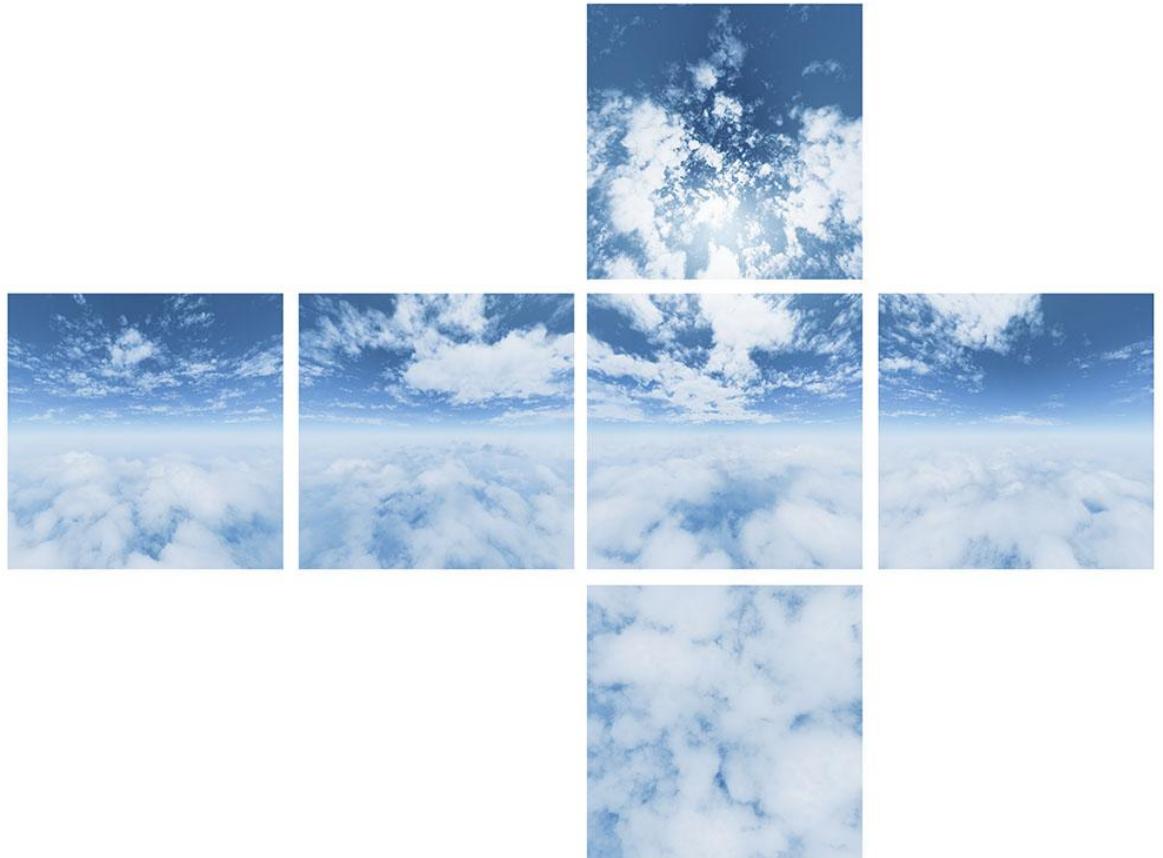*You can get the full version of AllSky here :*
https://u3d.as/55P

TECHNICAL

Each sky is provided in two formats :

- An Equirectangular image. Also known as a latitude-longitude or lat-long map. These vary in size up to 16k. The import settings will instruct Unity to create a cubemap using this texture. The default import resolution is 4K, it can go higher if needed but you may get diminishing returns on quality despite the greater memory usage.

- A set of 6 textures representing each side of the skybox. The source PNG texture resolution per-side ranges from x1024 to x2048. They are imported as textures, with *clamp* enabled to prevent seams. They are then assigned to a 6-sided skybox material.

Equirectangular is the preferred format for most uses. Especially if you want to edit the colour or tone then you will likely want to edit this as it is one single image.
Load it in photoshop and make changes to the entire texture at once.
If you make any localised changes you will want to take special care on the edges as there is a high chance of distortion or visible seam creation.

Skies are sorted by time of day or style in folders.

Each individual sky has a folder which contains the textures and a material with those textures assigned.

There is also a demo scene with example lighting and fog that you might find useful for reference.

Each sky has two materials, one equirectangular and another 6-sided, which you can set as your scene's current skybox. Please consult the Unity documentation for your version of Unity if you are unsure how to do this.

Many of the materials are set as '/mobile/skybox' shaders - which should be fastest - but you can change them to the other skybox shaders that ship with Unity and set the required textures. Some add tint, exposure and rotation controls.

Texture based skyboxes render extremely fast! They are suitable for all platforms and specifications.

The import resolution and type of compression used on the sky textures is entirely up to you. It should be set at a level which you feel utilises appropriate amounts of memory for your target game platform, balanced with the amount of compression artifacts that you feel are acceptable.

If you find you have banding you can't eradicate, I strongly recommend you consider adding some form of noise or dithering into your post-processing stage. This helps solve many issues in games with banding. Unity article on dithering.

AllSky is quite simple so it should work in any version of Unity.
Importing has been tested in Unity 2018 LTS, 2019 LTS, 2020 LTS.
Unity 5.6 can import the sky textures and materials.

Skyboxes can be used in any of Unity's render pipelines. URP, SRP, HDRP, Legacy, etc.

DEMO SCENE

Each sky also has a demo scene. This shows a simple low-poly environment to demonstrate lighting and fog settings for that sky.

It was lit in the Forward Lighting Rendering Path with Linear lighting Color Space.
To see the lighting as intended your project will need a project with those settings. (Under Edit->Project Settings->Player). If you have to change these settings it may be necessary to re-import the sky textures. Linear is more important than Forward.
The demo scene can benefit from increasing the Pixel light count in quality settings, and the directional light shadow distance.

WHO

This asset pack is by Richard Whitelock. A game developer, digital artist & photographer with 20+ years in the games industry working in a variety of senior art roles on 20+ titles.

UPDATES

V1.1.0

- Added new documentation.
- Removed menu script.

V1.0

- First Release.

FAQ

"Can I use these skies in commercial games or apps?"
Yes of course! AllSky uses the standard [Unity Store License](#).
For frequently asked questions about licenses see the [Asset Store FAQ](#)
Unity say : *"we have created a helpful knowledge base article which simplifies the Asset Store Terms: [Can I use assets from the Asset Store in my commercial game?](#)* "

"Can I redistribute the sky assets / textures in a non-game / 3D application context"
The license and FAQ linked above cover this in detail, but the short answer is : no.
The end user should not be able to access the texture map files outside of your game or app, whether they are un-modified or not.

"I get errors on import. Or the import is failing / corrupted."
A knowledge base article on this error: [I am getting errors in the console when importing an Asset](#)

Does your target disk have enough space to decompress the package?
FIX: Create more space on your target disk - you need at least twice the free space of the original package for this to complete properly.

Does your Unity Project or UnityPackage exist in a directory with non-English characters in it? **FIX**: Remove the non English characters in that directory.

Do you have read\write access to the Unity Package, its parent directory, and your Unity Project's directory? **FIX**: Assign yourself read / write permissions to these directories. Just to clarify, as this is an issue which is local to your machine set up, this is not really an issue that we can look into.

"Can I render the skies and use them in video / print / 2D game backgrounds?"
Yes this is fine.

"Can I include AllSky skies with my own asset?"
No. But you can use them in Asset Store promotional artwork as long as a credit is added to the description!

"Do I have to credit or attribute AllSky?"
No. But it is very much appreciated. It's very cool to see AllSky used in other people's work. :)

"Can I commission you to make me a bespoke skybox?"
Yes. But when you find out how much that costs you might have a newfound appreciation for the value of AllSky!

ALLSKY