QUICK START

DOC VERSION v1.3 - FEBRUARY 2017

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Introduction

Thank you for purchasing the ***Farland Skies - Cloudy Crown Pro*** skybox! We hope you enjoy using the product and that it makes your game development project a success.

If you have questions, please do not hesitate to contact us at *support@borodar.com*, we will be glad to help you out.

Also, when you have a spare moment, please leave us a review on the Asset Store.

Integrating and configuring skybox

It's pretty easy to integrate skybox to your scene. All you need to do it's just drag the ***SkyboxController*** prefab to the hierarchy window.

Skybox will be assigned automatically for this scene and now you can use ***SkyboxController*** to manage its settings, either from scripts or directly in the editor.
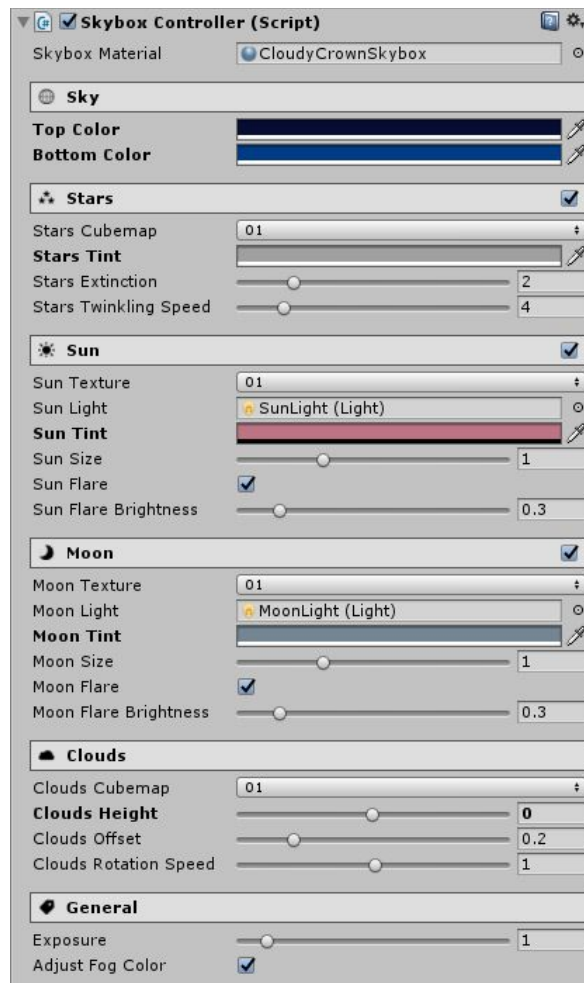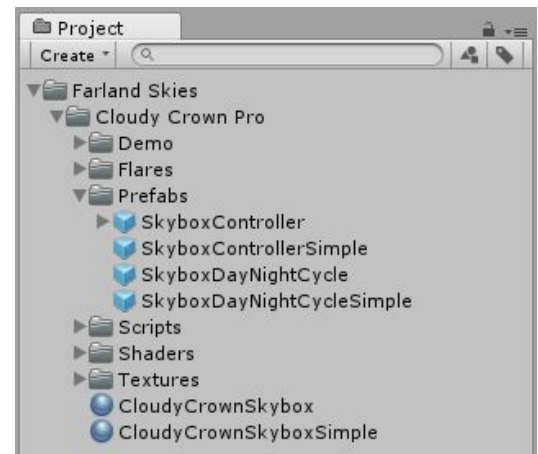
Sky
This section allows you to customize sky color values at top and at bottom poles. Clouds colors will be interpolated automatically according to these values.

Stars
Here you can configure stars tint, extinction and twinkling speed. ***Stars extinction*** is a reduction in stars apparent brightness closer to the horizon. ***Stars twinkling*** is a variation in stars apparent brightness caused by the atmospheric turbulence.

Sun & Moon
In this section, you can customize soon and moon appearance. All settings are straightforward, except ***flare brightness***. Actual flare brightness depends on correspondent tint alpha, and this property is just a coefficient for that value.

Clouds

This section allows you to customize clouds position relative to the horizon, offset between cloud waves and rotation speed around the positive y-axis.

General

In general section, you can adjust exposure for the whole sky. Also, there is a checkbox that allows you to keep fog color in sync with the sky middle color automatically.

SkyboxController implements the "singleton" pattern, so you can easily access all its properties from anywhere in your scripts:

```
SkyboxController.Instance.TopColor = Color.blue;
SkyboxController.Instance.MoonSize = 0.75f;
SkyboxController.Instance.CloudsRotationSpeed += 1f;
```

Please take a look at the *CustomizationDemo* scene to get more details.
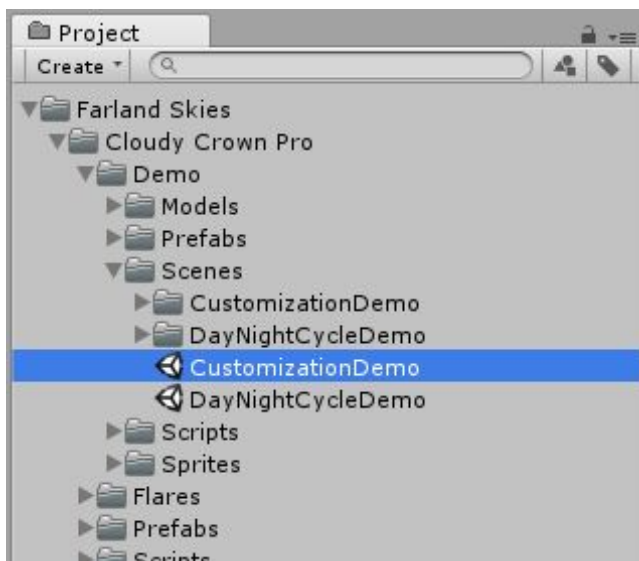
Day-night cycle

This package comes with a handy script to manage skybox day-night cycle.

At first, you need to drag the **SkyboxDayNightCycle** prefab somewhere to your scene.

Then adjust prefab properties to fit your needs:

- **Sky DoT Params** is a list of sky colors, based on time of day. Each list item contains one "time" filed that should be specified in percents (0-100). Also, there are two "color" fields, corresponding to the skybox color settings with the same names.

- **Stars DoT Params** list allows you manage stars tint color over time. It works in the same way - just specify a time in percents and tint color for each element.

- **Sun & Moon DoT Params** are for configuring sun & moon appearance and light params depending on time. Use the same approach as above for setting it up.

SkyboxDayNightCycle script will utomatically interpolate values between list items and update skybox parameters depending on its **TimeOfDay** property.

However, **SkyboxDayNightCycle** doesn't run through day-night cycle automatically. It requires few lines of code by yourself, but in this way you can fully control your animation cycle duration, make your time flow non-linear, etc.
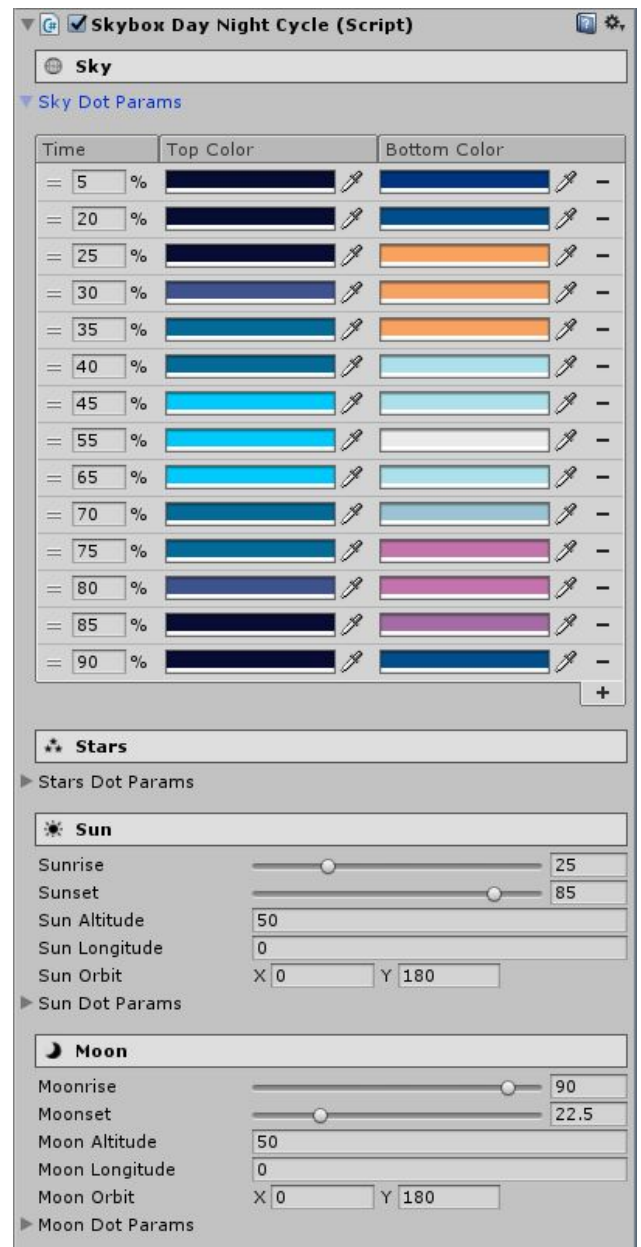
The simplest example to do so:

```csharp
public void Update()
{
    SkyboxDayNightCycle.Instance.TimeOfDay
        += (Time.deltaTime / DayDuration) * 100f;
}
```

If you don't want to bother with scripts by yourself, then you can just grab *SkyboxCycleManager* prefab and add it to your scene. It will manage animation cycle progress automatically.
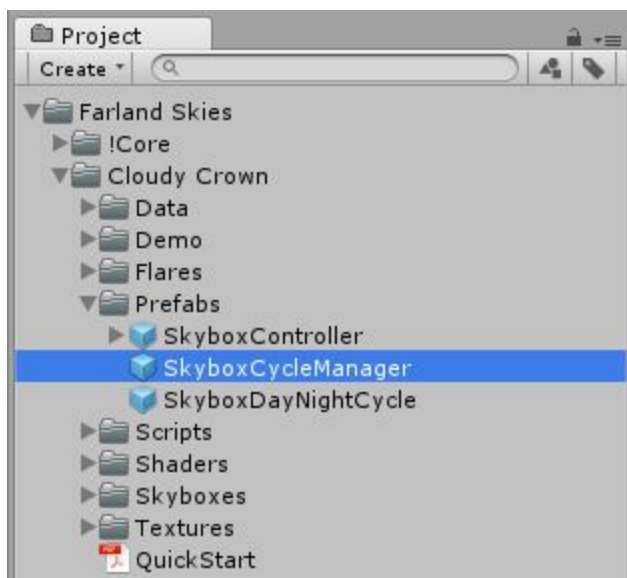
Sun & Moon positioning

Sun & Moon position settings may seem a bit confusing at first look, so let's try to explain it visually:
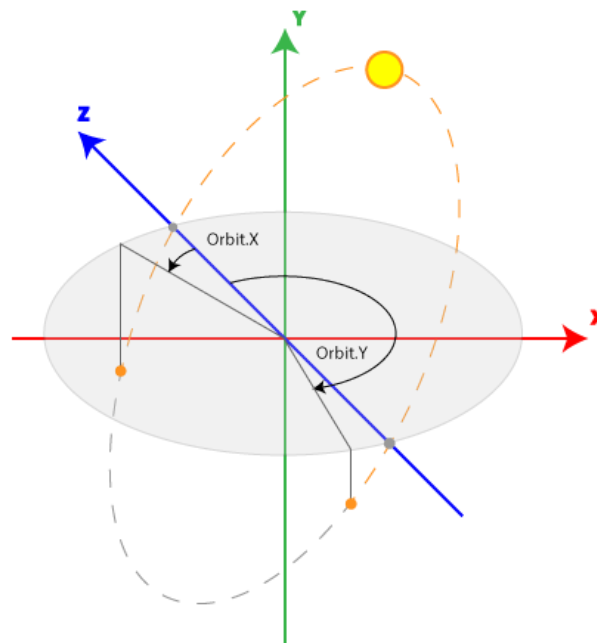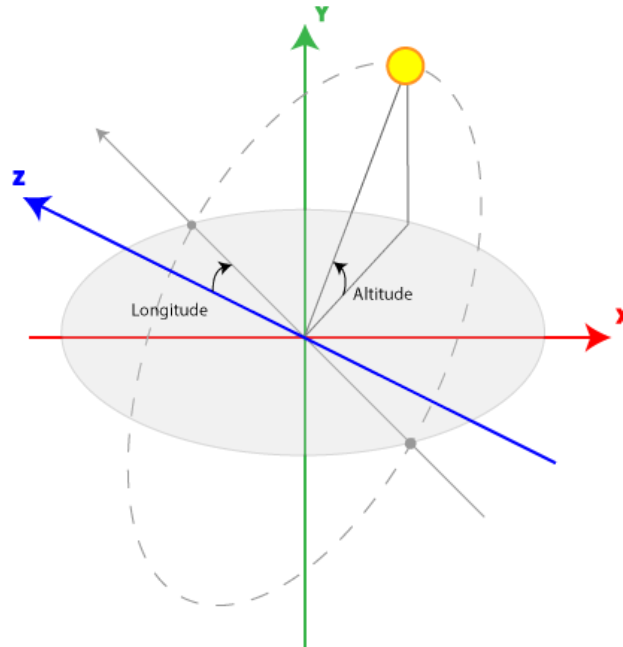

- **Sun Altitude** is the *max* angle between the horizon and the center of sun's disk.
- **Sun Longitude** is the angle between *z-axis* and the center of sun's disk *at sunrise*.
- **Sun Orbit** is a pair of angles that limit visible orbit of the sun.

Also, You can change sun and moon positions just by rotating corresponding direction light objects, under **SkyboxController** object.
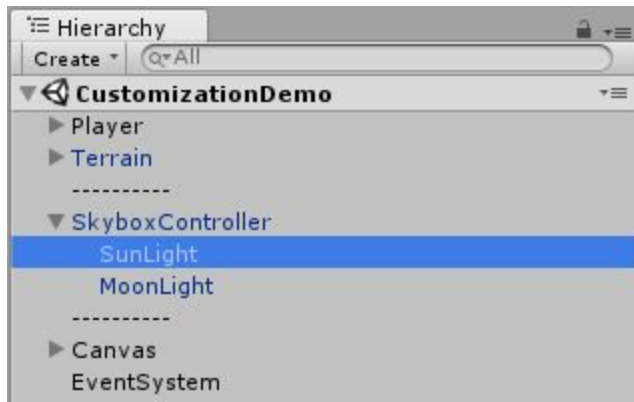
Please take a look at the **DayNightCycleDemo** scene to get more details.
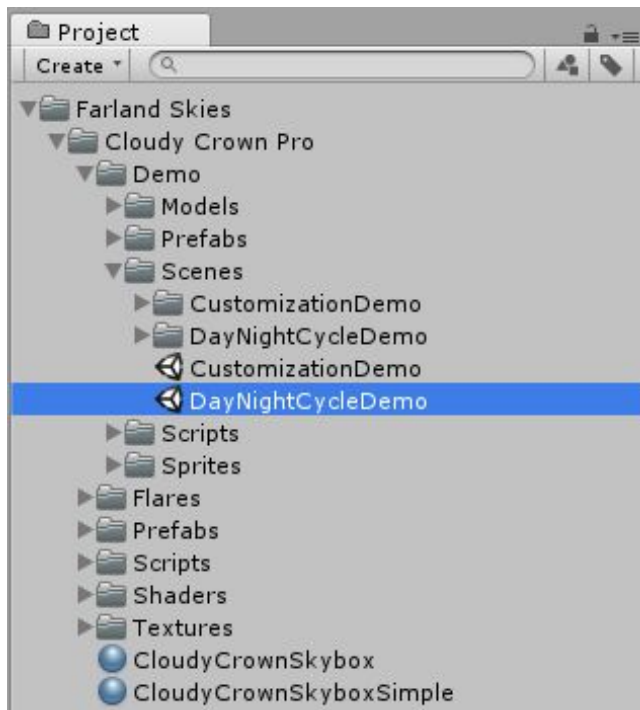
Upgrading

Please always do a clean import of the *Farland Skies - Cloudy Crown Pro* (delete the old version before importing the new one), otherwise you may receive a number of difficult to diagnose issues.

- Delete the *Assets/.../Farland Skies* folder
- Delete the *Assets/Editor Default Resources/Farland Skies* folder, if exists
- Import the new version from the Asset Store

Folder location

The *Farland Skies* folder is movable and doesn't require to be in the root of your assets folder.

You can freely move it wherever you want (to some "3rd Party" folder, for example). Then just go to **Edit → Preferences → Farland Skies** and update the folder location:
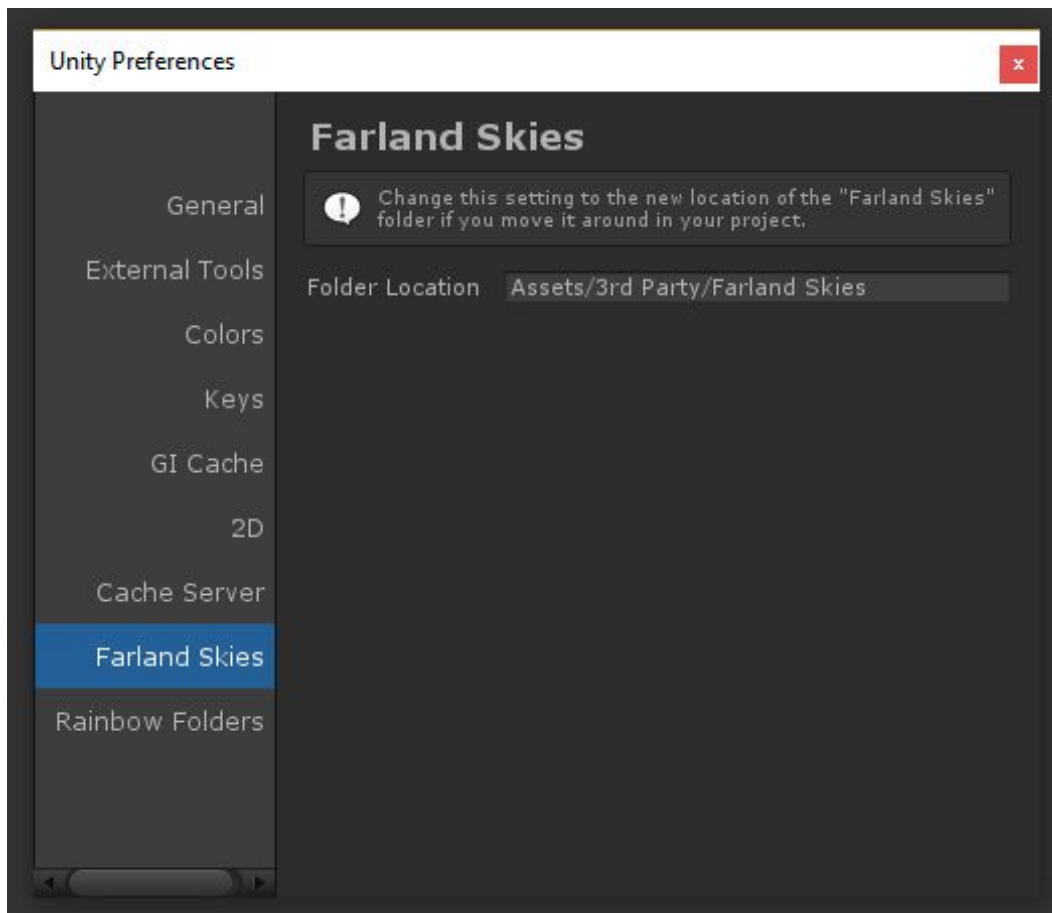
Changelog

v 1.3

- Added option to move "Farland Skies" folder wherever you want in your project
- Added SkyboxCycleManager prefab
- Various optimizations and fixes

v 1.2

- Added three different types of clouds
- Added three different types of stars
- Added three different types of sun
- Added three different types of moon
- A number of small optimizations and fixes

v 1.1

- Implemented possibility to enable/disable clouds, stars, sun or moon as shader feature
- Improved editors for skybox controller and day-night cycle controller
- Various performance improvements

v 1.0

- Initial release