

Super Simple Skybox

A Game-Ready Asset by [OCCA SOFTWARE](#)

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Introduction

Super Simple Skybox is an easy-to-use, artist-friendly, and feature-rich skybox shader that enables you to easily set up a stylized skybox in your scene.

Assets Included in Super Simple Skybox

- Materials
 - Simple Skybox Material
- Shaders
 - Simple Skybox Shader Graph
 - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV

- Art
 - 13 Cloud Textures
 - 10 Night Sky Textures
- Scripts
 - Easy-to-use script that lets your sun and moon rotate to simulate a day/night cycle.
 - Script that is used to define the rotation of the stars.
 - One assembly definition for the Skybox scripts
- Scenes
 - Demo Scene
 - Sample Post Processing Profile

Skybox Features

1. **Plug-and-play:** Drag and drop the skybox material into your scene's Skybox Material slot. You're done.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.
3. **Customizable:** Configure the skybox with 29 different parameters, including cloud and star textures, daytime and nighttime colors, sun colors, sunset parameters, moon size, color, and falloff, and more.

Support

Every asset we sell is backed by a 100% customer satisfaction guarantee. If you are not 100% satisfied, please contact us at hello@occasoftware.com or [join our Discord](#).

We'd love to hear from you

Your feedback is extremely important to us. We'd love to hear what you think of this asset so that we can improve it for you and for future developers.

[Please share your feedback on the Unity Asset Store.](#)

Usage Details

Initial Setup

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Add the **Sun.cs** and **SetStarRotation.cs** components to the main directional light in your scene.

***Note:** The `SetStarRotation.cs` can be added to any object and will set the star rotation based on the rotation of that object. We recommend syncing it with your sun, but you can choose not to do so.*

4. **Optional:** Add the `Moon.cs` component to an alternate light in your scene which will control the moon position.

Directional Light

Static

Tag UntaggedLayer Default

Transform

Position

X0Y0Z0

Rotation

X497.7Y23.49899Z-1.122986

Scale

X1Y1Z1

Light

General

TypeDirectional

ModeRealtime

Emission

Light AppearanceColor

Color

Intensity1.786159

Indirect Multiplier1

Rendering

Render ModeAuto

Culling MaskEverything

Shadows

Shadow TypeSoft Shadows

Realtime Shadows

Strength1

BiasUse settings from Render Pipeline Asset

Near Plane0.1

Light Cookie

Cookie

Universal Additional Light Data (Script)

Set Sun Position (Script)

ScriptSetSunPosition

Rotations Per Hour360

Automatic Light Intensity

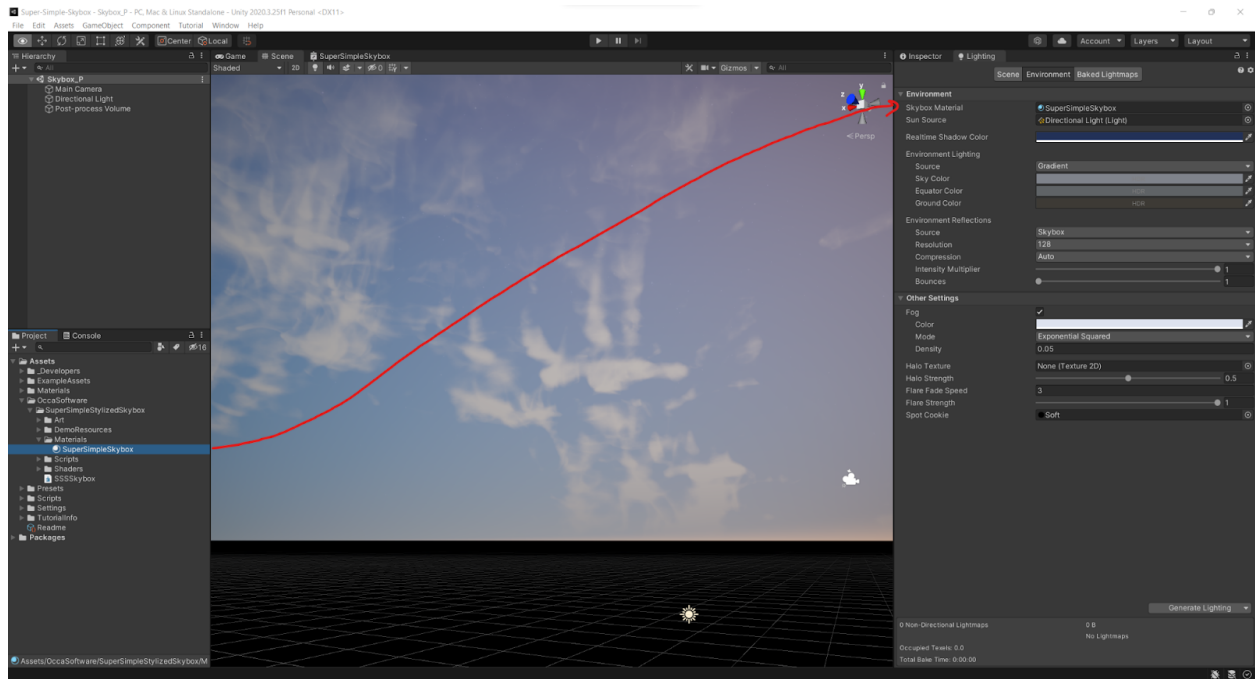
Maximum Light Intensity2

Set Star Rotation (Script)

ScriptSetStarRotation

Add Component

5. Drag-and-drop the “**SuperSimpleSkybox**” Material into the Lighting/Environment/Skybox Material slot from the Assets/OccaSoftware/SuperSimpleSkybox/Materials/ folder.



6. Customize your Skybox by clicking on your Skybox Material and editing the parameters.



Super Simple Skybox (Material)



Shader Shader Graphs/SuperSimpleSkybox

Edit...

Ground Settings

Ground Enabled



Sky Settings

Horizon-Zenith Blend

0.5

Day Colors

Horizon

HDR

Zenith

HDR

Night Colors

Horizon

HDR

Zenith

HDR

Horizon Saturation

Amount

0.3

Falloff

3

Sun Settings

Angular Diameter

2

Horizon Color

HDR

Zenith Color

HDR

Sky Lighting Enabled



Falloff Amount

3.19

Falloff Intensity

0.1

Sunset Settings

Intensity

0.1

Radial Falloff

0.2

Horizontal Falloff

0.5

Vertical Falloff

0.4

Moon Settings

Angular Diameter

5

Color

HDR

Falloff Amount

15

Star Settings

Rendering Method

Procedural

Brightness

1.26

Daytime Brightness

0.1

Horizon Falloff

0

Saturation

1

Cloud Settings

Texture Settings

Texture

T_Clouds_Default

Scale

X 3 Y 2

Speed

X -0.5 Y 1

Look Settings

Cloudiness

0.5

Threshold

0.2

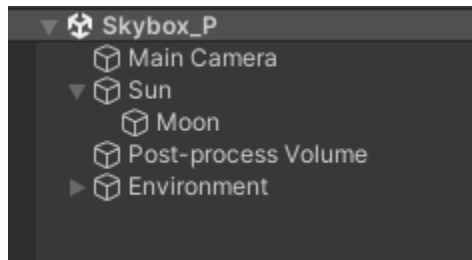
7. Create as many copies of the Skybox Material as you would like. Each copy can have its own parameters and configuration.

Subscribing to the built-in event system

- The Sun.cs script and Moon.cs script both inherit from the DirectionalLight.cs script, which has two events: **OnRise** and **OnSet**.
- You can subscribe to these events to trigger other actions in your scene when the corresponding light rises or sets.

Understanding the Sun & Moon

- By default, the moon is arranged as a child game object of the sun.



- The rotation of the moon game object's transform is set to (-180, 0, 0). This places it directly opposite the sun.
- You can adjust the rotation of the moon directly.
- You can set the rotations per hour property of the moon while it is a child. This will lead to two simultaneous movements as the moon rotates relative to the sun, which is also rotating.
- Alternatively, you can un-parent the moon so that it no longer inherits the rotation of the sun. This will allow you to set and rotate the moon fully independent from the sun.

Built-In Render Pipeline Support

Note regarding Built-In support coverage. *This asset is designed for and targets Universal Render Pipeline. However, Unity has added Shader Graph support to the Built-In Render Pipeline from Unity 2021.2. Given that context, this asset has been updated to work on Built-In Render Pipeline for Unity 2021.3 as of Release **SuperSimpleSkybox 1.4.0**. However, future updates to this asset are not guaranteed to work on Built-In and support is not explicitly guaranteed for Built-In. URP is the target platform. In the event Built-In support will break to enable an improved URP experience, Built-In support will be broken.*

That being said, you should be able to import and use this asset in Built-In Render Pipeline following the above directions.

Additional recommendations:

- Set colorspace to Linear
- Ensure Post-Processing is enabled with HDR Color Grading and Tonemapping enabled.

Please contact us at hello@occasoftware.com for any support.