Eclypso

SKYBOX ADD-ON

Available on the Unity Asset Store

Contents

BASICS

The fundamentals with using the skybox add on in Unity

Here are some basics that are good to know when using the skybox add on:

- **Where to find them?**
  You can fin the Skyboxes in the Skyboxes folder inside the Skybox add-on root folder
- **How to set them up?**
  The Skyboxes are already set up to be used in Unity 3d. You just need to drag them in your scene. If you want to access more advanced settings you will need to navigate to the Lightning settings (Window -> Rendering -> Lightning Settings)

- **And the original Images?**
  If you want to edit the Images of which the skyboxes are created, go to the Images Folder and right click on an image. Then select open in Finder.
- **Is it possible to edit the Skyboxes**?
  Yes! To do so open the images as shown above in the finder and open them in Photoshop or any other program that supports .psd format.

For more Information check out our Blog:

TIPS AND TRICKS

Some things that'll make your life easier

Adjust the Environment Reflection

Adjust the Tint Color

Tipps & Tricks

Adjust the Intensity Multiply

Rotate the Skybox

Adjust the Exposure

For more Information check out our Blog:

https://eclypsoinc.com/support/

OTHER STUFF
Some other things that might be cool to know

THE LOW POLY ADVENTURE PACK

The Low Poly Adventure Pack contains a lot of models that you can use to create your own scenes in Unity 3d. If you don't want to put a lot of work into creating complicated scenes by yourself you have 4 scenes already set up for you to use in your next project.

The Asset Pack contains Trees, Rocks, Plants, Animals, a lot of small assets, 4 complete scenes and some particle Systems.

This makes the Low Poly Adventure Pack the perfect Asset to get stared creating own games or, if you are a professional, make the processes much easier.

For more Information check out our Website:

https://eclypsoinc.com