

Super Simple Stylized Skybox

A Game-Ready Asset by **Occa Software**

Version 1.1

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Introduction

Super Simple Stylized 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.

Includes

- Materials
 - Simple Skybox Material
- Shaders
 - Simple Skybox Shader Graph
 - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art
 - 5 Cloud Textures
 - 10 Night Sky Textures
- Scripts
 - Easy-to-use script that lets your sun lamp rotate to simulate a day/night cycle
 - One assembly definition for the Skybox scripts
- Scenes
 - Demo Scene
 - Sample Post Processing Profile

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, and more.

Using this in a project?

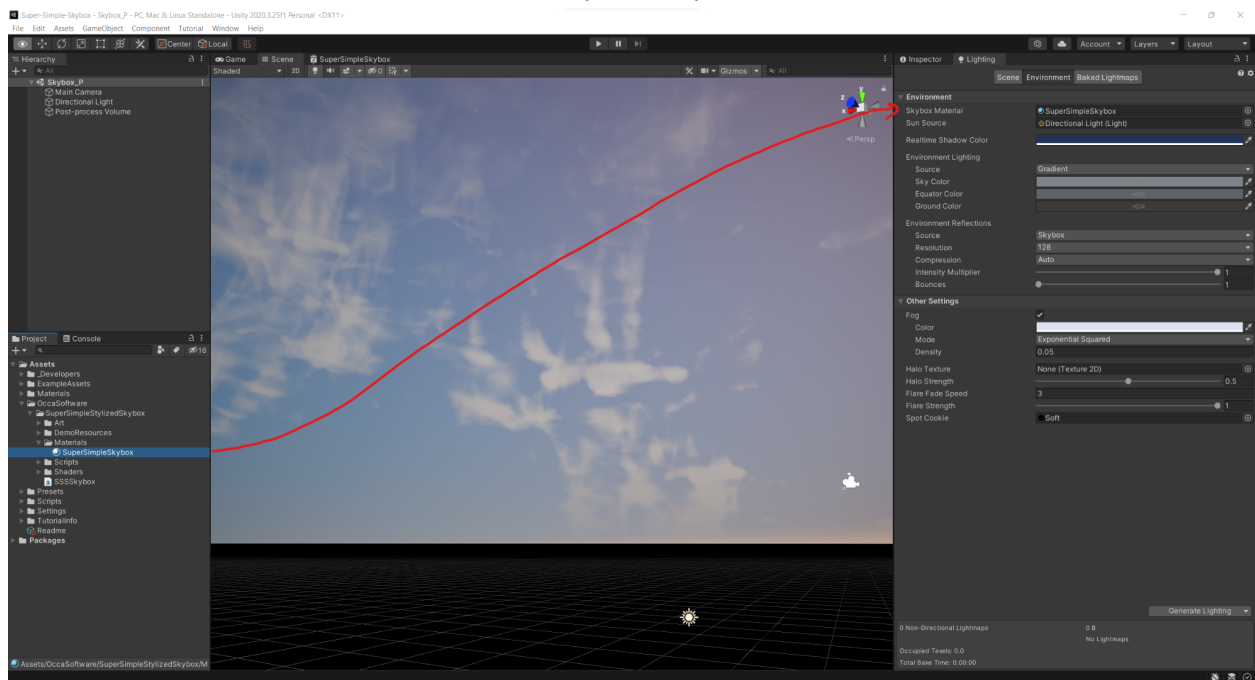
I'd love to feature your work using this Shader on my Twitter [@occasoftware](#). Just reach out :)

Support

Reach out me at occasoftware@gmail.com or on Twitter [@occasoftware](#) for any support including questions, bug reports, feedback, etc.

How to Use

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Drag-and-drop the “**SuperSimpleSkybox**” Material into the Lighting/Environment/Skybox Material slot from the Assets/OccaSoftware/SuperSimpleStylizedSkybox/Materials/ folder.



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



Super Simple Skybox (Material)



Shader Shader Graphs/SuperSimpleSkybox

Edit...

Ground Color

HDR

Use Ground



Horizon / Zenith Color Blend



0.502

Day Horizon Color

HDR

Day Zenith Color

HDR

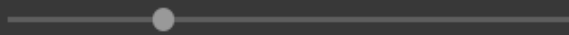
Night Horizon Color

HDR

Night Zenith Color

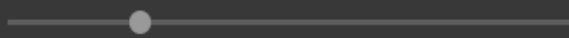
HDR

Horizon Desaturation Falloff



3.37

Horizon Saturation Amount



0.22

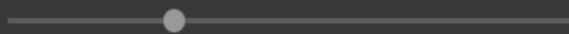
Sun Zenith Color

HDR

Sun Horizon Color

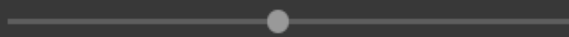
HDR

Sun Size



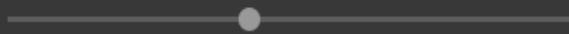
0.0282

Sunset Horizontal Falloff



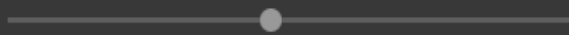
0.478

Sunset Vertical Falloff



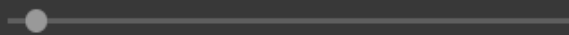
0.425

Sunset Radial Falloff



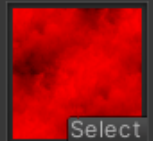
0.466

Sunset Intensity



0.032

Cloud Texture

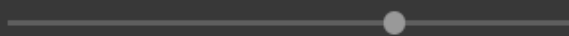


Select

Wind

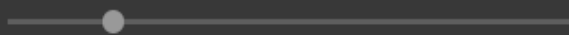
X -1 Y -2 Z 0 W 0

Cloudiness



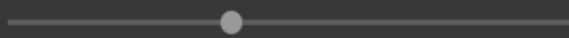
0.686

Cloud Sharpness



0.171

Cloud Height Falloff



3.55

Cloud Scale

X 3 Y 2 Z 0 W 0

Day Cloud Color

HDR

Night Cloud Color

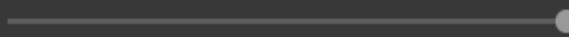
HDR

Star Texture



Select

Star Horizon Falloff



1

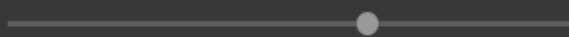
Star Scale

0.72

Star Speed

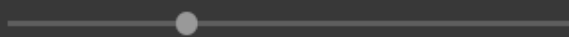
1

Star Intensity



1.91

Star Daytime Brightness



0.306

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