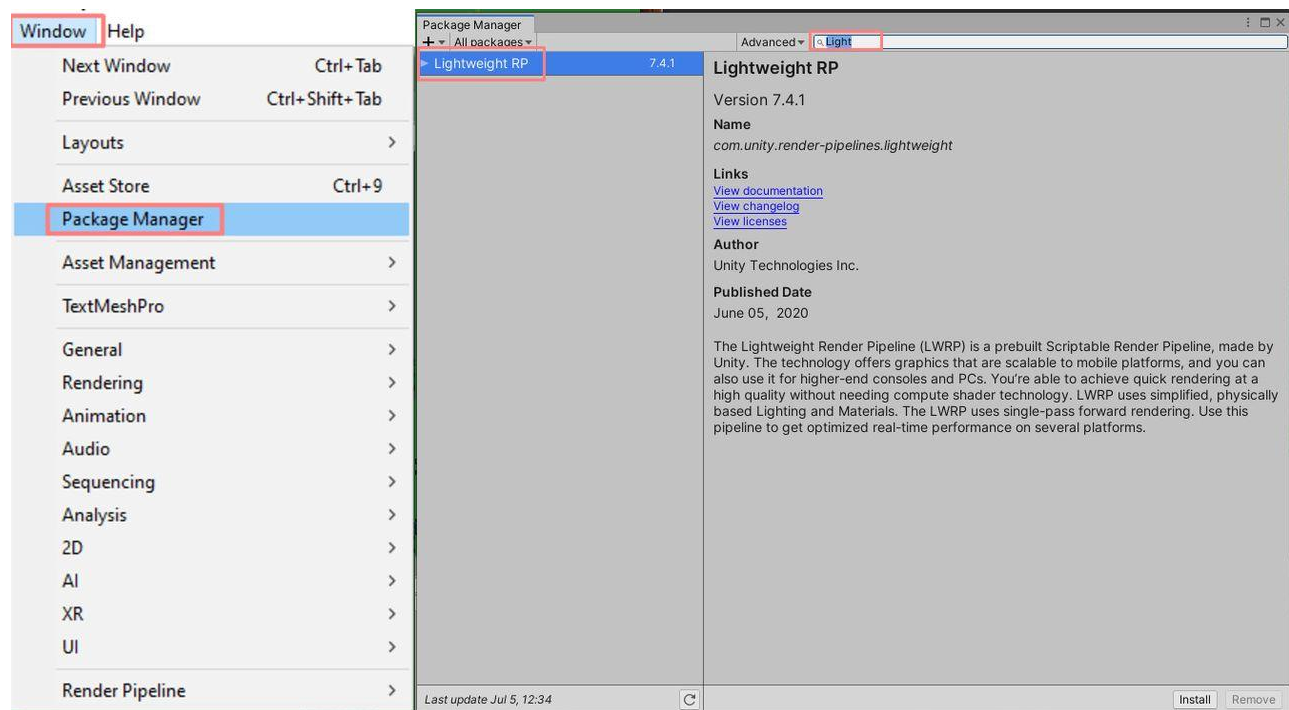


# Unity Day and Night System 2D

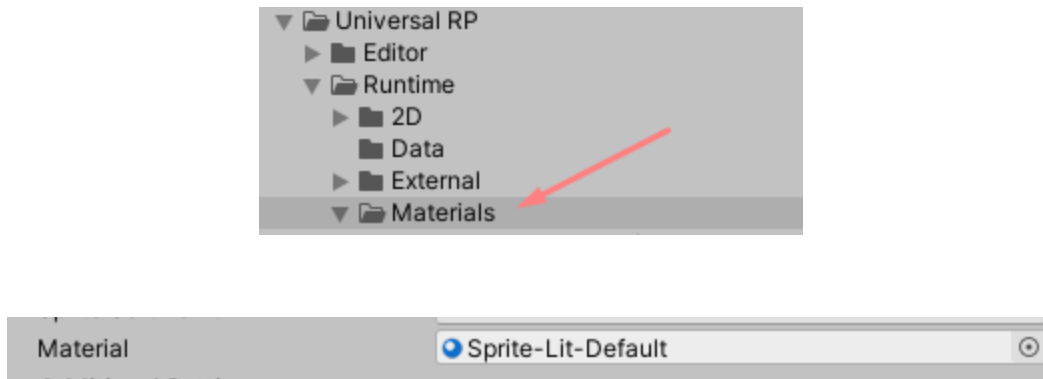
With this addon you can add a immersive Day and Night system for your 2D game based on awesome Light effect for Unity 2019 LTS Version

## Setup

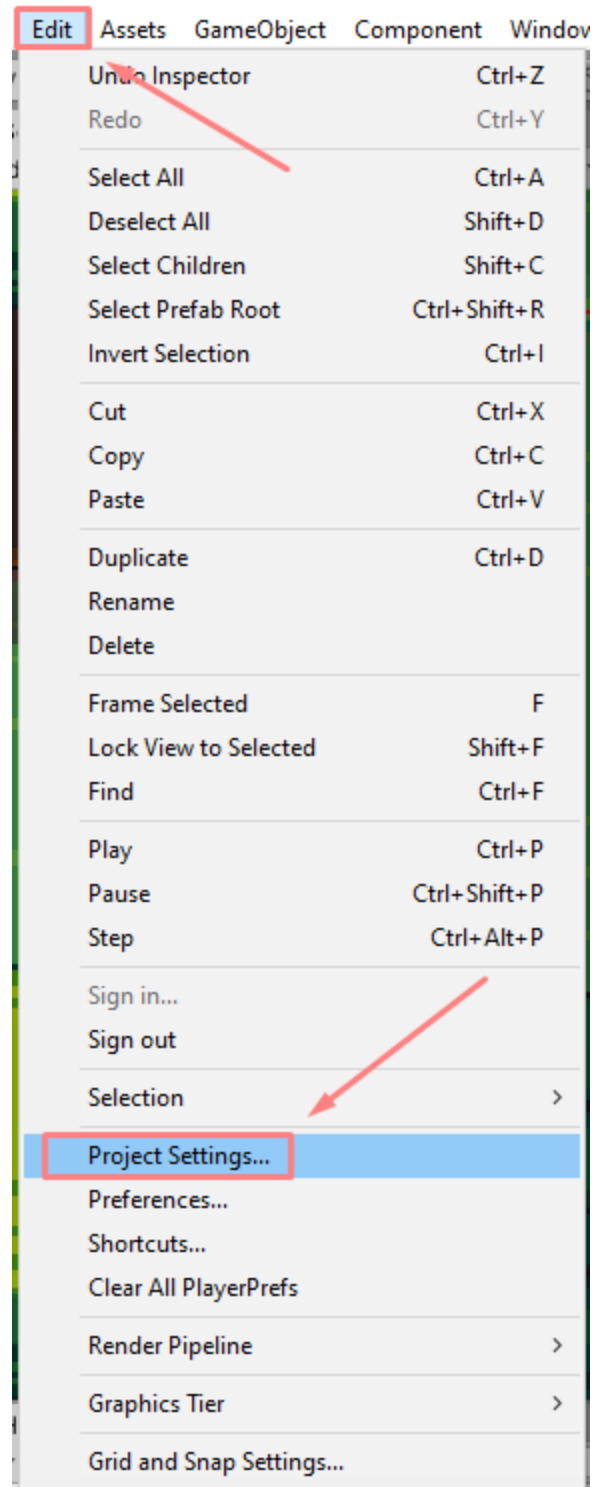
1. First you need to import from Unity Package Manager “**Lightweight RP**” with a few clicks. Go to “Window” and click on “Package Manager”. Now, search for “**Lightweight RP**” package and click “**Install**”

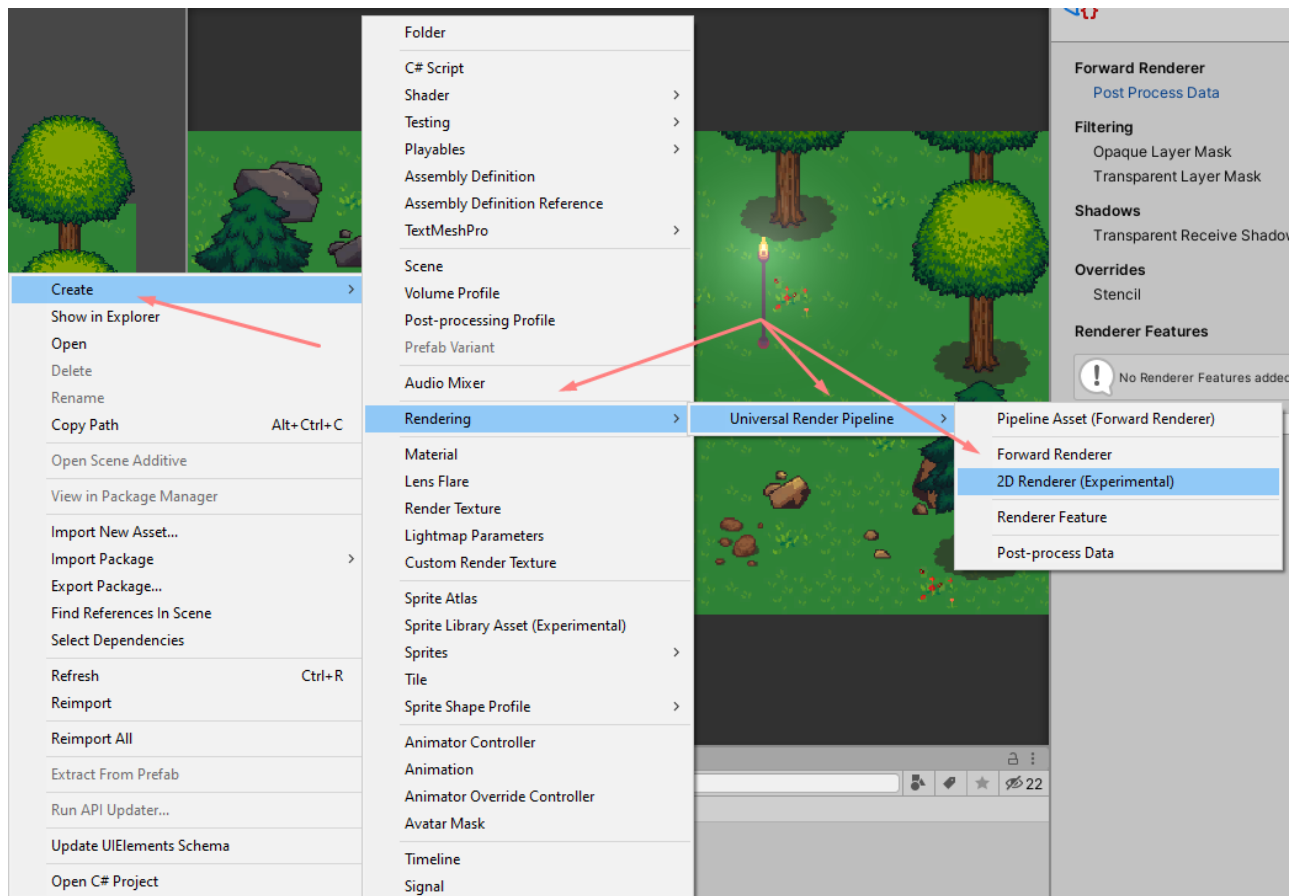
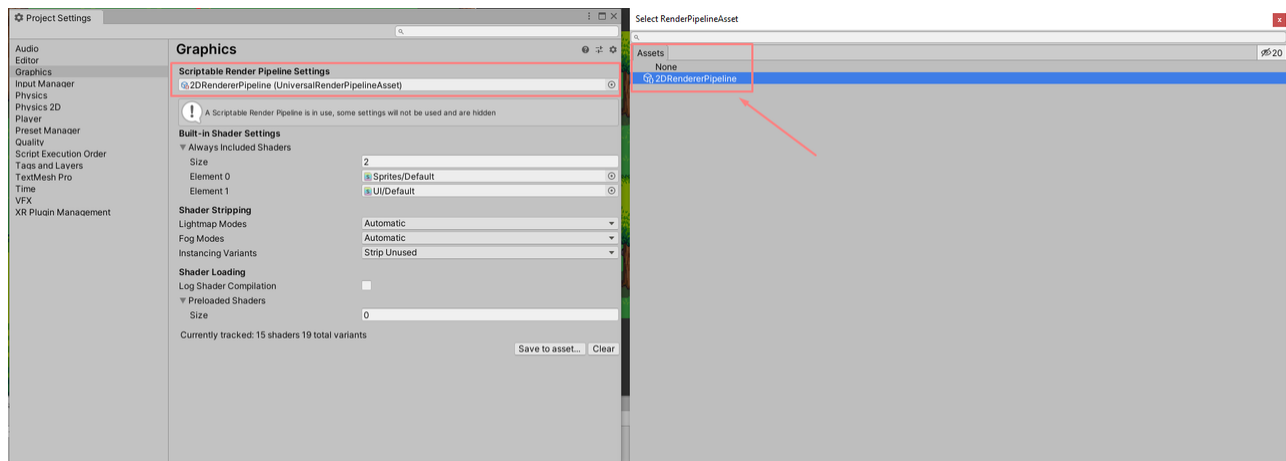


2. Import “**Day and Night System 2D**” from asset store. If you are using github version, its all features are installed and **ready-to-go**.
3. You need to change the material in all your sprites to interact with the global light. You can choose which sprites will react to light or simply change them all.

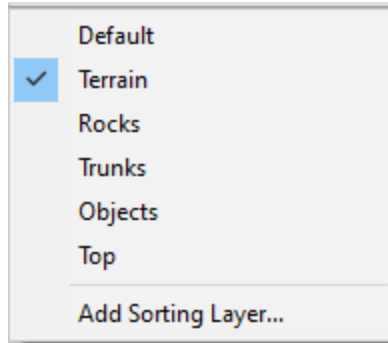


4. Check in your project settings **“scriptable renderer pipeline”**. Go to “Edit” and “Project Settings” and set the RP which are in asset folder. You can easily create if not imported using right click on assets folder go to “Create”, “Rendering”, “Universal Rendering Pipeline”, “2D Renderer”.

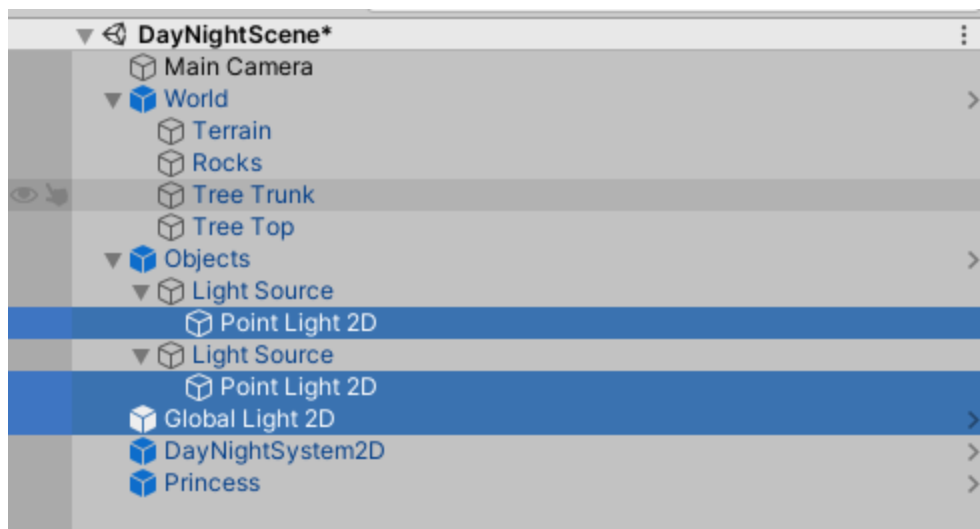


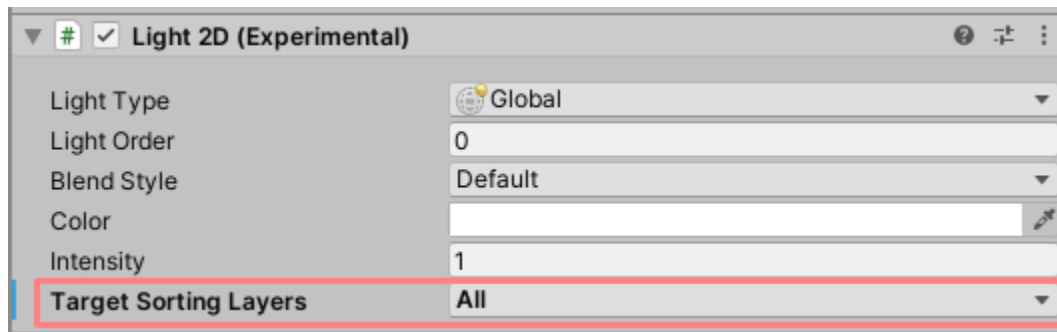


5. The demo scene include a tilemap ready to use but you need to create a sorting layers and change in all tilemap corresponding to that layer

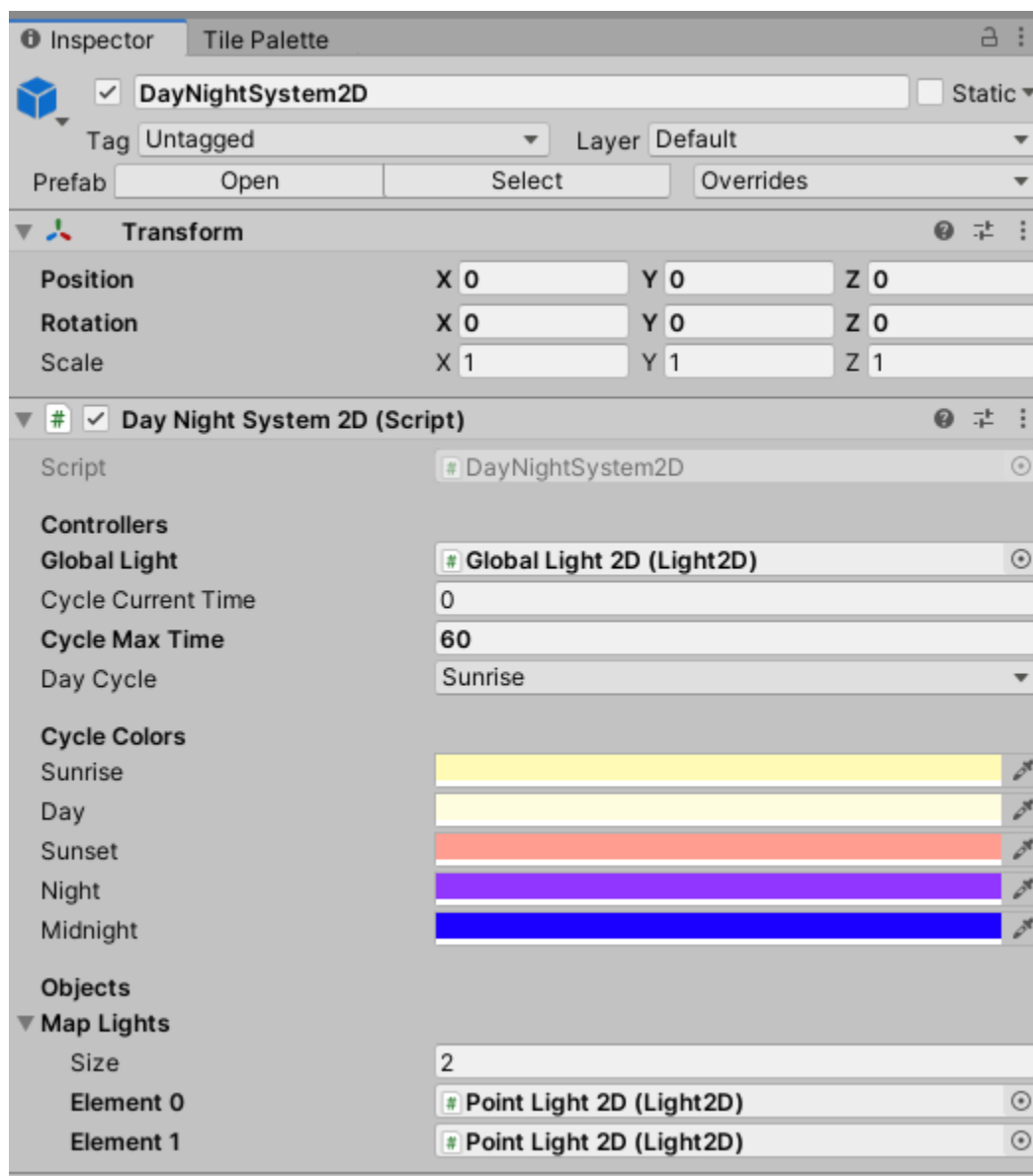


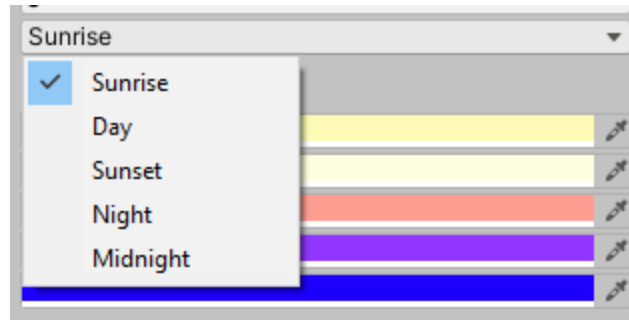
6. Remember to check and change in all scene lights the “Target sorting layer” to “All” now your lights 2D works on all layers.





- Now you can add in your scene a “Day Night System 2D” Prefab and customize with whatever you want.





## Showcase



*Sunrise with lights off!*



*Sunset!*




*Nigh with lights on!*





<https://i.imgur.com/4Jxyp0E.gif>

<https://github.com/leandrovieiraa/Unity-DayNightSystem-2D>

 leandrovieiraa/Unity-DayNightSystem-2D • github.com

## Contact

```
string nickname = "Gallighanmaker";  
string email = "leandrovieira92@gmail.com";
```