

# Super Simple Skybox

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

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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, moon size, color, and falloff, and more.

### Using this in a project?

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

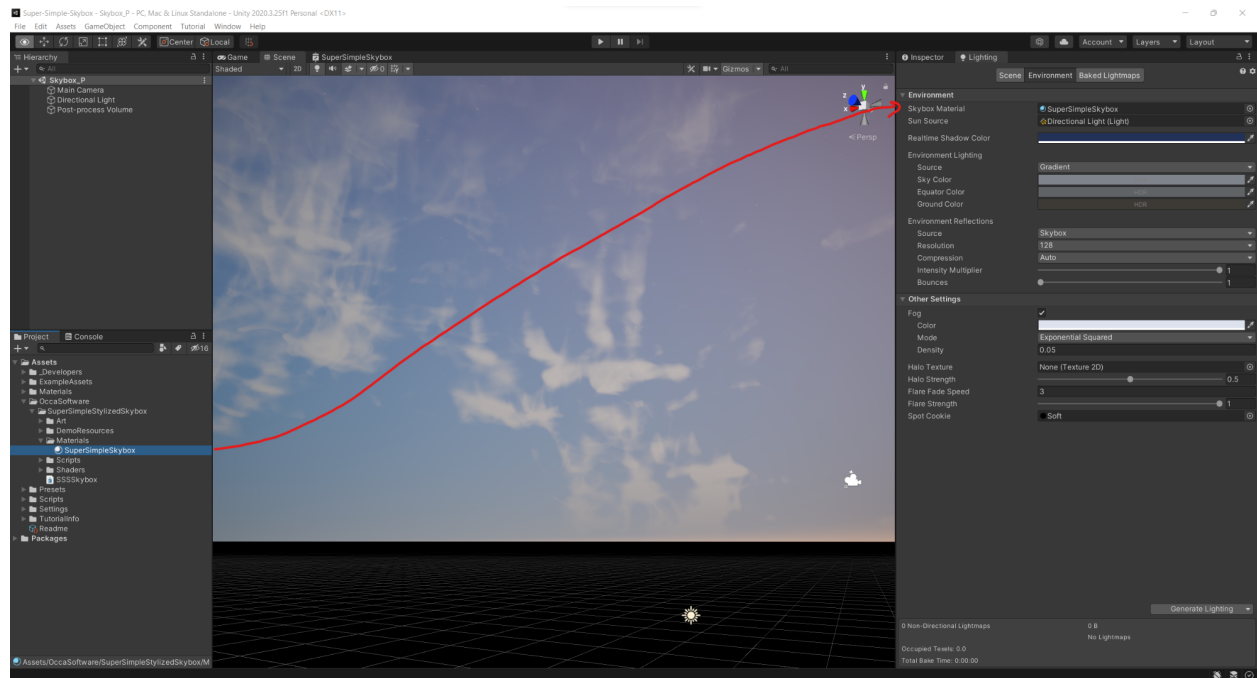
### Support

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

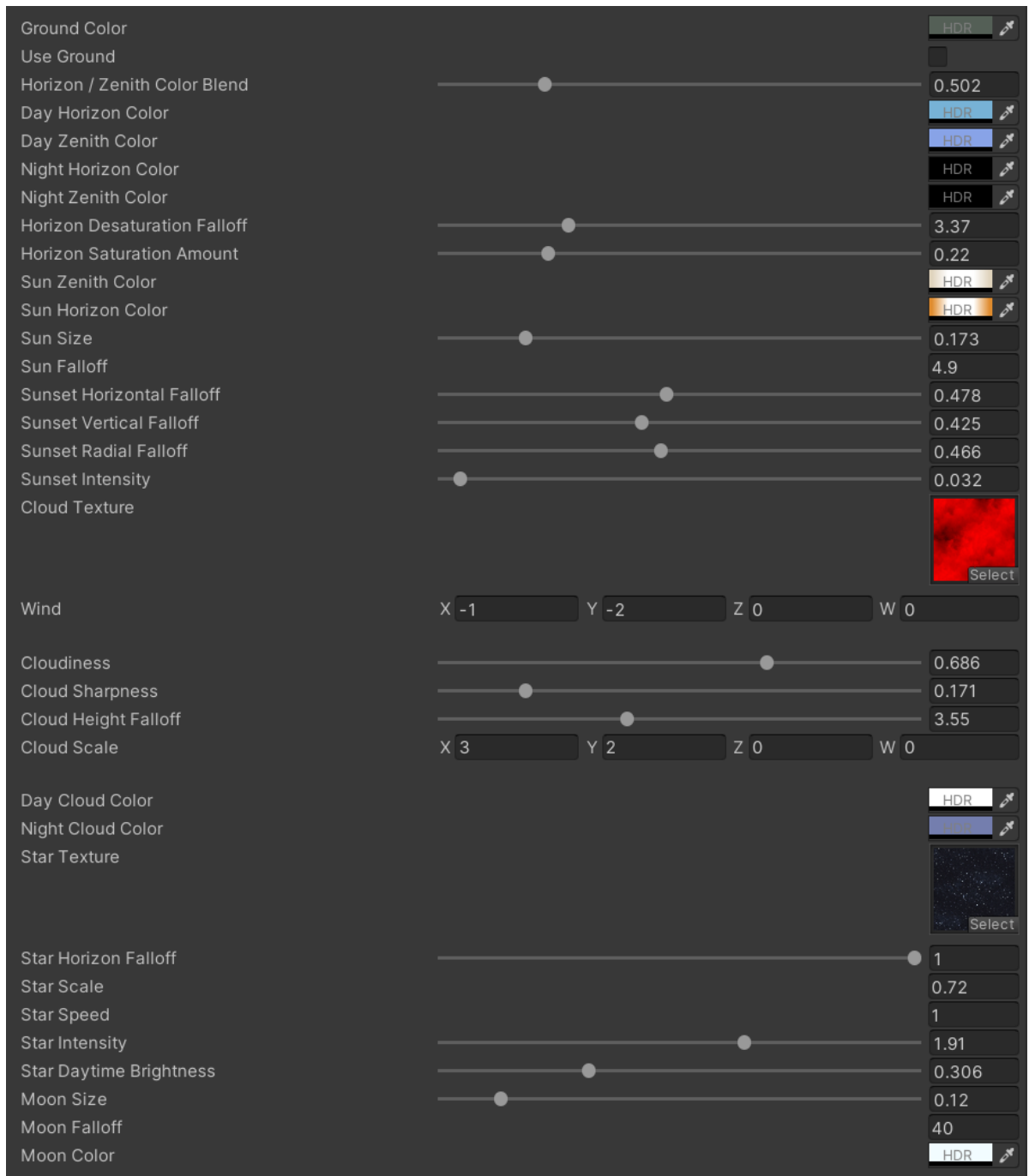
## How to Use

### URP Support

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.



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

## 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 feel free to contact me at [occasoftware@gmail.com](mailto:occasoftware@gmail.com) for any additional support regarding Built-In.