# Day/Night Cycle SetUp

CaseusStudio

1. Introduction

Thank you for downloading our Day/Night cycle asset from the Unity Asset Store! In this file we will show you how to set up your Day/Night cycle in four easy steps. After you are set up, you can customize and edit the settings to your preferences. This is shown in [Editing](#).
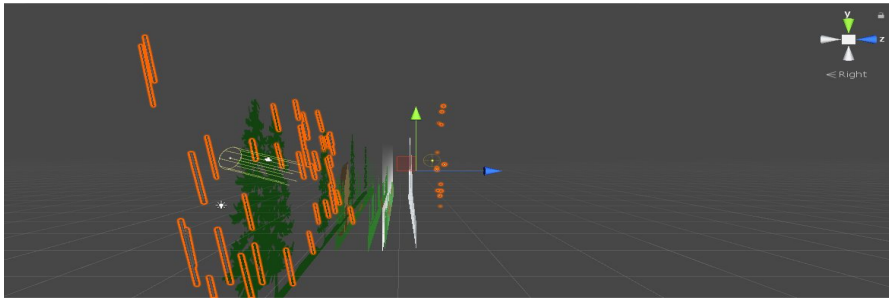
This is our first released asset to the Unity Asset Store. So if you have any questions or feedback, feel free to contact us. We hope you have great experience using this package.
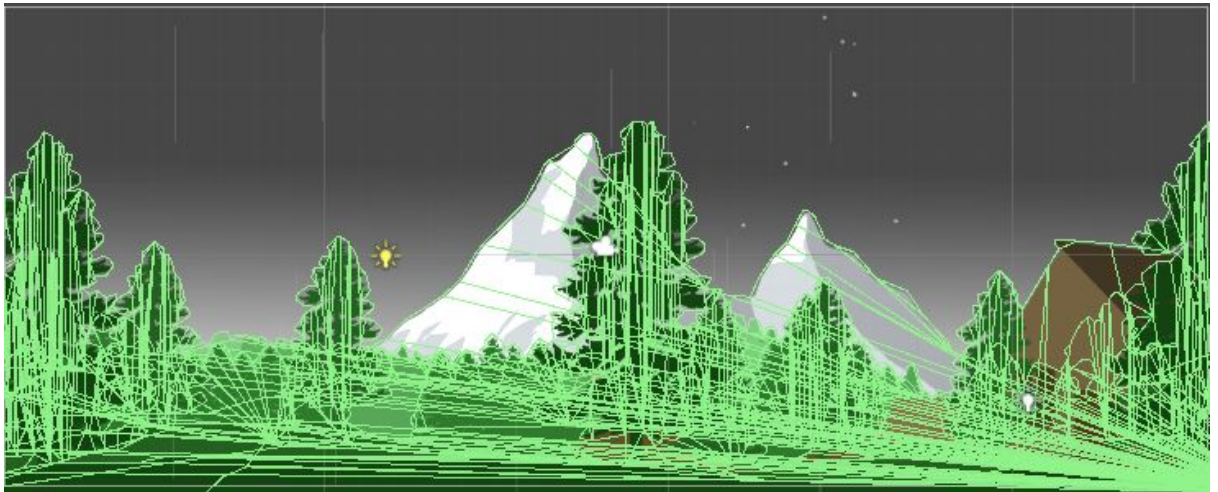
2. Set Up Guide

1. First find the "Day_Night_Cycle_Camera" under the DayNightCycle folder.
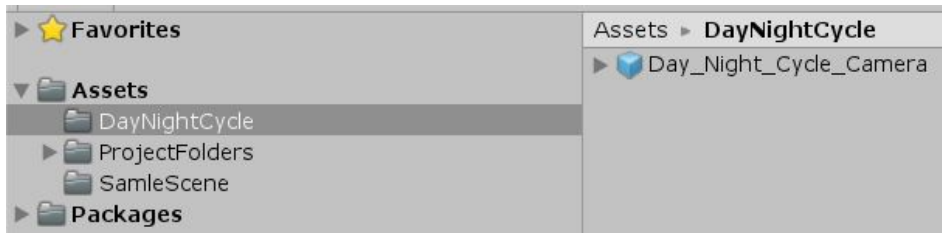
2. Simply drag the prefab onto your scene.
3. Adjust the Z axes accordingly to fit you scene.

4. If the sunlight shines through your background object, make sure to add a collider to your background!!

!!!Keep in mind that this prefab will change the backgroundcolour of the camera!!!

3. Editing

If you wish to edit the colours of the sky or the settings of the cycle. All all scripts and colours can be found under the "SunLight" object. Most of the customizable features can be found in the "cycle" script.
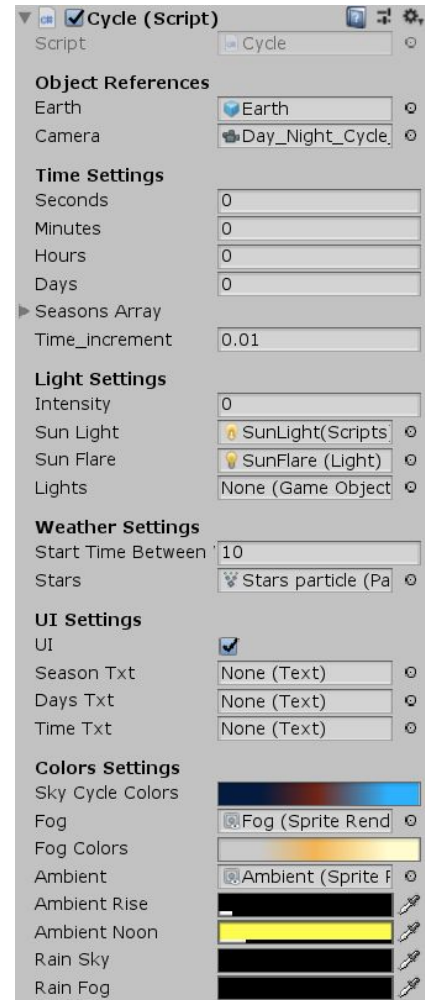
If you'd like to change the length of the days, change the "time_increment" value. A lower value will give you a faster day cycle and a higher value will get you a slower day cycle.