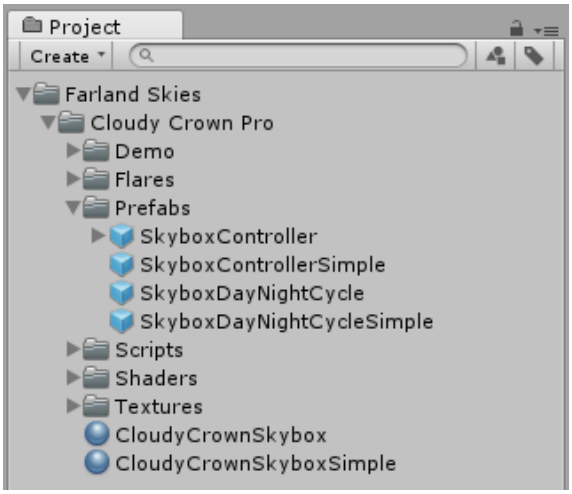
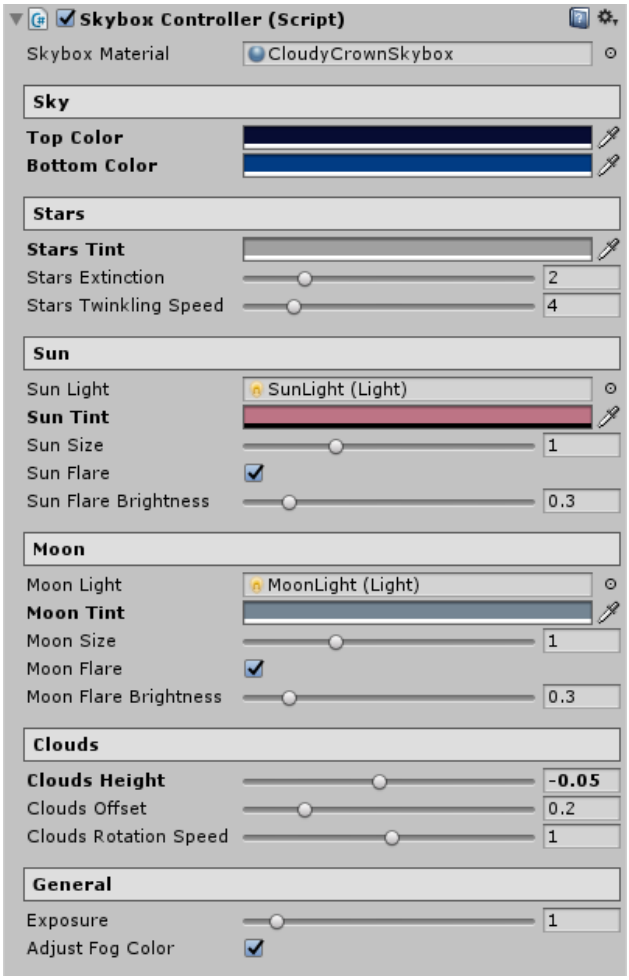

QUICK START

Integrating and configuring skybox



It's pretty easy to integrate skybox to your scene. All you need to do it's just drag the ***SkyboxController*** prefab to the hierarchy window.

Skybox will be assigned automatically for this scene and now you can use ***SkyboxController*** to manage its settings, either from scripts or directly in the editor.



Sky

This section allows you to customize sky color values at top and at bottom poles. Clouds colors will be interpolated automatically according to these values.

Stars

Here you can configure stars tint, extinction and twinkling speed. ***Stars extinction*** is a reduction in stars apparent brightness closer to the horizon. ***Stars twinkling*** is a variation in stars apparent brightness caused by the atmospheric turbulence.

Sun & Moon

In this section, you can customize soon and moon appearance. All settings are straightforward, except ***flare brightness***. Actual flare brightness depends on correspondent tint alpha, and this property is just a coefficient for that value.

Clouds

This section allows you to customize clouds position relative to the horizon, offset between cloud waves and rotation speed around the positive y-axis.

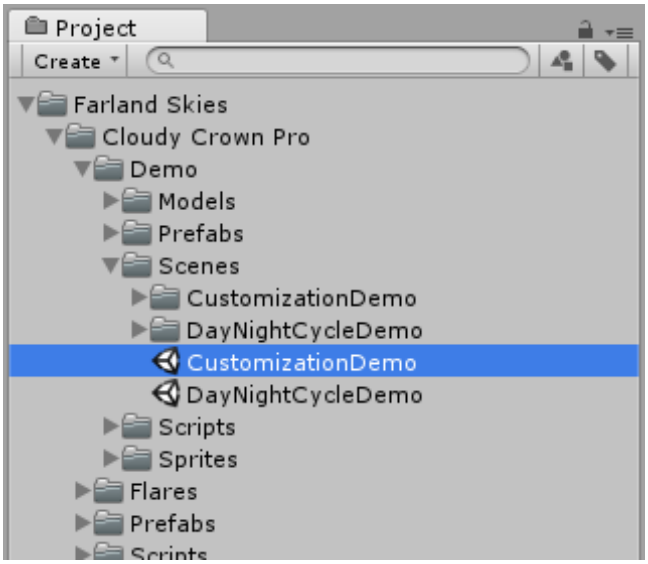
General

In general section, you can adjust exposure for the whole sky. Also, there is a checkbox that allows you to keep fog color in sync with the sky middle color automatically.

SkyboxController implements the "singleton" pattern, so you can easily access all its properties from anywhere in your scripts:

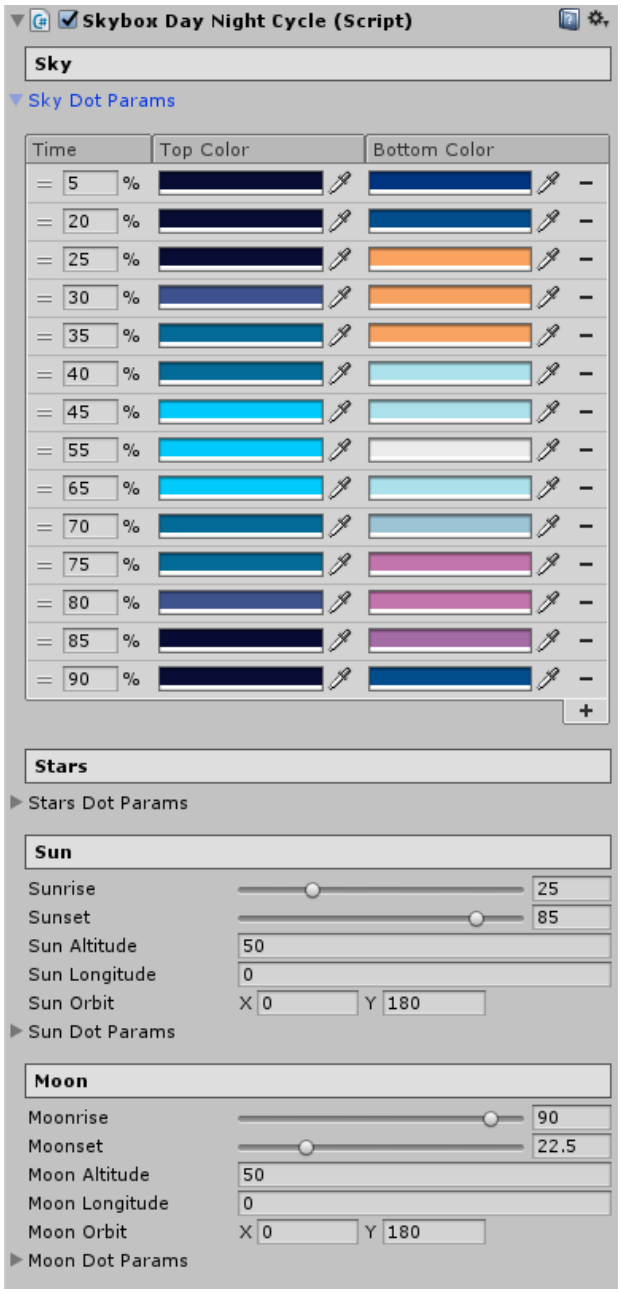
```
SkyboxController.Instance.TopColor = Color.blue;
SkyboxController.Instance.MoonSize = 0.75f;
SkyboxController.Instance.CloudsRotationSpeed += 1f;
```

Please take a look at the ***CustomizationDemo*** scene to get more details.



Day-night cycle

This package comes with convenient script to manage skybox day-night cycle. At first, you need to drag the ***SkyboxDayNightCycle*** prefab somewhere to your scene.



Then adjust prefab properties to fit your needs:

- ***Sky DoT Params*** is a list of sky colors, based on time of day. Each list item contains one “time” filed that should be specified in percents (0-100). Also, there are two “color” fields, corresponding to the skybox color settings with the same names.

- ***Stars DoT Params*** list allows you manage stars tint color over time. It works in the same way - just specify a time in percents and tint color for each element.

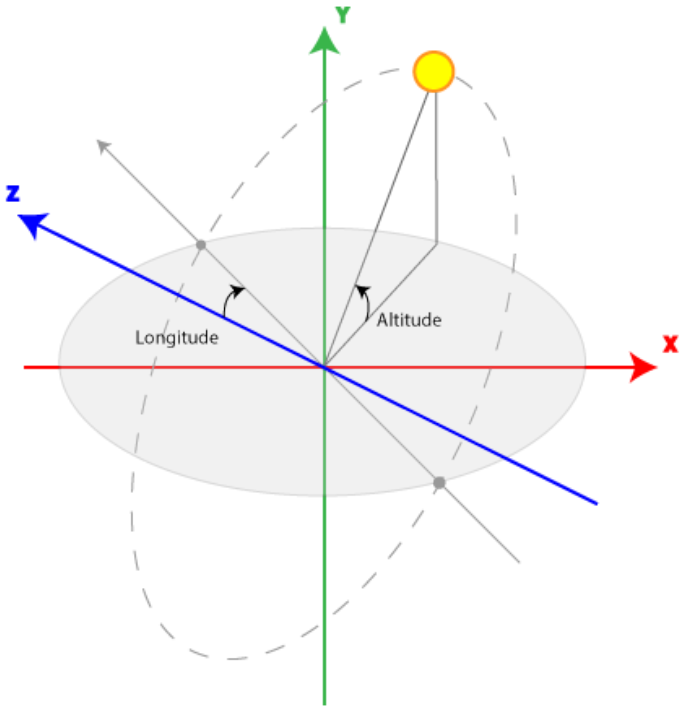
- ***Sun & Moon DoT Params*** are for configuring sun & moon appearance and light params depending on time. Use the same approach as above for setting it up.

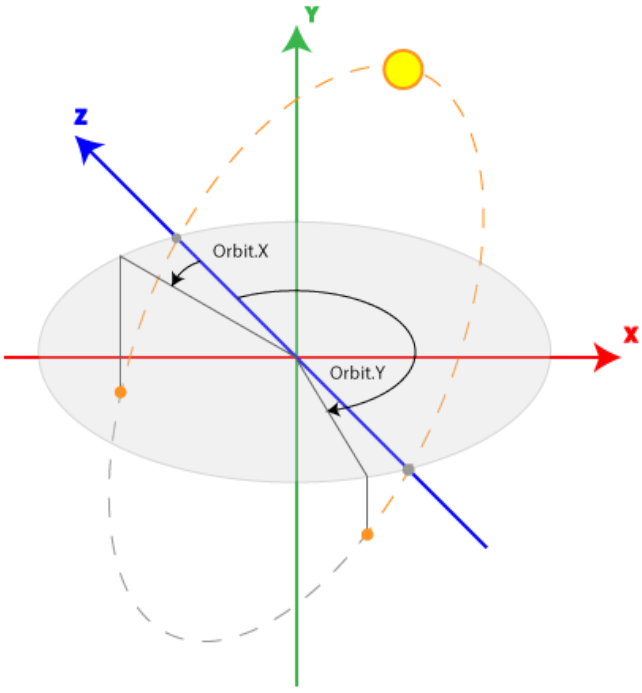
SkyboxDayNightCycle script will utomatically interpolate values between list items and update skybox parameters depending on its ***TimeOfDay*** property.

The simplest example to do so:

```
public void Update()
{
    SkyboxDayNightCycle.Instance.TimeOfDay += Time.deltaTime;
}
```

Sun & Moon positioning may seem a bit confusing at first look, so let's try to explain it visually:





- **Sun Altitude** is the *max* angle between the horizon and the center of sun's disk.
- **Sun Longitude** is the angle between *z-axis* and the center of sun's disk *at sunrise*.
- **Sun Orbit** is a pair of angles that limit visible orbit of the sun.

Please take a look at the ***DayNightCycleDemo*** scene to get more details.