

Change Log

3.5.1

- Improved PS4 shader compatibility.
- Added Extract Cubemap feature.
- Added SgtShadowLayer to the Bonus Pack.

3.5.0

- Updated main build to Unity 2017.1.0f3.
- Integrated the floating origin system from Space Graphics Toolkit Basic Pack.
- Remade all demo scenes.
- Split all features into multiple themed packs.
- Improved code comment, tooltip, and documentation handling.
- Simplified many components.
- Made component and field names more consistent.
- Simplified lighting and shadow system.