I have two separate packages here, they work together and separately to create different effects but one works better in HDRP and the other in default unity.

Weather system (HDRP)

<https://drive.google.com/file/d/1kTIfLQhh_P5joMCqNDGA5q3Odi9YLnZi/view?usp=share_link>

Day night cycle (Default unity)

<https://drive.google.com/file/d/1JZosA149COXwpelRSyRPLBpWsA9XBtk4/view?usp=share_link>

Tutorials:

<https://github.com/amediocreguy/ProgrammingProjects>

In class log:

<https://docs.google.com/spreadsheets/d/1le-21TDHusa2G9ayB2vEbAKEKedldujXfZQA0sU7jzw/edit?usp=sharing>