SKYBOX BLENDER Documentation

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Skybox Blender is a tool that helps you blend and transition between skyboxes linearly. There is no amount limit to how many skyboxes you can transition to. The entire shader and bunch of other stuff are abstracted through a simple custom inspector tool that'll make your life easier and your job quicker.

GETTING STARTED:

1. Create an empty game object and add the script ***SkyboxBlender*** to it
2. Set the value of *SkyboxMaterials* to 1
3. Drag and drop a custom skybox material to the empty value. This will be the skybox you're going to transition/blend into
4. Drag and drop another custom skybox material to your scene. So your scene has a skybox. **Your scene must have a skybox material added! It can't be empty**
5. Now make a new script, let's call it **pressSpacebar** but you can call it anything you like. This new script will activate the blending to the new skybox when we press spacebar
6. Inside this new script write/paste this:

```
using UnityEngine;

public class pressSpacebar : MonoBehaviour
{
    public SkyboxBlender skyboxScript;

    // Update is called once per frame
    void Update()
    {
        if(Input.GetKeyDown(KeyCode.Space)){
            skyboxScript.SkyboxBlend();
        }
    }
}
```

7. Now get back to the editor and add this script to the same empty game object which has the *SkyboxBlender script*
8. Drag and drop the SkyboxBlender script component to the empty value of skyboxScript
9. Now play the game and press spacebar
10. Your skyboxes will blend and transition from one to another

PROPERTIES & METHODS:

SkyboxBlend(bool) -> This is a public method for the skybox blending and it takes a bool argument which is by default set to **false**. If you call SkyboxBlend(false); you will loop through all the materials in the list until you reach the end of the list. If you call SkyboxBlend(true) you will automatically enable single blend, which means it will only blend to the skybox in the next index if you call it again, it will again skybox blend to the next skybox and so on. Until it reaches the end of the materials list in which it will reset to the first skybox.

StopSkyboxBlend(bool) -> This is a public method to stop the skybox blending at anytime. It takes an argument of type bool that is automatically set to false. The argument if set to false will not reset the blend value to 0 when stopped, so if you continue and want to blend later the blend would be seamless while if set to true the blending value will be reset to 0.

skyboxMaterials -> (**Material[]**) an array of materials that you will linearly transition to

makeFirstMaterialSkybox -> (**bool**) set whether you want the first material to automatically and instantly become the current scene's skybox

blendSpeed -> (**float**) set the speed of the blending from one skybox to another

timeToWait -> (**float**) the amount of time to wait before the next blending

rotateTo -> (**float**) set the angle you want the skybox to rotate to where 360 is a full rotation

rotationSpeed -> (**float**) set the speed of the rotation

CurrentIndex -> (**int**) get the current index of skybox

P.S: FOR YOUR CURIOSITY AND KNOWLEDGE, BOTH THE MATERIAL AND SHADER USED IN THIS SYSTEM ARE LOCATED INSIDE SKYBOX BLENDER > RESOURCES > MATERIAL & SHADER > …<HERE> YOU CAN MANUALLY USE IT FOR YOUR NEEDS AND FOR MORE CONTROL OVER THE BLEND VALUE

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