Zone Effects
ReadMe

Overview
Thanks for giving Zone Effects a download! The Zone Effects script is a small, simple script that triggers changes in lighting, fog, and skybox when the player enters the trigger. This script was created to supplement the new Post Processing effects package which does not handle the transition of different elements within the scene, only post effects that affect the camera.

Usage
Add the script to the object which you would like to be the trigger. Set its collider to a trigger. For organization, I recommend adding this trigger object to a new layer titled Volumes. It can also be used in conjunction with the new Unity Post Processing effects which use the Volumes layer.

The player (or object you'd like to trigger the zone effect) must be set to the layer "Player" by default as specified in the script in order to trigger the transitions. The layer can be changed per instance of the Zone Effect script, as a string, but is defaulted to "Player" when the script is instantiated on an object.

The script will take the settings for skybox, light, and fog stored in the Lighting panel and store that as the default state for the scene so that when the player exits the trigger the sky, light, and fog will return to those default values.

In the component, you may specify a light in the scene to be used as an alternate light. Lighting information that is transitioned between zones is transform, color, intensity, and shadow strength.

You may also specify a skybox material, and fog settings. Only procedural skyboxes will work with this system as both the alternate and default materials. Fog only supports exponential or exponential squared.

Limitations
A major limitation of this system is that it does not support overlapping zones. Even if you have two zones of the same type, if you have an overlap, the trigger to exit the zone will still occur while you are inside the other zone and you will return to the default state for lights/sky/fog. For the same reason, zones cannot be placed in close proximity such that the player may collide with two zones simultaneously. Likewise, nested zones will not work because when the player exits the interior zone they will return to the default state rather than the parent zone's state.

Conclusion
Zone Effects is a simple script meant to be used as a rapid prototype tool. It does not support tracking the player's position within zones to detect when the player may exit one zone but still be within a zone other than the default state. This feature may be added later, but Zone Effects is provided as is currently and no updates or modifications are guaranteed.