

The background of the entire image is a stylized 2D sunset scene. It features a gradient sky transitioning from a deep purple at the top to a bright pink and orange near the horizon. A large, bright sun is partially visible on the right side, creating a lens flare effect. In the foreground, there are several dark, silhouetted mountain peaks of varying heights. The title '2D SUNSET' is written in a large, bold, white sans-serif font, with 'PACK' in a smaller, all-caps, white sans-serif font directly below it. A white crescent moon is positioned to the right of the word 'SUNSET', partially overlapping the sun's glow.

# 2D SUNSET

## PACK

Hey! Thanks a lot for buying this pack, I hope you will enjoy it.

If you have any issue with it, just contact me here:  
**[gabrielbissonnette36@gmail.com](mailto:gabrielbissonnette36@gmail.com)**

**Requirements:**  
**-Universal Render Pipeline (URP)**  
**-2D PSD Importer Package**

## - HOW TO USE LAYERS -

### LAYERS

The layers are used to divide the background.

Each layer have its own color to create a depth effect.

(More on colors later)

#### How to add an object in a specific layer

- Drop your gameObject under the parent layer.

Background: Sky

Layer -4: Super far

Layer -3: Far

Layer -2: Closer

Layer -1: Super Close

Ground: Front Layer



### LAYERMANAGER

To change the color on a layer, simply use the script LayerManager.

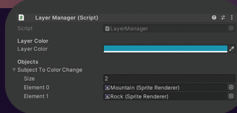
#### How to use

First, put all of your objects (for that specific layer only) that you want to change the color of into SubjectToColorChange. To prevent an object from changing color, don't add it to the SubjectToColorChange list.

Second, change the color with the color picker LayerColor. All the object with a SpriteRenderer in the list SubjectToColorChange will change color.

#### How to choose a color

The farther a layer is, the fainter its color should be.



SUPER FAR



FAR



CLOSER



SUPER CLOSE

## - FOR EXISTING SCENE -

### START FRESH

Drag and drop the Empty\_SunsetManager into your scene. You can now add your objects in every layers and change the colors with the LayerManager (see previous page for more info)

OR

Drag and drop a demo prefab (SunsetManager\_Demo) in your scene. Change things until you're satisfied.

- Main Camera
- ▶ Your other stuff here
- ▶ Empty\_SunsetManager
  - Lighting
  - ▶ Background
    - Layer-4
    - Layer-3
    - Layer-2
    - Layer-1
  - Ground
  - Layer1

## - REAL GAME EXAMPLE -

I used this technique to create some of my games.



The Mage - Made in a week for the GGJ 2022

PLAY



AYH - Made in a week for the FTGD 2021

PLAY

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