Super Simple Skybox

A Game-Ready Asset by **[OccaSoftware](#)**

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Introduction

Super Simple Skybox is an easy-to-use, artist-friendly, and feature-rich skybox shader that enables you to easily set up a stylized skybox in your scene.

Assets Included in Super Simple Skybox

- Materials
  - Simple Skybox Material
- Shaders
  - Simple Skybox Shader Graph
  - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art
  - 5 Cloud Textures
  - 10 Night Sky Textures
- Scripts
  - Easy-to-use script that lets your sun lamp rotate to simulate a day/night cycle
  - One assembly definition for the Skybox scripts
- Scenes
  - Demo Scene
  - Sample Post Processing Profile

Skybox Features

1. **Plug-and-play:** Drag and drop the skybox material into your scene's Skybox Material slot. You're done.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.

3. **Customizable:** Configure the skybox with 29 different parameters, including cloud and star textures, daytime and nighttime colors, sun colors, sunset parameters, moon size, color, and falloff, and more.

Using this in a project?

I'd love to feature your work using this Shader on my Twitter @occasoftware. Just reach out :)

Support

Reach out to me at occasoftware@gmail.com or on Twitter @occasoftware for any support including questions, bug reports, feedback, etc.

Usage Details

URP Support

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Drag-and-drop the "**SuperSimpleSkybox**" Material into the Lighting/Environment/Skybox Material slot from the Assets/OccaSoftware/SuperSimpleSkybox/Materials/ folder.
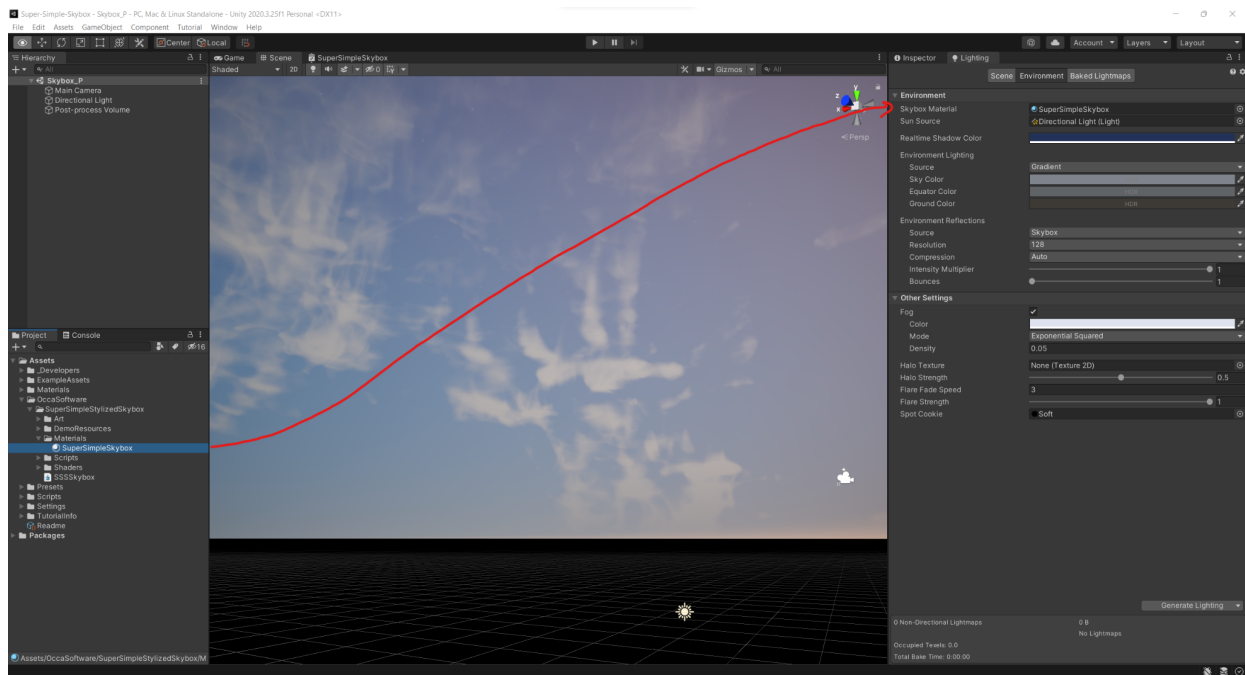
4. Customize your Skybox by clicking on your Skybox Material and editing the parameters.

Super Simple Skybox (Material)

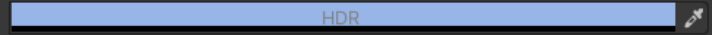Shader [Shader Graphs/SuperSimpleSkybox ▾] [Edit...]

Ground Settings
Ground Enabled   ☐

Sky Settings
Horizon-Zenith Blend   ────────●────────────────── 0.5
Day Colors
   Horizon   [HDR   ] 🖍
   Zenith   [HDR   ] 🖍
Night Colors
   Horizon   [HDR   ] 🖍
   Zenith   [HDR   ] 🖍
Horizon Saturation
   Amount   ──────────●────────────────── 0.3
   Falloff   ────────●──────────────────── 3
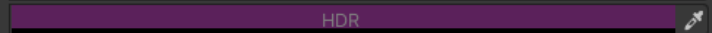
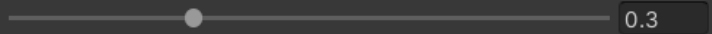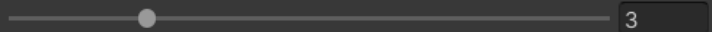**Sun Settings**
Angular Diameter   [2   ]
Horizon Color   [HDR   ] 🖍
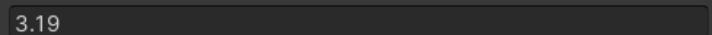Zenith Color   [HDR   ] 🖍
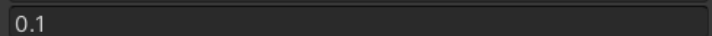Sky Lighting Enabled   ☑
Falloff Amount   [3.19   ]
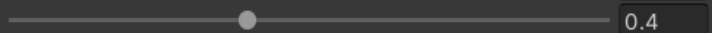Falloff Intensity   [0.1   ]
Sunset Settings
   Intensity   ────●──────────────────────── 0.1
   Radial Falloff   ──────●────────────────────── 0.2
   Horizontal Falloff   ──────────────●────────────── 0.5
   Vertical Falloff   ────────────●──────────────── 0.4
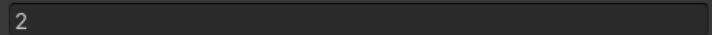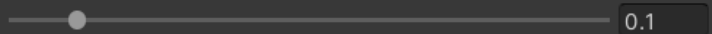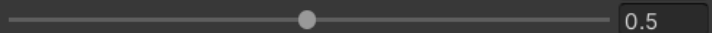
Moon Settings
Angular Diameter   [5   ]
Color   [HDR   ] 🖍
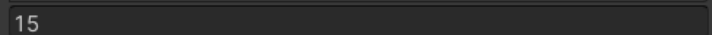Falloff Amount   [15   ]
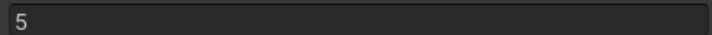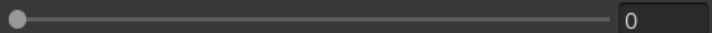
Star Settings
Rendering Method   [Procedural   ▾]
Brightness   ──────────────●────────────── 1.26
Daytime Brightness   ──────●────────────────────── 0.1
Horizon Falloff   ●──────────────────────────── 0
Saturation   [1   ]
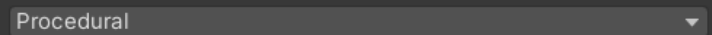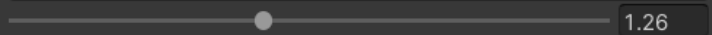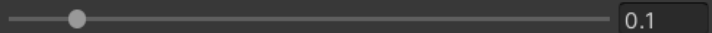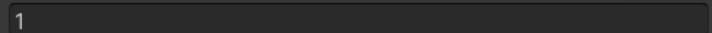
Cloud Settings
Texture Settings
   Texture   [✖ T_Clouds_Default   ⊙]
   Scale   X [3   ] Y [2   ]
   Speed   X [-0.5   ] Y [1   ]
Look Settings
   Cloudiness   ────────────────●──────────── 0.5
   Threshold   ────────●──────────────────── 0.2
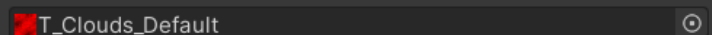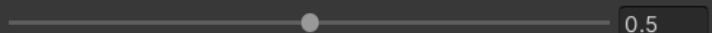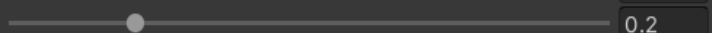
5. Create as many copies of the Skybox Material as you would like. Each copy can have its own parameters and configuration.

Built-In Render Pipeline Support

Note regarding Built-In support coverage. *This asset is designed for and targets Universal Render Pipeline. However, Unity has added Shader Graph support to the Built-In Render Pipeline from Unity 2021.2. Given that context, this asset has been updated to work on Built-In Render Pipeline for Unity 2021.3 as of Release* **SuperSimpleSkybox 1.4.0**. *However, future updates to this asset are not guaranteed to work on Built-In and support is not explicitly guaranteed for Built-In. URP is the target platform. In the event Built-In support will break to enable an improved URP experience, Built-In support will be broken.*

That being said, you should be able to import and use this asset in Built-In Render Pipeline following the above directions.

Additional recommendations:
- Set colorspace to Linear
- Ensure Post-Processing is enabled with HDR Color Grading and Tonemapping enabled.

Please feel free to contact me at occasoftware@gmail.com for any additional support regarding Built-In.