



Sky transitions in games, especially starry nights. I love when you are able to look at the sky in a game and see the attention to detail with star placement and the ability for it to have a sunrise or a sunset. It makes the event of time feel more real in the game, especially in Ark where this screen cap was taken. More dangerous creatures roam the Ark at night rather than the daytime.

I know a few things, that there is light source, which is the Sun/Moon that travels from a point A to a point B before repeating the cycle again with the opposite light source. The sky texture also changes, it goes from a star particle filled sky to a clean blue sky if we are excluding the clouds. There are also weather effects that also can affect the sky depending on the time of day. There are electric storms, sandstorms, foggy days, even a doomsday event that happens once a month.

I feel like a time cycle updates texture, color and geometry to change the appearance of the sky giving it the feel of what time of day it could be.