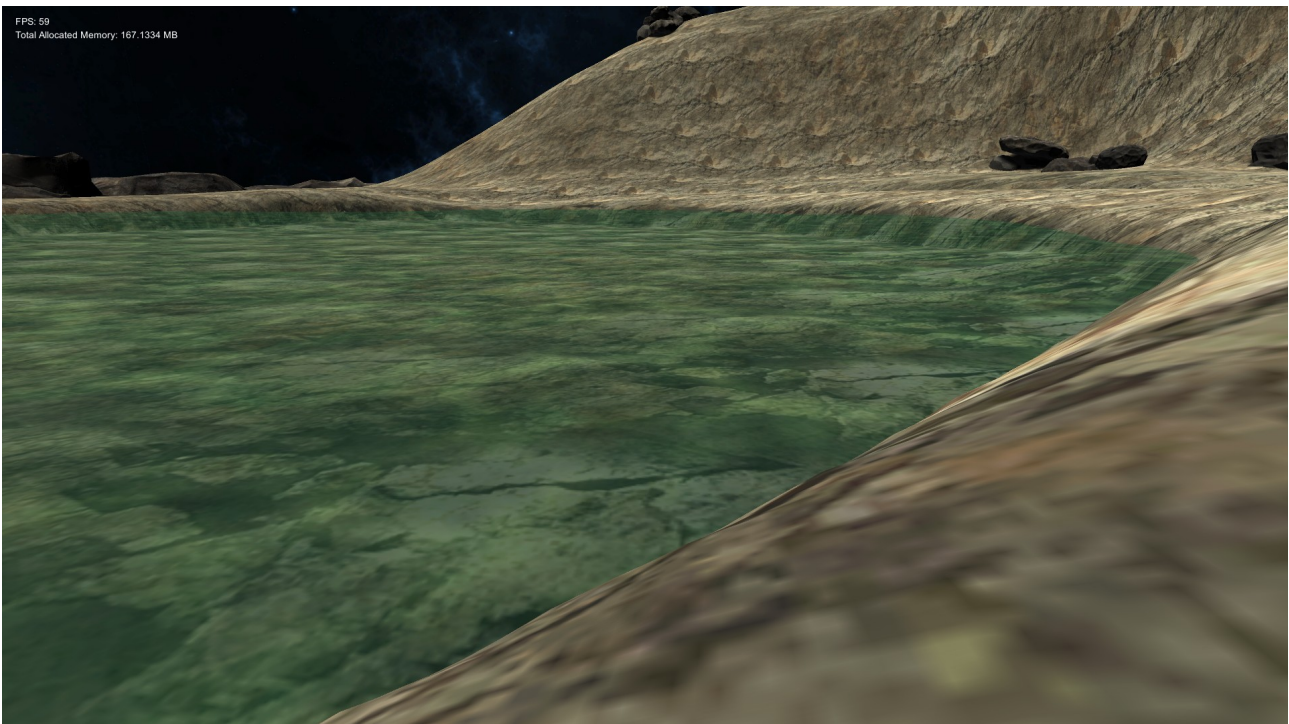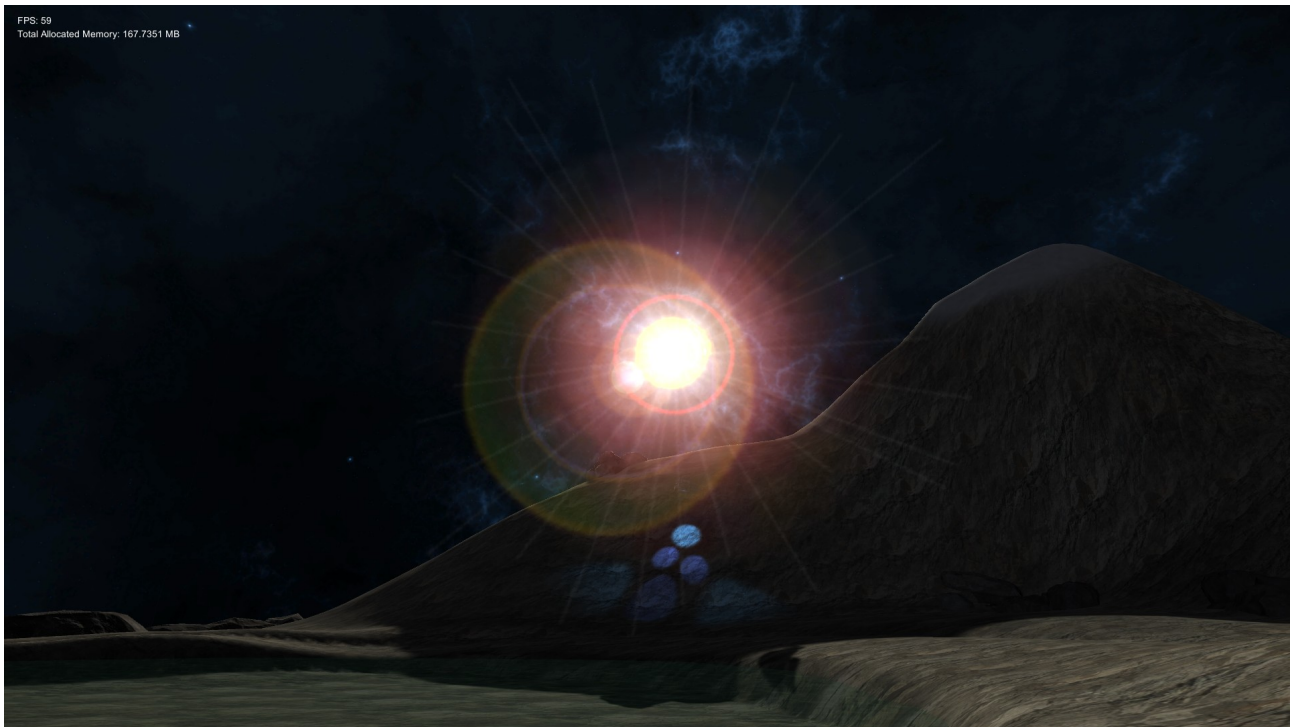Features:

Sensor tower, upper elements move and rotate using a script, also uses a scene hierarchy with the light source and yellow rings children of the upper spires.


Green water, is semi transparent and uses a vertex shader to move in a similar way to water in a lake.

Day/Night cycle, sun sets, casting shadows across terrain, ambient light decreases and changes colour slightly, moon rises then sets. Lights and Sun/Moon objects are children of a central controller which rotates. Sun shimmers using a vertex shader, both the sun and moon have some transparency to the edges.
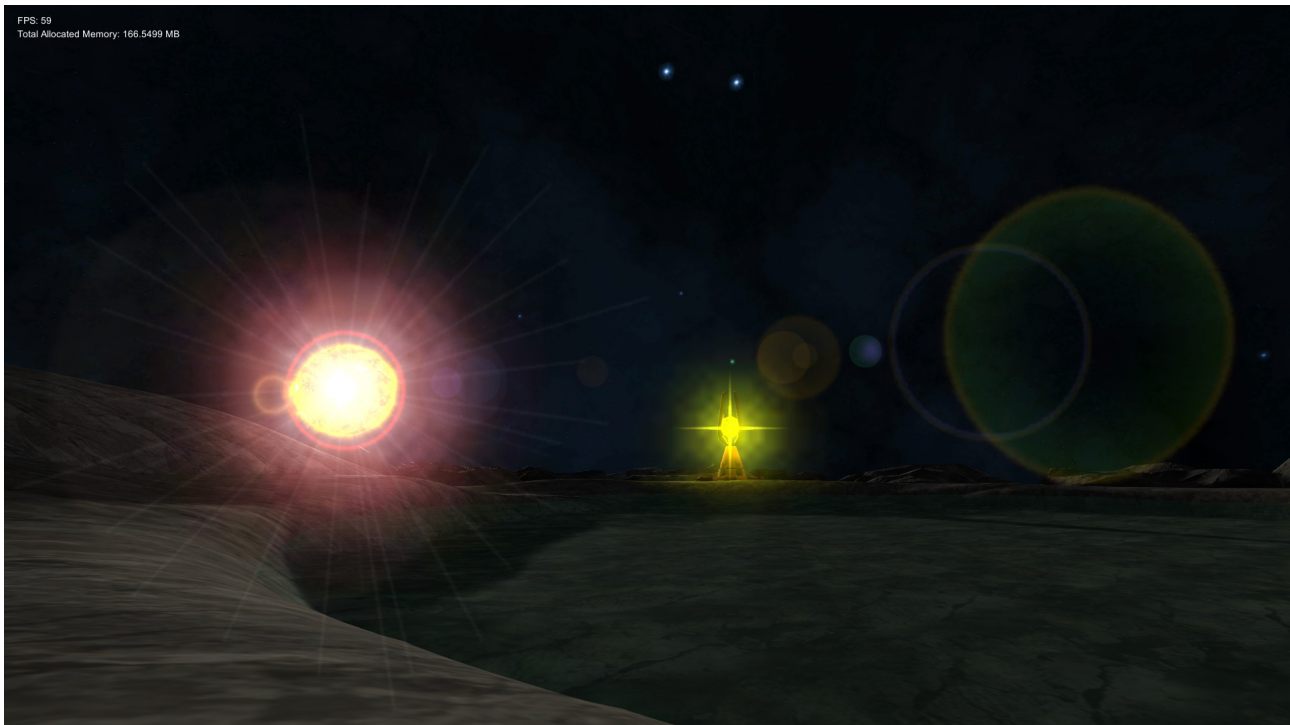
Lens Flare, two different types of lens flare come from both the sun and the light in the sensor tower.
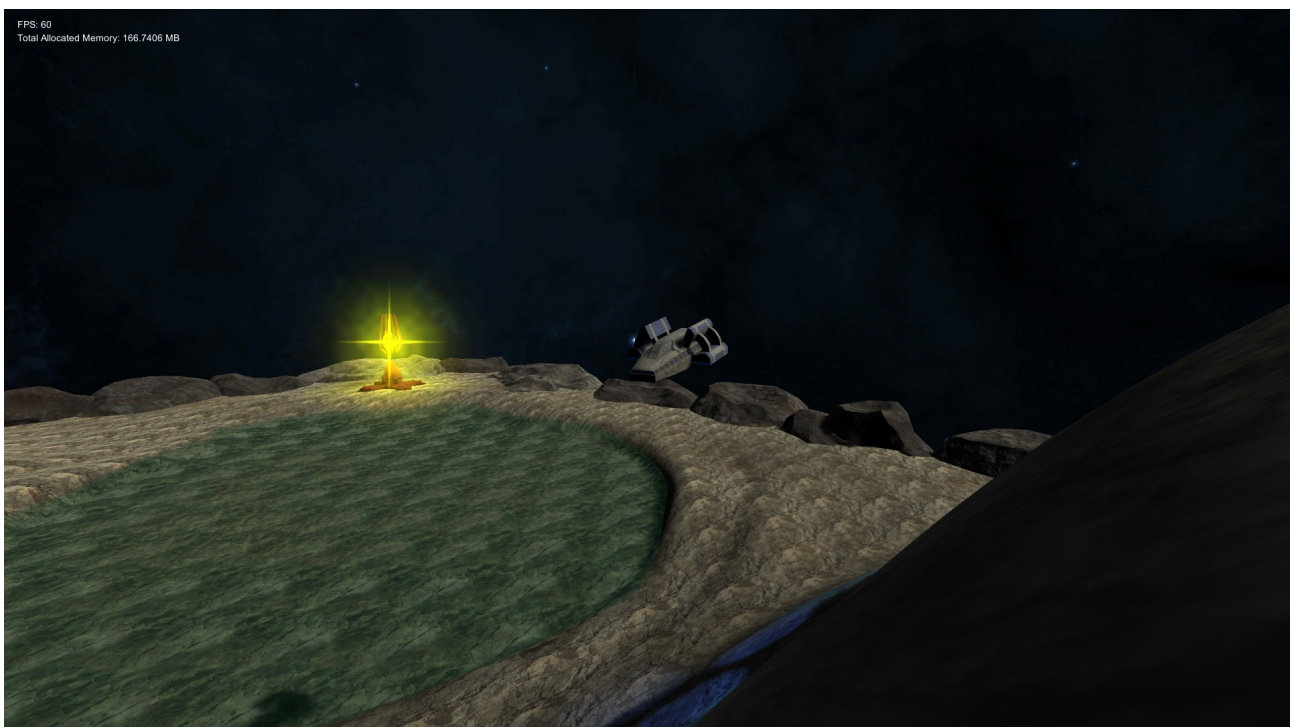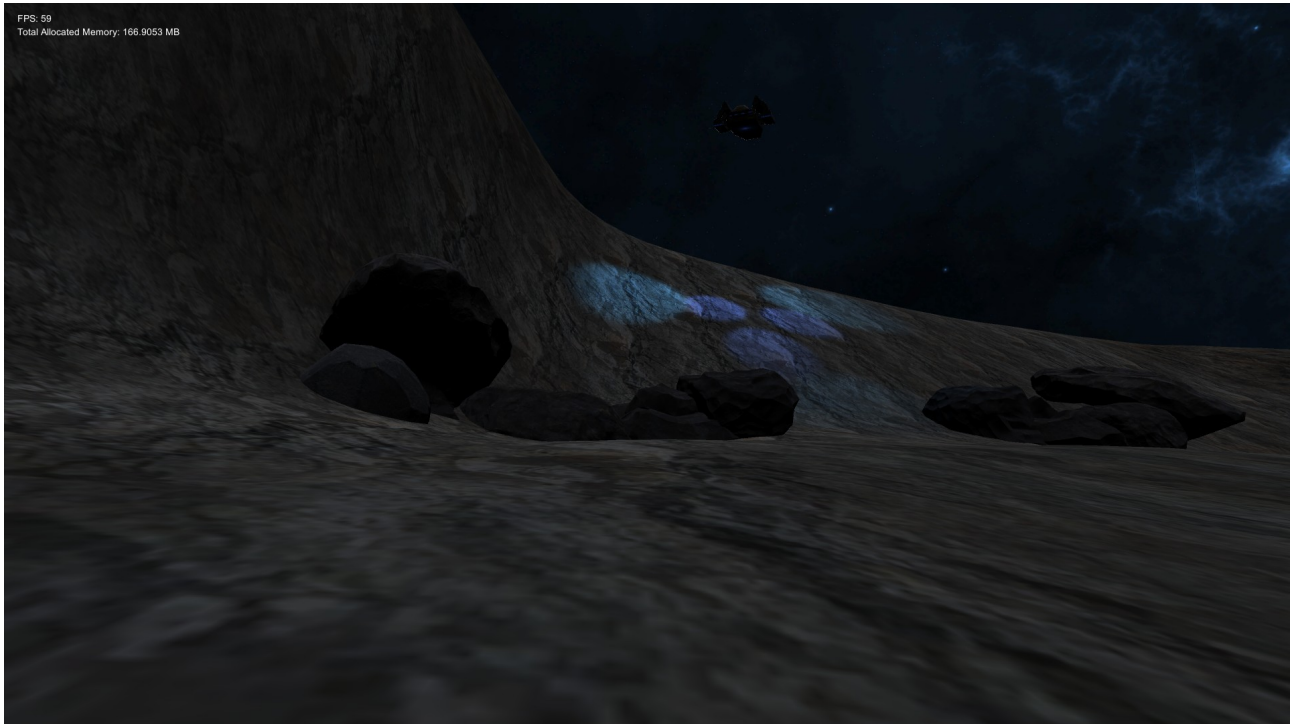
Spaceship, moves around the terrain following a path, has multiple spotlights that shine different colours onto the ground.

Youtube link: https://www.youtube.com/watch?v=6Jv_oqQ08E0

References:

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Spaceship Model:
https://opengameart.org/content/shuttle-2
Boulder models:
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Sensor tower model:
https://opengameart.org/content/sensorradar-tower