# Altos

A Game-Ready Asset by OccaSoftware

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**Need Support?**

If you run into any issues or have any questions, please don't hesitate to contact me by email, on Twitter, or on Discord.

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# Introduction

Easily add beautiful dynamic skies, volumetric clouds, and a 24-hour day/night cycle to your game.

Designed for Unity 2021.3 Universal Render Pipeline (URP).

Features
1. Dynamic, Customizable Skybox
2. Time of Day Manager enables massive open world games with realistic day/night cycles
3. Skybox, High Altitude, and Low Altitude Volumetric Clouds
4. Realistic night sky rendering with stars and moon
5. Depth fog synchronized to the scene's lighting and atmospherics
6. Highly customizable and easy to use

# Initial Setup

**You should explore the sample scene included in the project demo.**

1. Import the Altos package.
2. Add the Altos Renderer Feature
   a. Open your **UniversalRendererData** asset.
   b. Click "**Add Renderer Feature**"
   c. Select "**Altos Renderer Feature**" to add the Renderer to your project.
3. Add the Altos Sky Director
   a. Navigate to your **scene hierarchy**
   b. **Right click** to open the context menu
   c. Go to the **Altos** folder
   d. Select **Sky Director** to set up a Sky Director in your project.
4. Configure the various parameters.

# Volumetric Clouds

1. Volumetric Clouds requires your Rendering Asset to generate Opaque and Depth Textures. Ensure that you generate these textures from your UniversalRP-[High/Medium/Low]Quality assets.
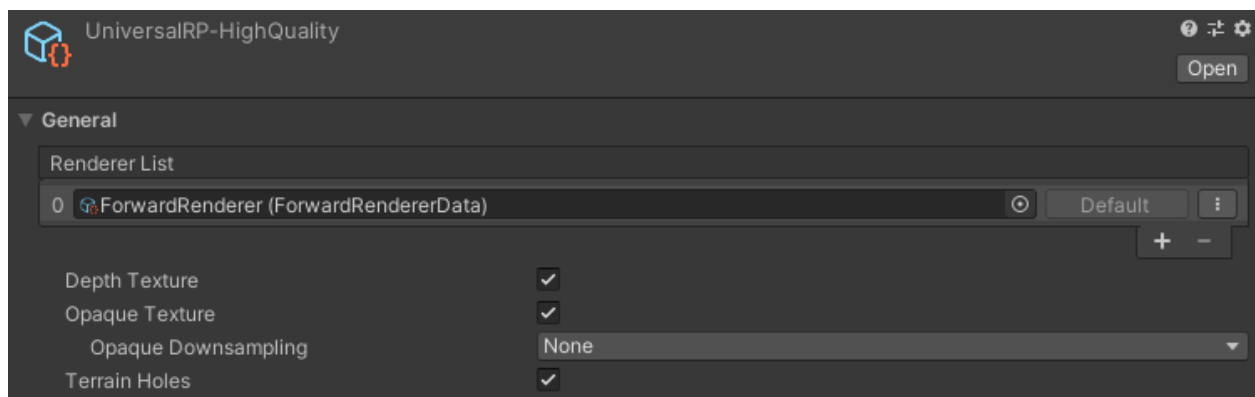
# Definitions

A **Definition** represents a pre-made configuration asset for the Times of Day, Sky, Cloud, Star, Fog, and other settings. You can save these assets, use them across scenes and have changes in one asset propagate to all scenes, or swap out to different **Definitions** while in a given scene.

We have distinct **Definition** Objects for your Day-Night Cycle, Stars, Atmosphere, and Clouds configurations. This enables you to easily save and swap your favorite configurations. Animated transitions are not supported at this time.

You can create a new asset for each configuration by **right clicking in your Project window**, selecting **Altos** and choosing the appropriate sub-selection.

# Example Configuration
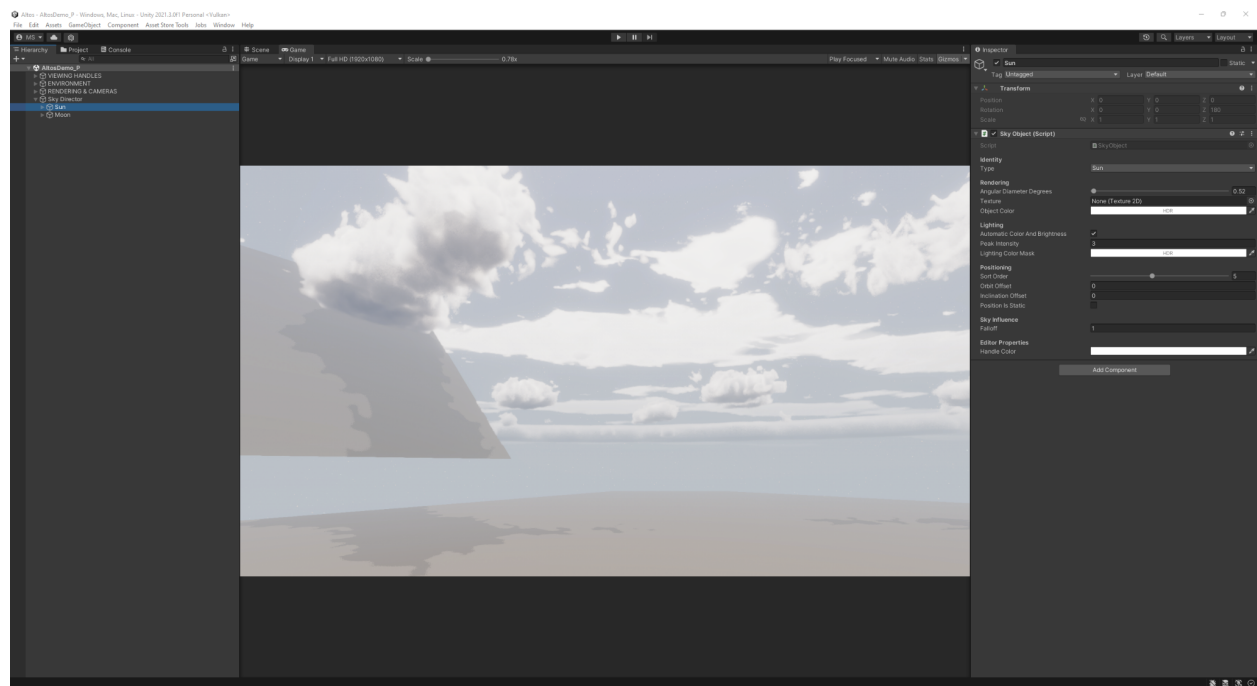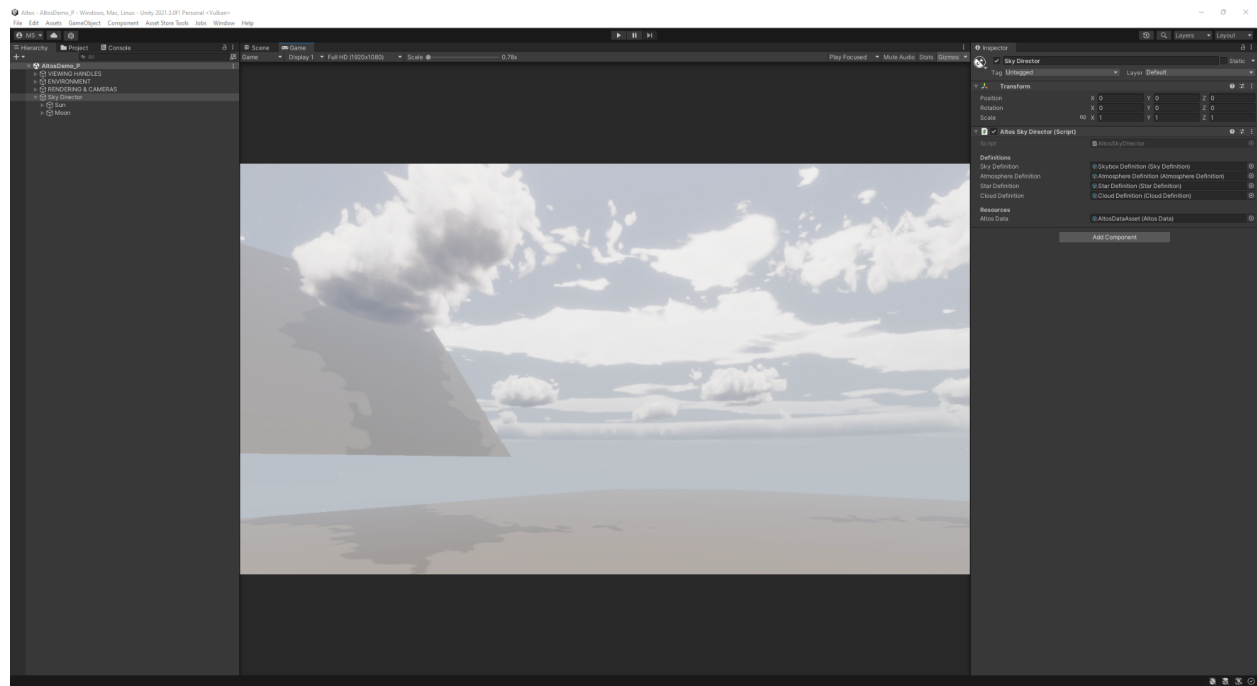
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If you encounter any issues at all, we are here to help. Please email us at [hello@occasoftware.com](mailto:hello@occasoftware.com).

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