

Cartoon & Stylized HDRI sky Pack 02

First at all - Thank you for your purchase my work, I really appreciate this!

If you do enjoy use my skyboxes, please leave a review/rate/feedback on marketplace page, its will help me a lot!

At begin in a folder [Cartoon & Stylized HDRI sky Pack 02] you will see two sub-folders:

[HDRI_Format] - a folder that contain a HDR files. Better to use in advanced lighting and reflections or when you do want to make sure skybox do affect a light baking and produce nice looking baked light.

[PNG_Format] - a folder that contain a PNG files. Better to use it on low-end hardware ,because PNG files less heavy than HDR files.

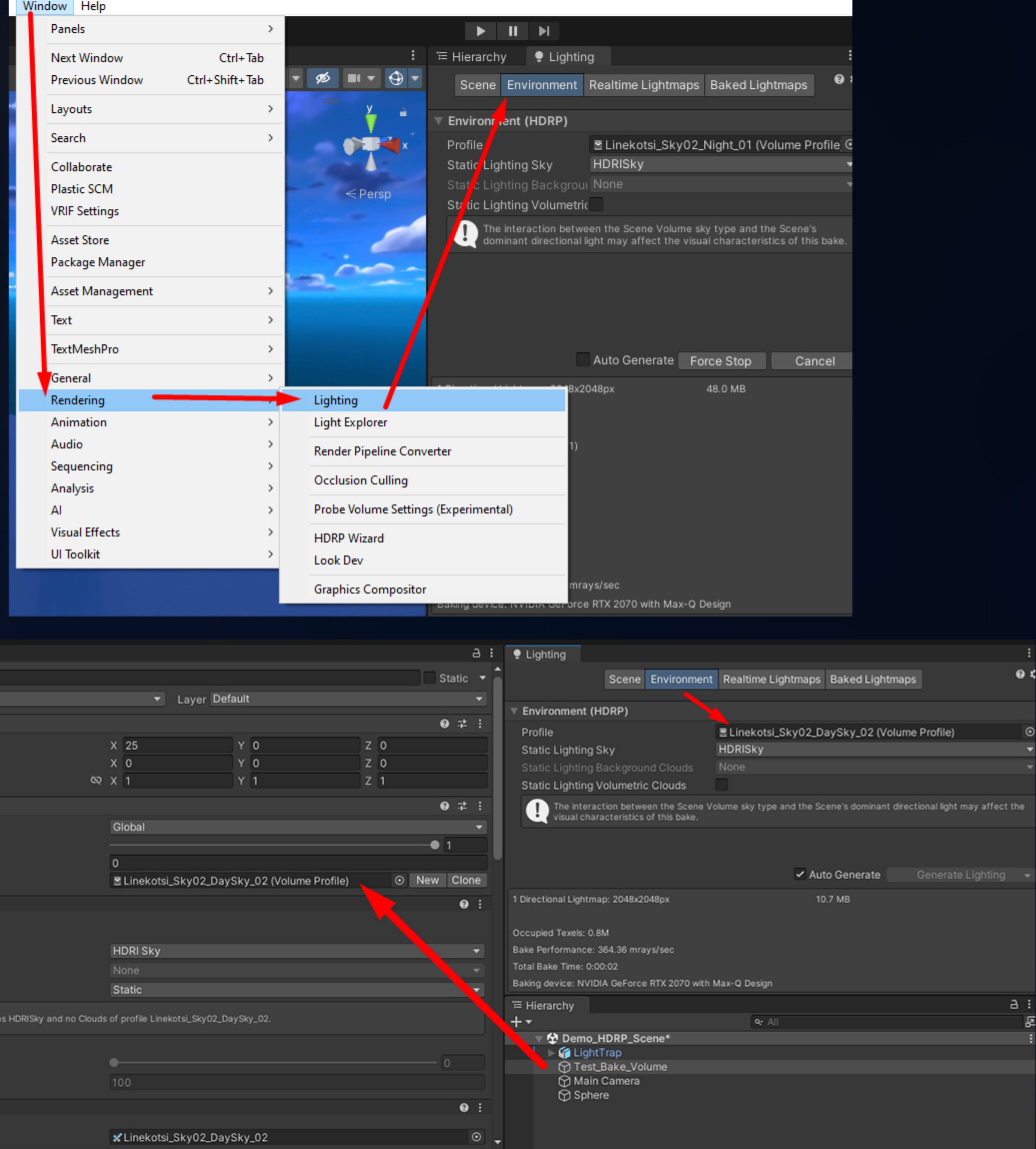
In folder [Scene] you can find a HDRP or URP variant, open scene for render pipeline that you do want to use in your project.

URP - is very simple skybox material setup with real-time light aligned to sun. To change skybox go to [Cartoon & Stylized HDRI sky Pack 02 > URP_Skybox_Preset] to find out ready to use URP skyboxes. To swap skybox in scene go to Top windows bar > Rendering > Lighting Settings. New window Lighting will pop up, and depend on your Unity version you will see directly a Skybox material property or you will need to jump between sub-windows to Environment.

URP scene and skybox materials do use a PNG images to save performance and memory usage, but if you want to bake nice lighting, please do use a HDR files and switch back to PNG after bake is done for make sure low-end hardware performance wont be affected.

HDRP - HDRP version of scene do use HDR files for better reflections and lightings. On scene you can see a gameobject called Test_Bake_Volume its do contain a ready to use Environment Presets. If you want to change skybox , go to folder [Cartoon & Stylized HDRI sky Pack 02 > HDRP_Environment_Presets] and apply any of it on volume component of gameobject Test_Bake_Volume.

Make sure that you do sync environment presets in Test_Bake_Volume and Lighting window. Under Lighting window > Environment make sure Static Lighting Sky set at HDRI Sky, otherwise you will get no baked lighting or incorrect lighting!



Can I use it in any other software or real-time game engine?

Yes, most of softwares and real-time game engine do support both HDR and PNG files, but you need to setup them by your own, you can find many tutorials on youtube about "How to setup HDRI in your Software name".

Keep in mind that final texture import settings like compression and resolution is affect on quality and performance, so for games is better to use compression to save video memory, but for video production and rendering you can use higher resolution of image without compressions.

If you do have any questions, please contact with me via mail , make sure you do provide a invoice number to , so I can verify and provide support to you and I will respond you within few days: liyabohnat@gmail.com