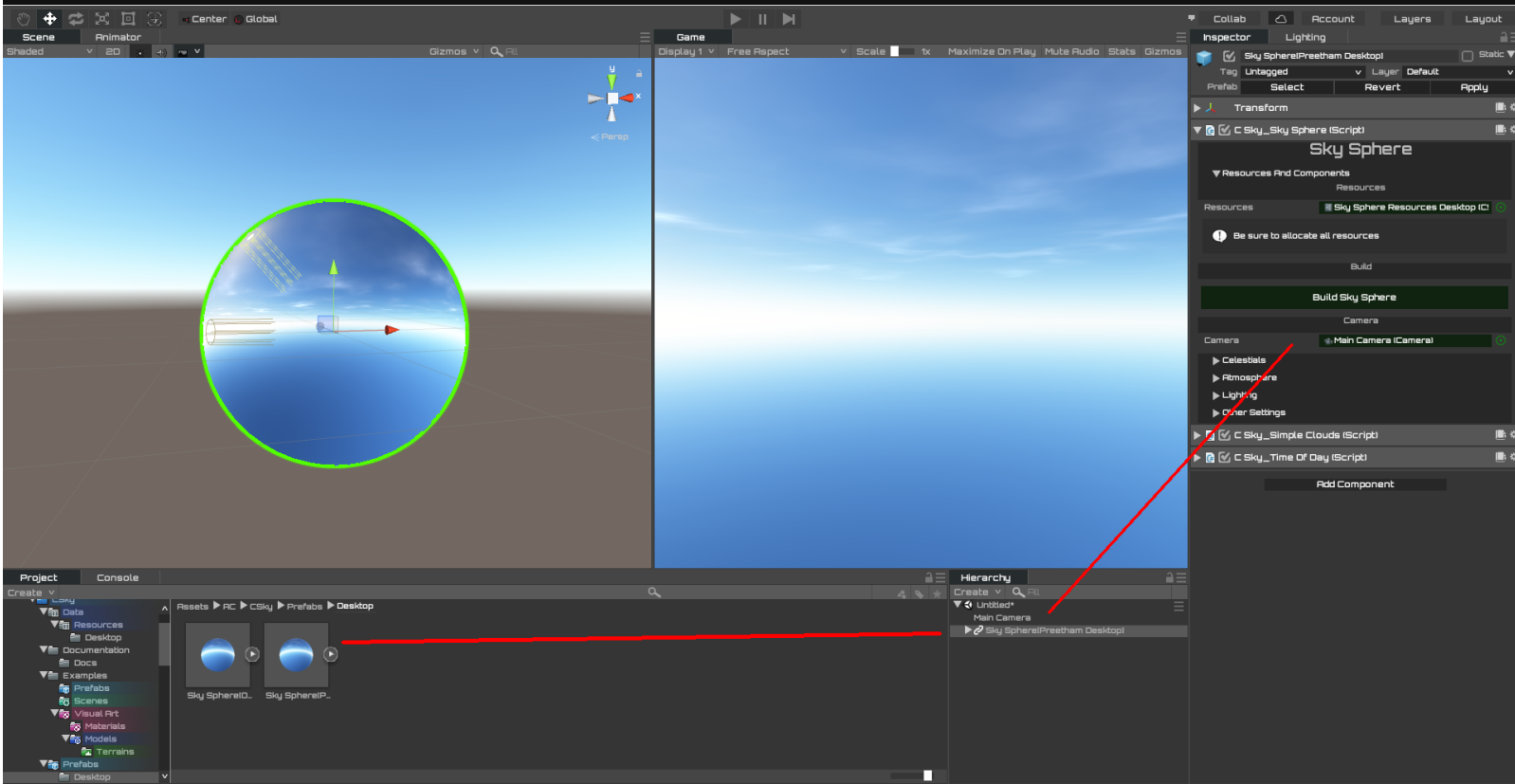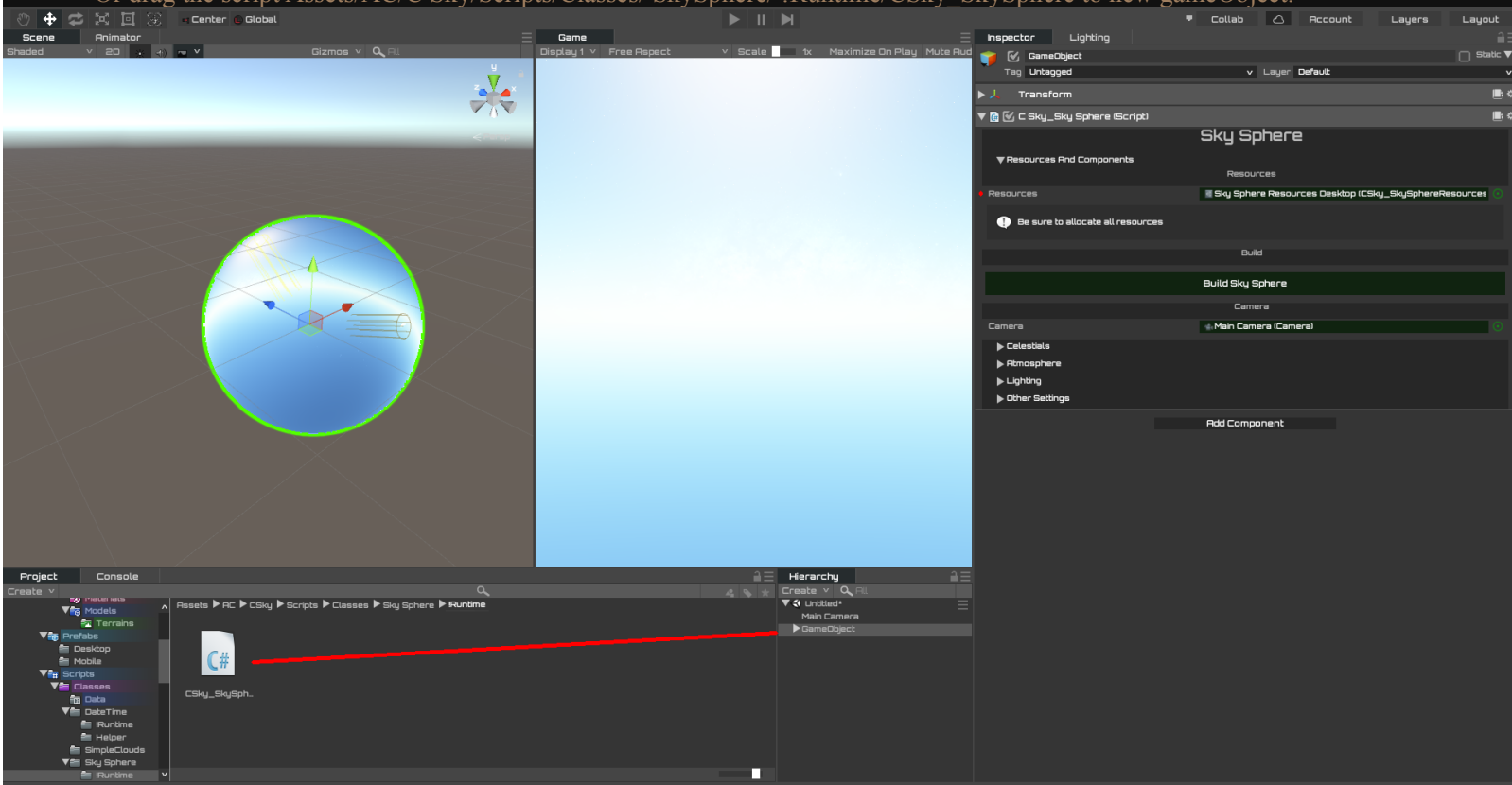C SKY DYNAMIC SKY

Getting Started.

- There are two ways to start using this asset.
  ○ The first way is drag the prefabs Assets/AC/CSky/Prefabs/ to scene and add camera component to resources foldout.
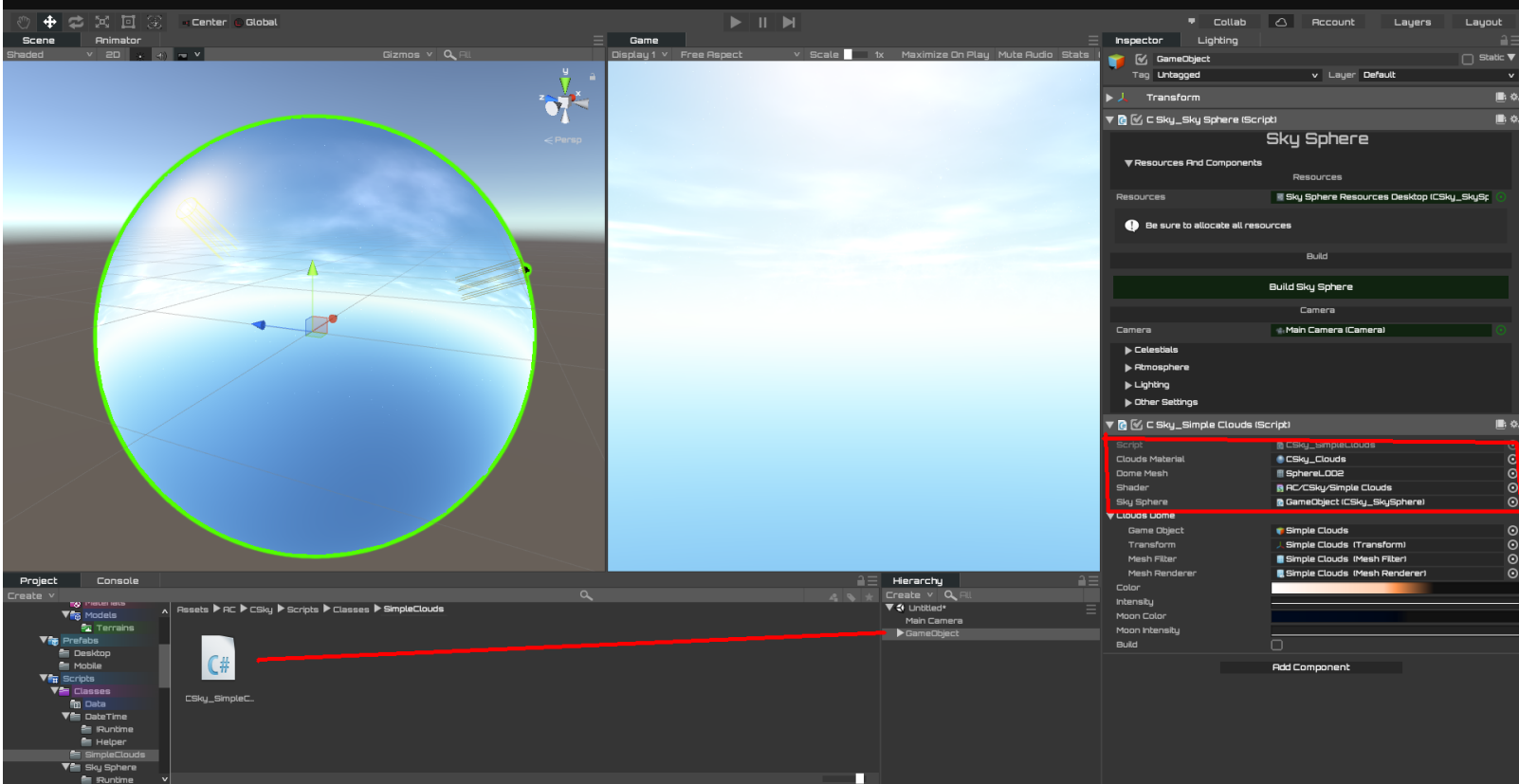

- Or drag the script Assets/AC/C Sky/Scripts/Classes/ SkySphere/ !Runtime/CSky_SkySphere to new gameObject.

- once dragged you should check that all resources are assigned. in the resources section.
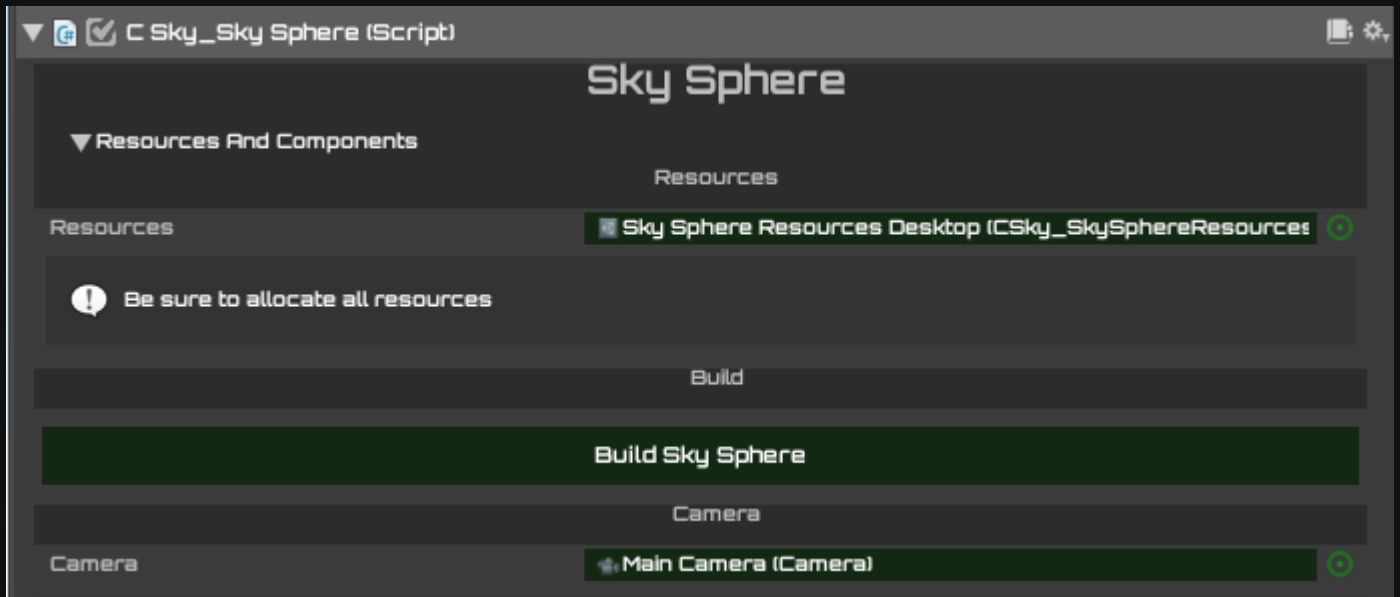
- If you want you can add simple clouds, just drag Assets/AC/C Sky/Scripts/Classes/ Simple Clouds/ SimpleClouds.cs to Sky Sphere, be sure you have assigned all the necessary resources and press build.

• We can also add time of day, just drag Assets/AC/C Sky/Scripts/Classes/ Time Of Day/ TimeOfDay.cs to Sky Sphere.
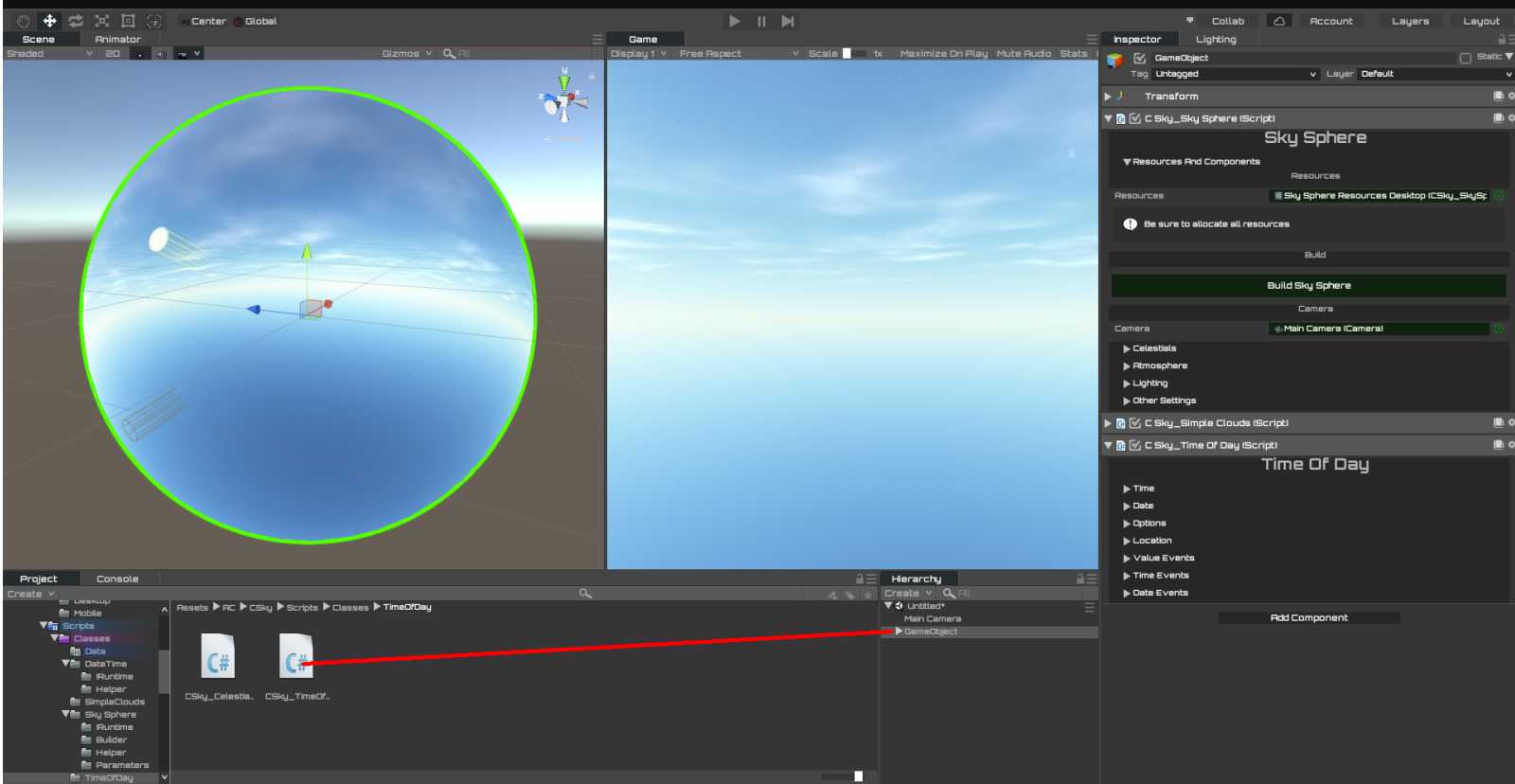
Warning:

• Be sure you do not have extra directional lights in the scene, and be sure to activate the shadows of the directional lights if you wish.
• Lighting configuratios see: https://docs.unity3d.com/Manual/LightingOverview.html