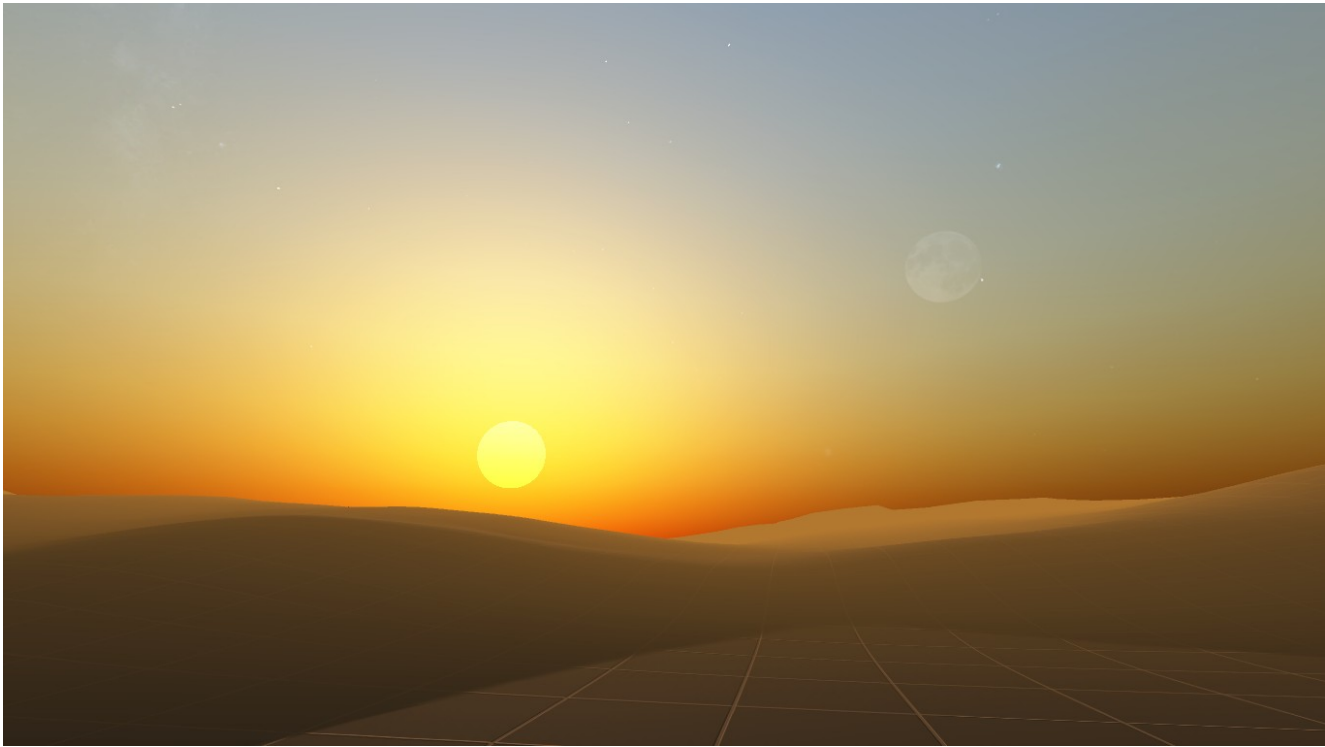


LSky Documentation v2.0.3



About.

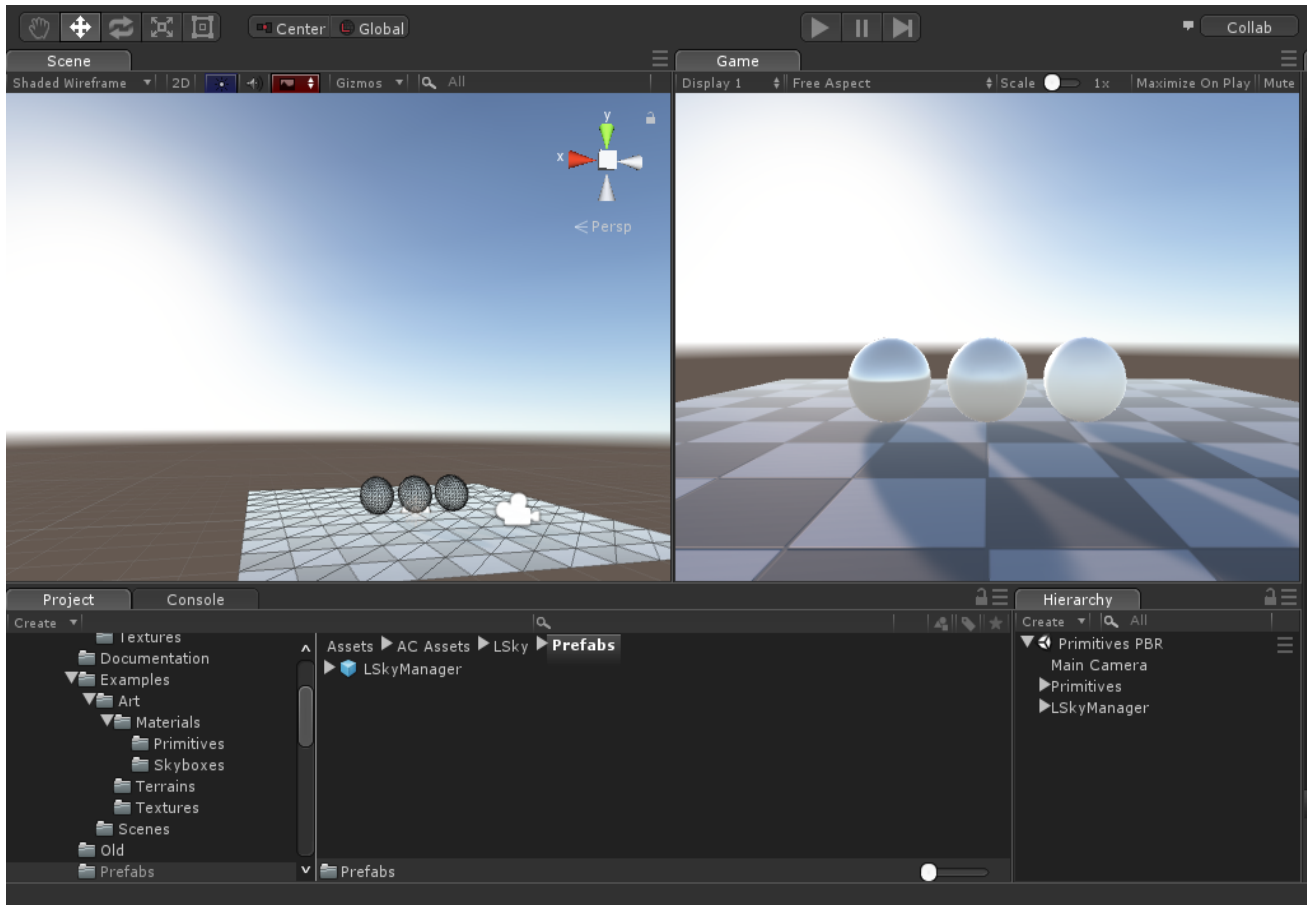
Dynamic sky basic solution.

Notice: *The asset is not optimized for mobile devices, Henyey Greenstein calculations, moon texture, outer space and color correction are performed per pixel.*

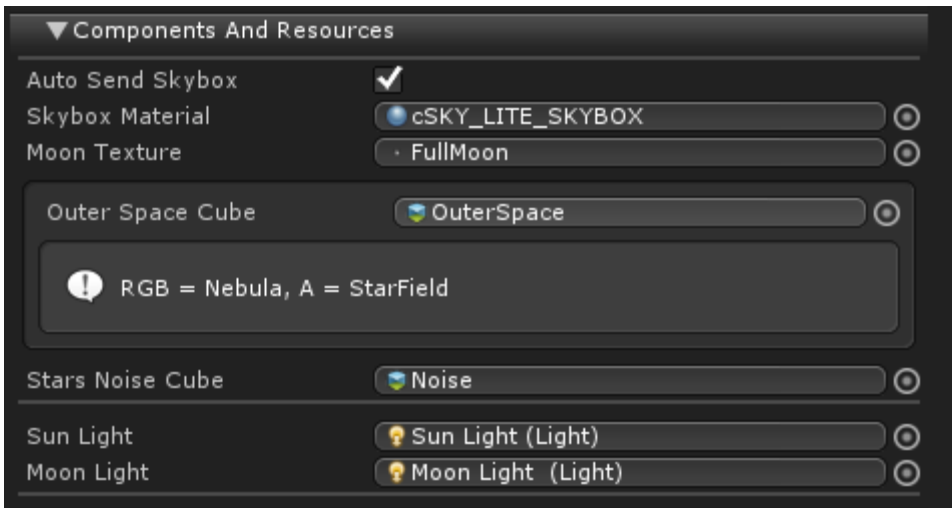
Notice2: *No tested in VR.*

Getting Started.

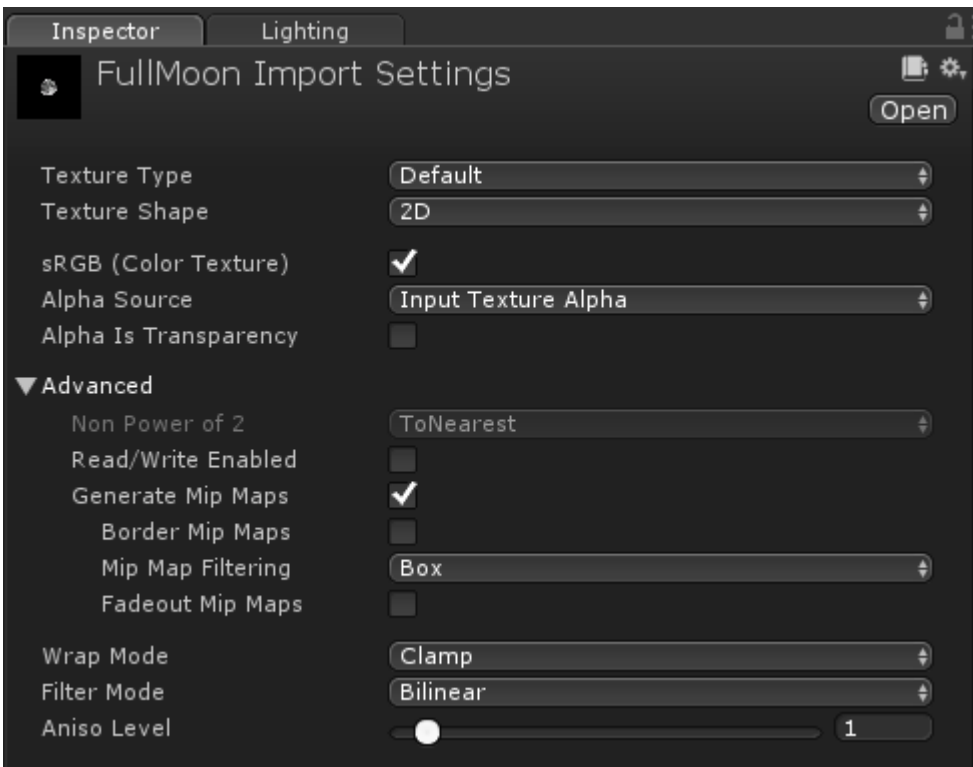
- *Drag the prefab “Assets/AC Assets/LSky/Prefabs/LSkyManager” into your hierarchy.*
- **Note:** *Be sure that there are no additional directional lights in the scene.*



Components And Resources.



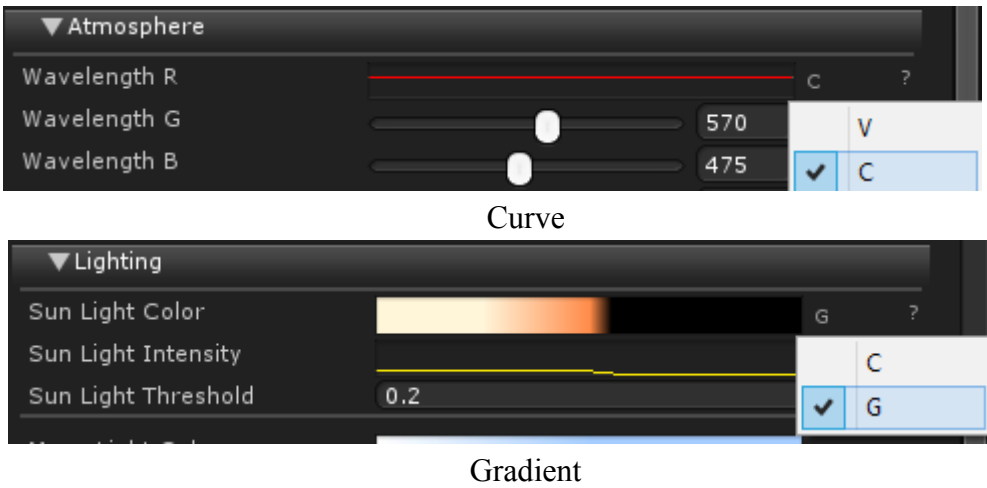
- **Apply Skybox :** *Automatically assigns the skybox in Lighting window.*
- **Note:** *It is necessary to assign all the elements.*
- **Moon Texture Settings.**



Curves And Gradient System.

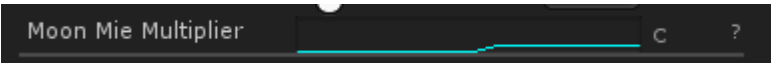
LSky has a system of curves and gradients to control sky values, lighting, etc. during the cycle of rotation of the sun and moon.

➤ *To use a curve or gradient you have to select the Curve option for curves and Gradient for gradients*

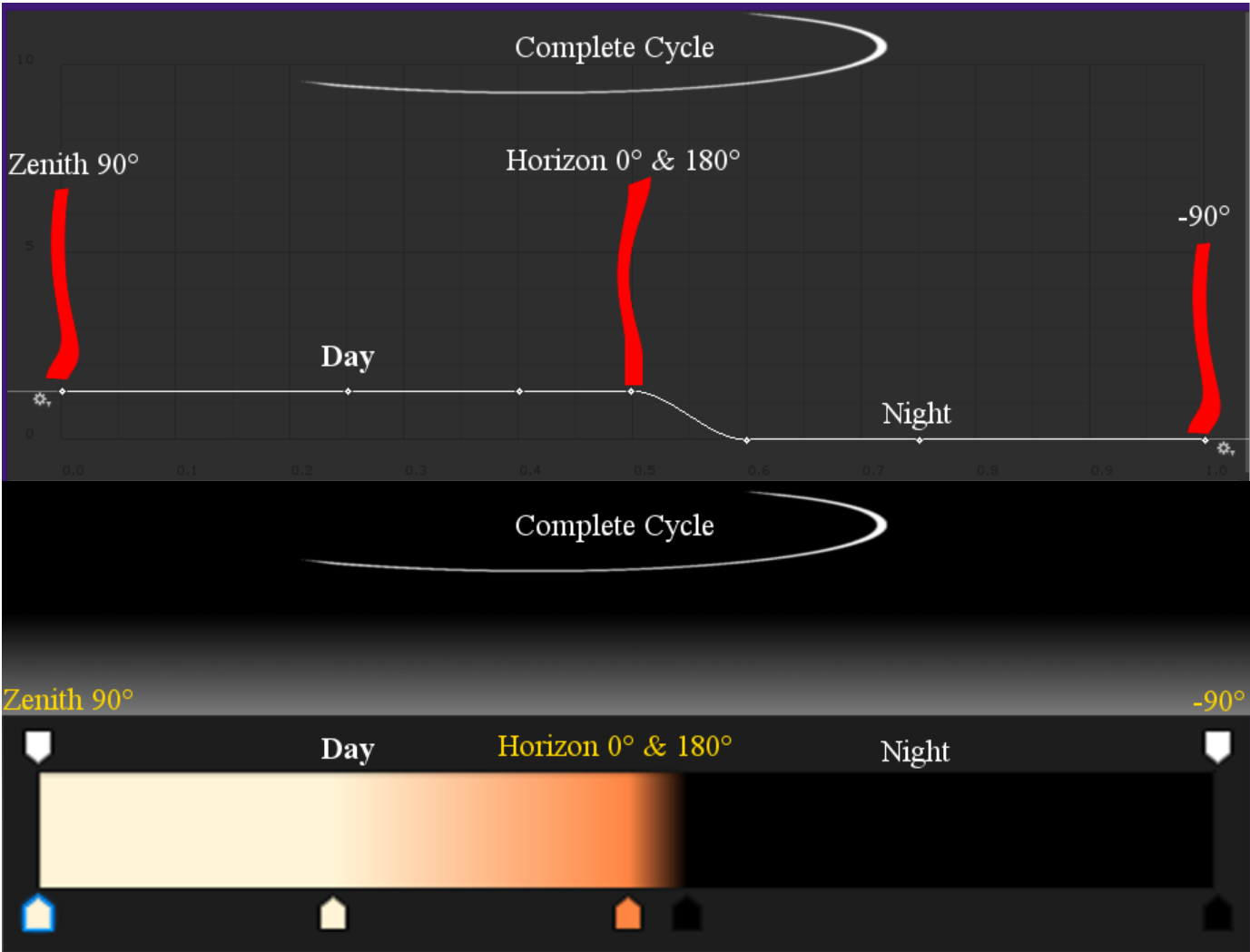


Configure Curves And Gradients.

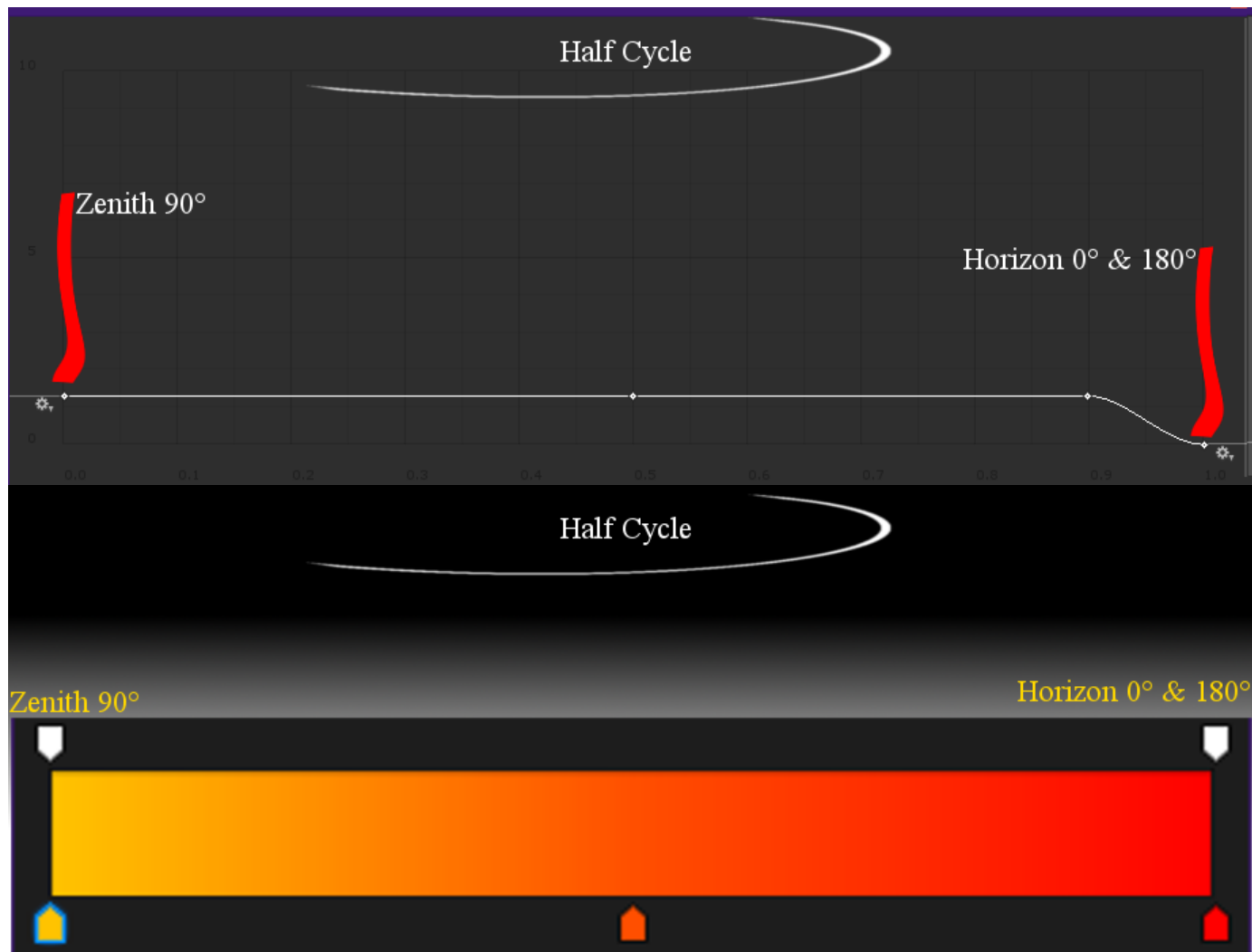
There is an interrogation symbol located to the right of each parameter which indicates the type of evaluation time



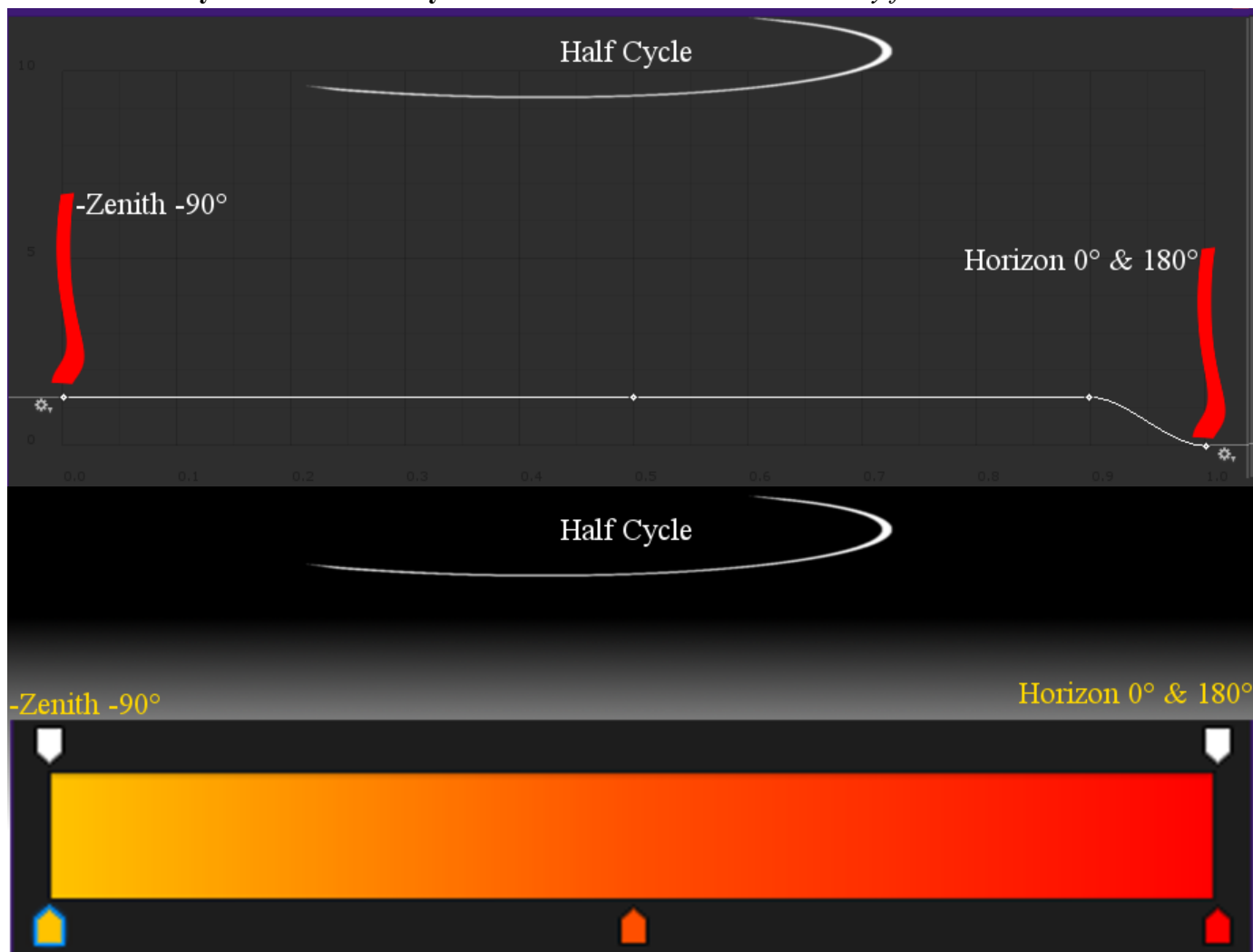
➤ **Evaluate time by sun/moon direction in complete cycle :** *Evaluate the curve or the gradient complete sun/moon cycle.*



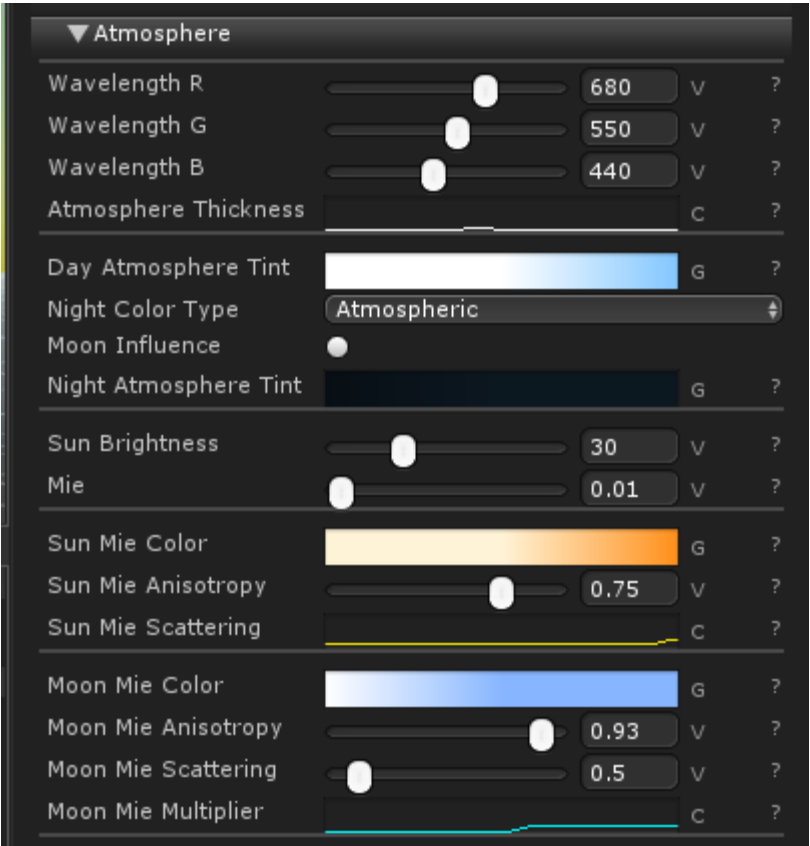
➤ **Evaluate by sun/moon direction only above the horizon:** *Is evaluated only from zenith to horizon.*



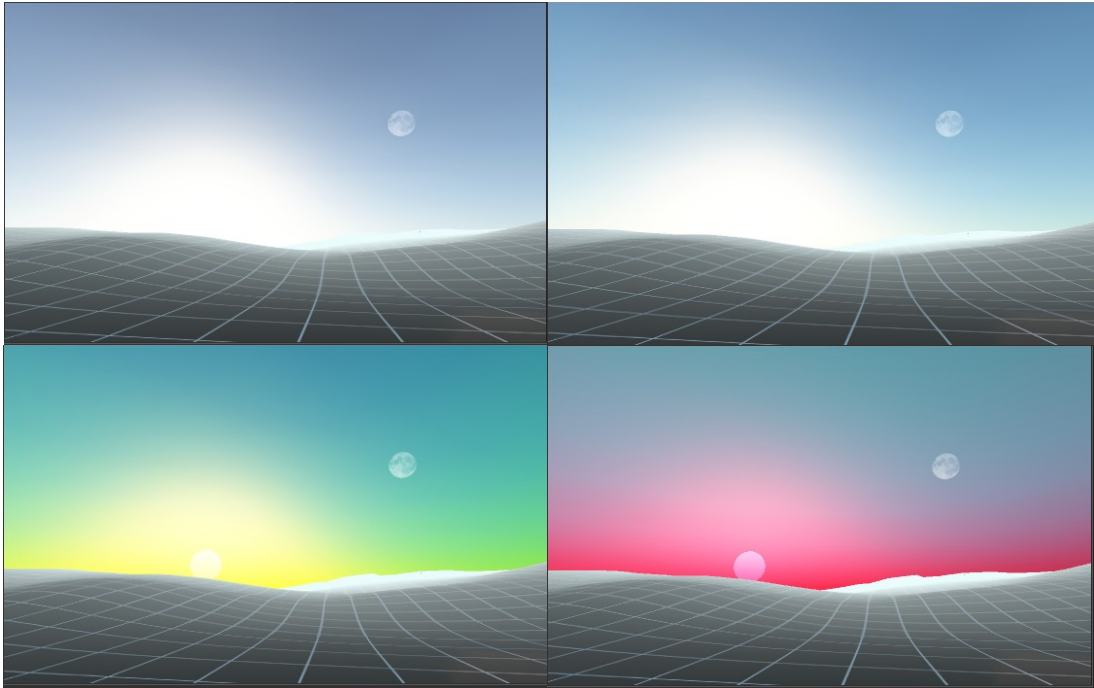
➤ **Evaluate by sun direction only below the horizon:** *Is evaluated only from -zenith to horizon.*



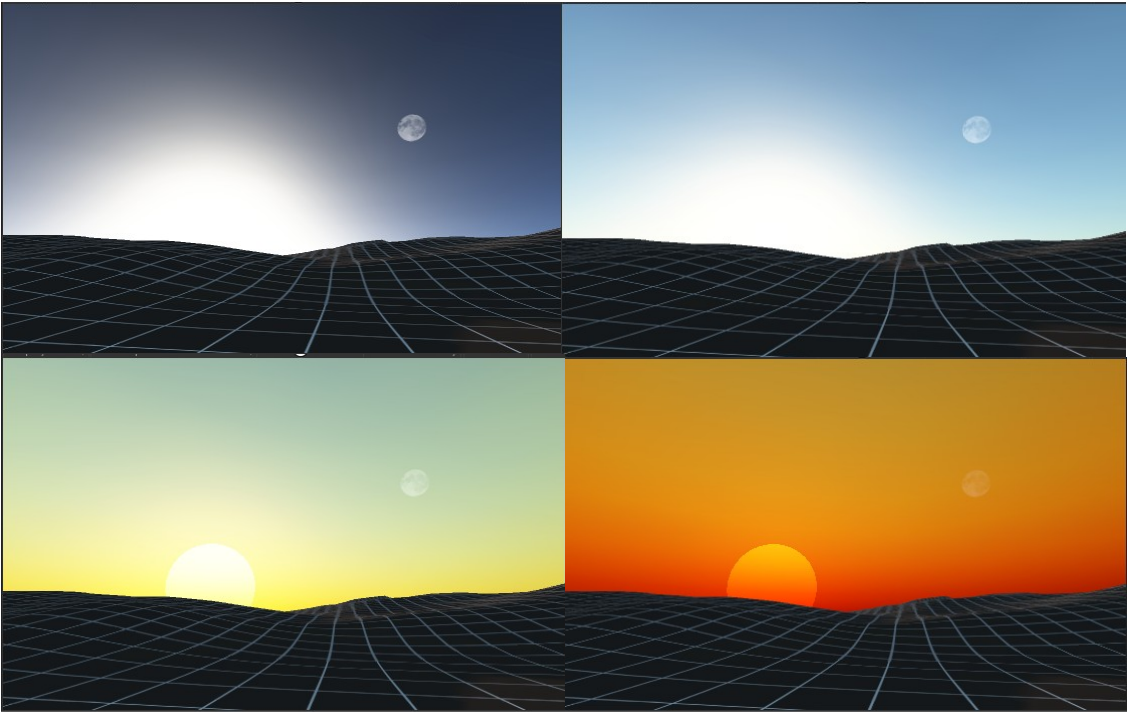
Atmosphere.



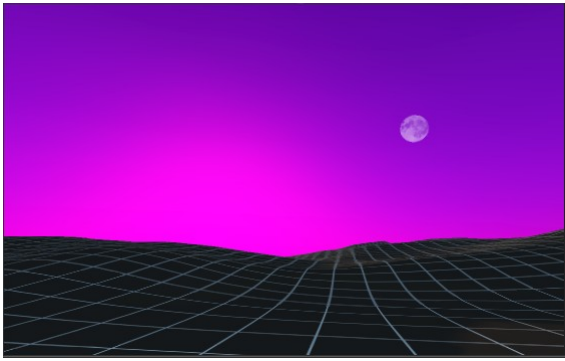
➤ **Wavelegths:** *Are the parameters that cause the color of the sky.*



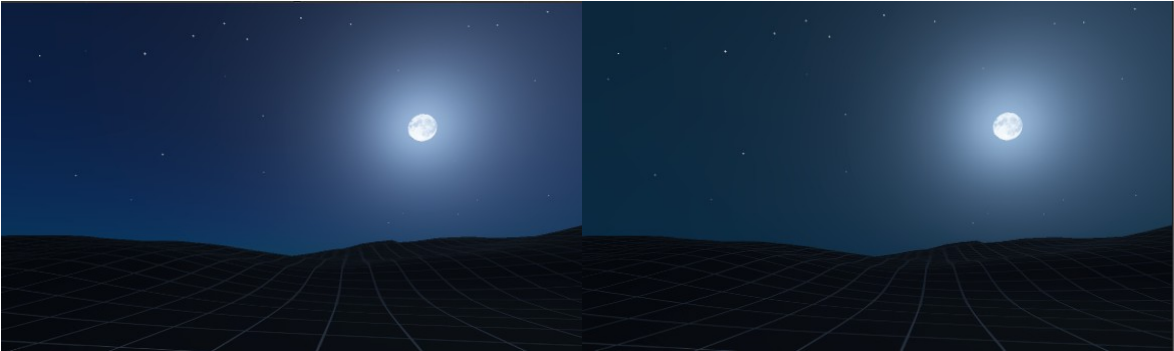
Atmospheric Thickness: *Controls the density of the atmosphere.*



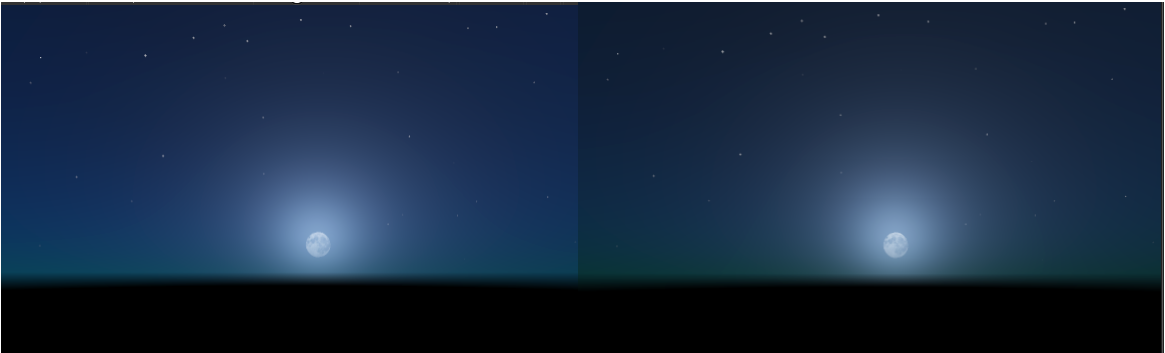
➤ **Day Atmosphere Tint:** *This is the color multiplier of the atmosphere during the day.*



➤ **Night Color Type:** *atmospheric or simple night color.*



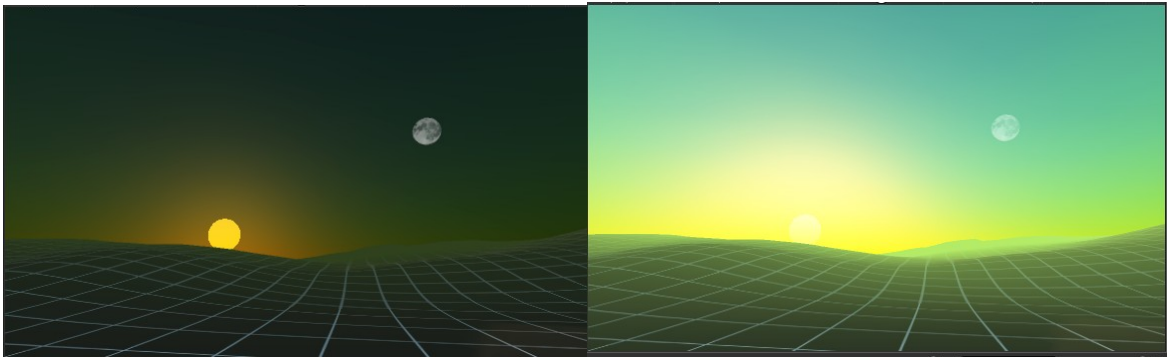
➤ **Moon Influence:** *The moon affects the atmosphere.*



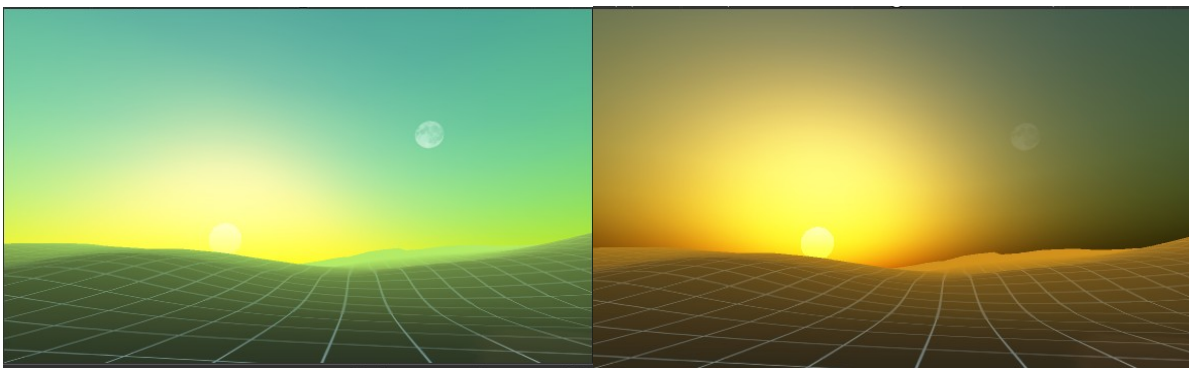
➤ **Night Atmosphere Tint:** *This is the color multiplier of the atmosphere during the night.*



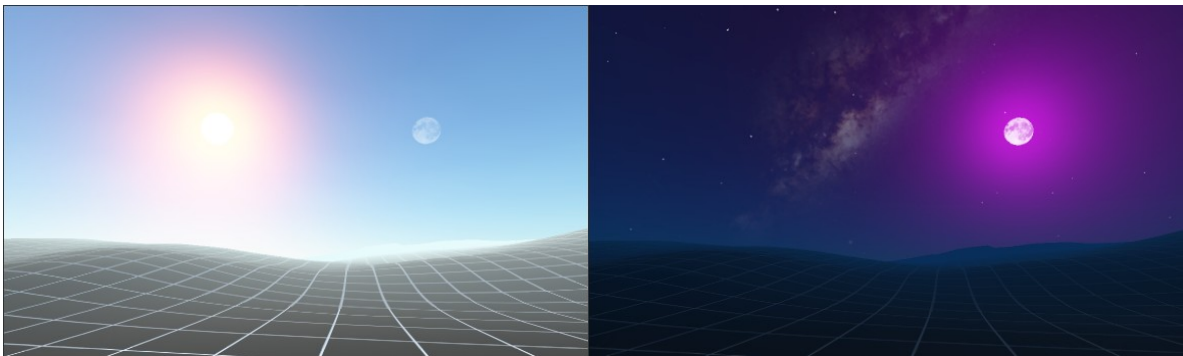
➤ **Sun Brightness:** *The brightness of the sun.*



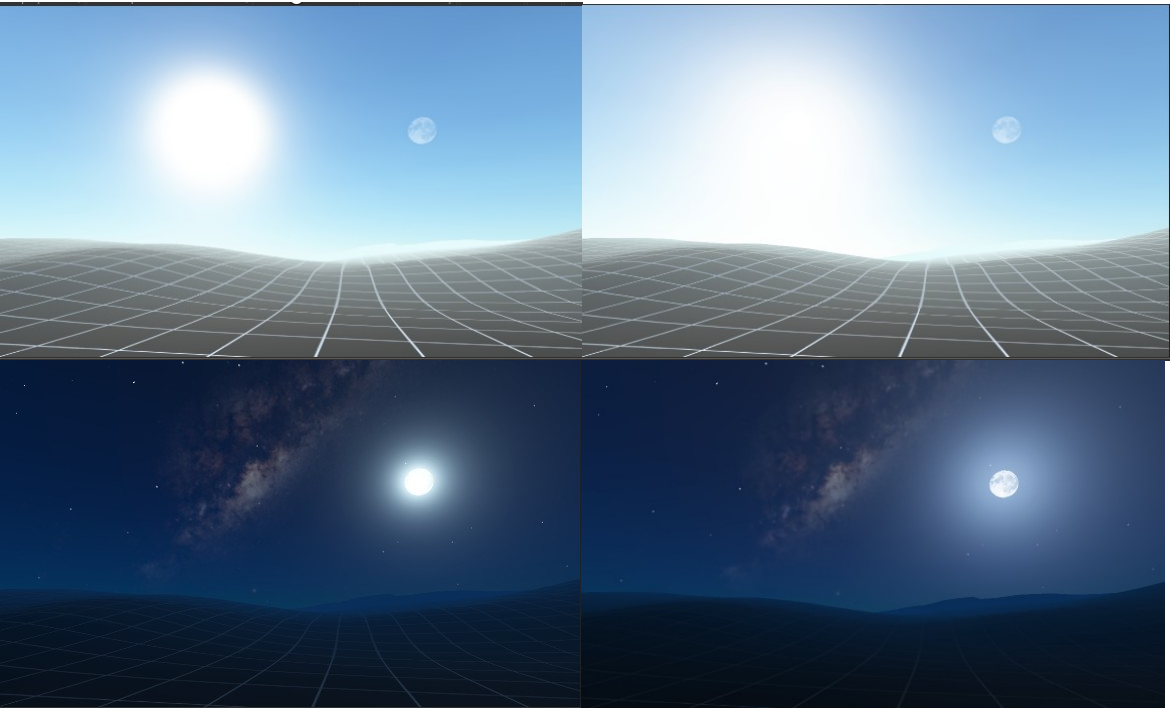
➤ **Mie:** *Mie value.*



➤ **Sun/Moon Mie Color:** *The color of the Mie phase.*



➤ **Sun/Moon Mie Anisotropy:** *Henyey Greenstein g value.*

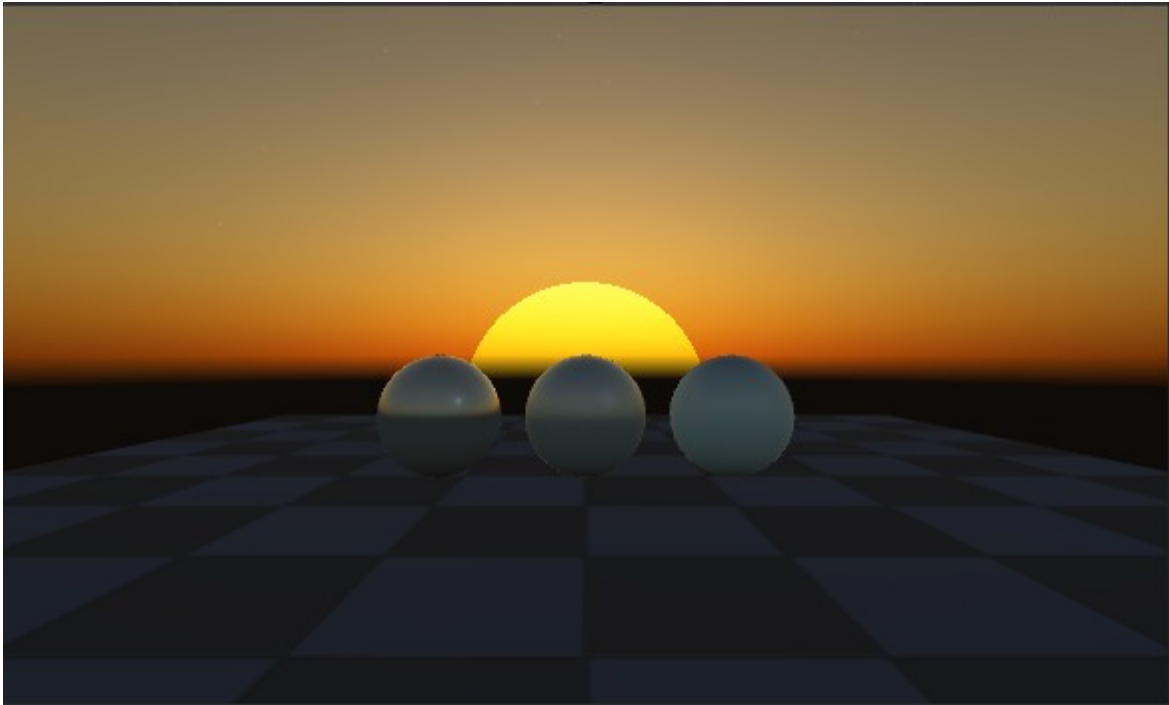


- **Sun/Moon Mie Scattering:** *Mie phase intensity.*
- **Moon Mie Multiplier:** *Mie multiplier during the complete cycle of the sun.*

Celestials.

Sun Disc	<input checked="" type="checkbox"/>			
Sun Disc Size	<input type="range"/>	0.198	V	?
Sun Disc Color	<input type="color"/>		G	?
Moon	<input checked="" type="checkbox"/>			
Moon Size	<input type="range"/>	0.5	V	?
Moon Color	<input type="color"/>		C	?
Moon Intensity	<input type="range"/>	0.7	V	?
Moon Multiplier	<input type="range"/>		C	?
Stars	<input checked="" type="checkbox"/>			
Stars Color	<input type="color"/>		G	?
Stars Intensity	<input type="range"/>		C	?
Stars Scintillation	<input type="range"/>	0.7	V	?
Stars Scintillation Spe	<input type="range"/>	50	V	?
Nebula	<input checked="" type="checkbox"/>			
Nebula Color	<input type="color"/>		G	?
Nebula Intensity	<input type="range"/>		C	?
Offsets	X	136.1	Y	-80.2
	Z	-146.6		

- **Sun Disc:** *Enable sun disc.*
- **Sun Disc Size:** *Size of the sun disc.*
- **Sun Disc Color:** *Color of the sun disc.*



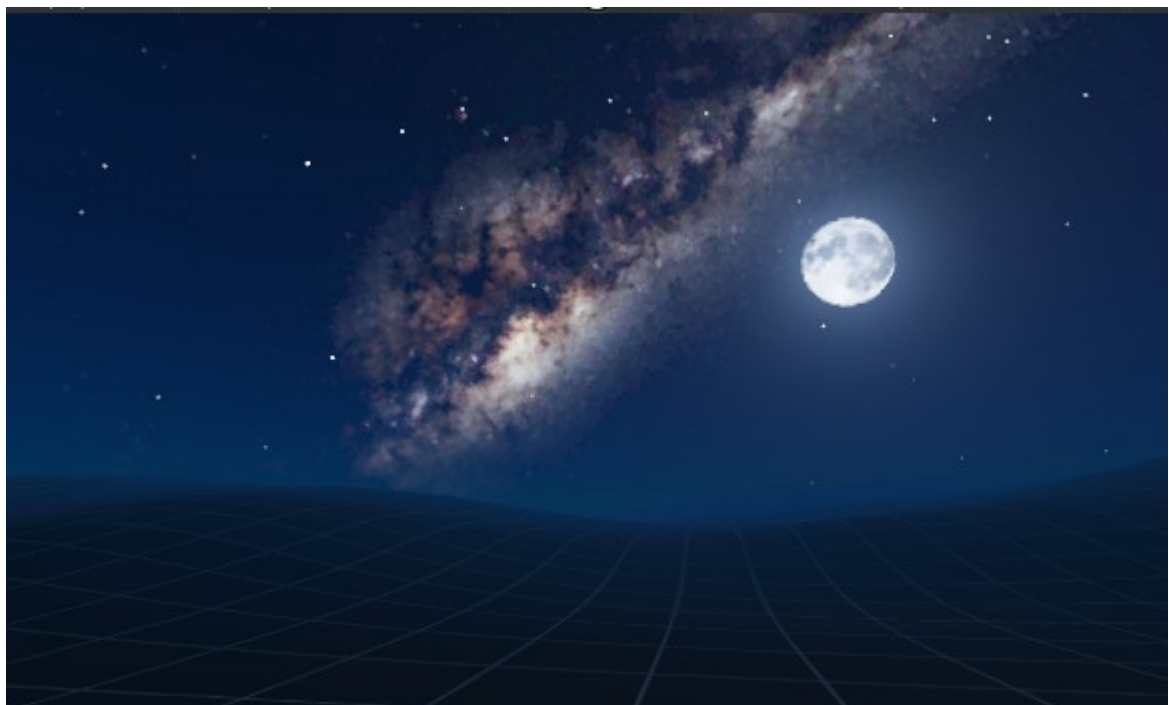
- **Moon:** *Enable moon texture.*
- **Moon Size:** *Size of the moon.*
- **Moon Color:** *Color of the moon.*
- **Moon Intensity:** *Intensity of the moon.*
- **Moon Multiplier:** *Moon intensity multiplier during the complete cycle of the sun.*



- **Stars:** *Enable stars field.*
- **Stars Color:** *Color of the stars field.*
- **Stars Intensity:** *Intensity of the stars.*
- **Stars Scintillation:** *Stars Twinkle.*
- **Stars ScintillationSpeed:** *Speed of the twinkle of the stars.*



- **Nebula:** *Enable nebula.*
- **Nebula Color:** *Color of the nebula.*
- **Nebula Intensity:** *Intensity of the nebula.*

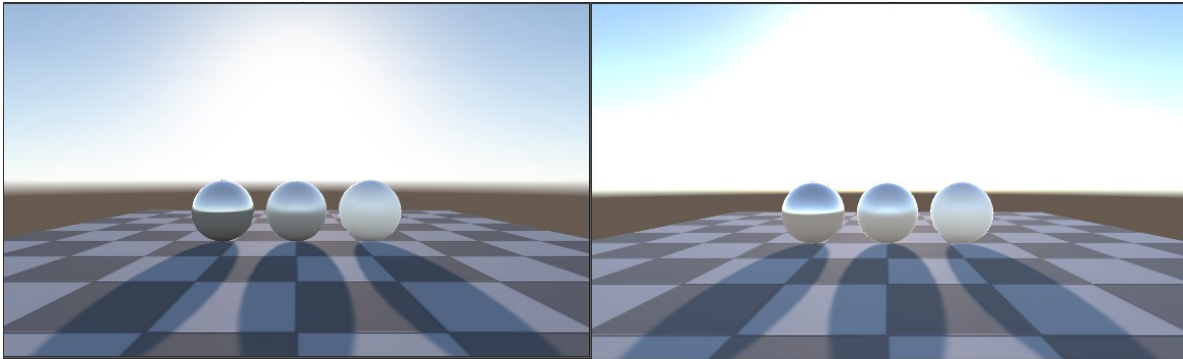


- **Offsets:** *Outer space rotation offsets.*

Color Correction.



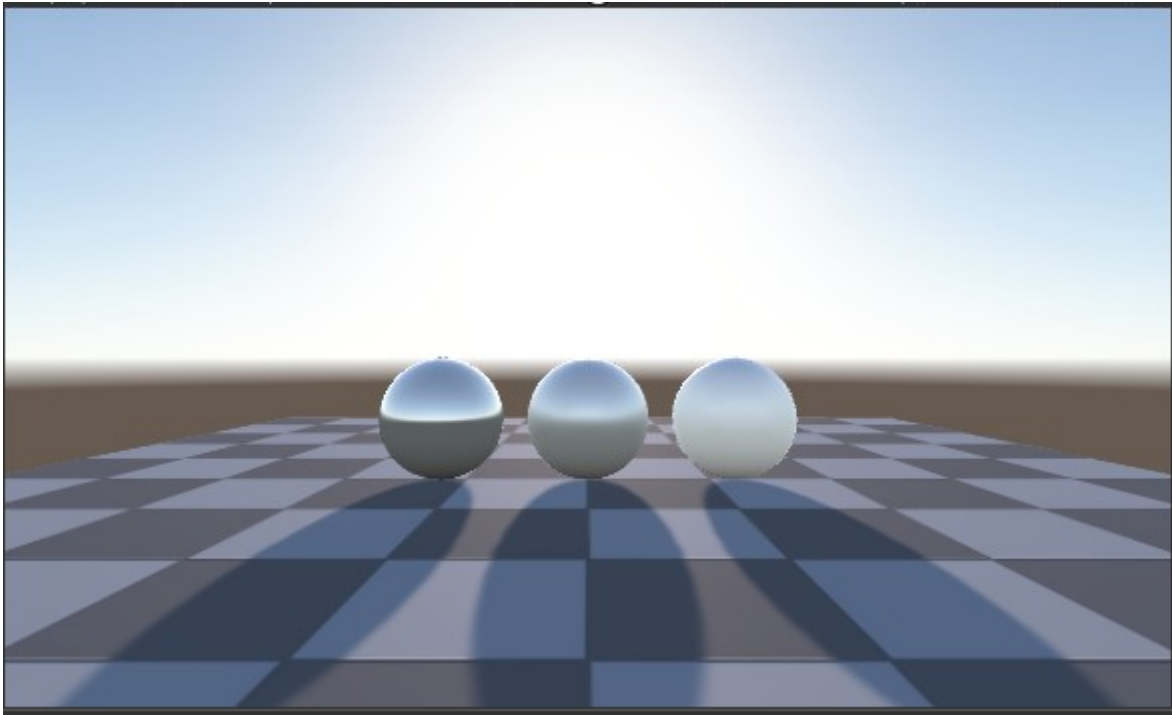
- **HDR:** Enable HDR, only use if used tonemapping image effects.
- **Exposure:** HDR Exposure.
- **Color Space:** The color space.
- **Note:** Apply color correction ($color^{3/2}$) and apply fast tonemapping.



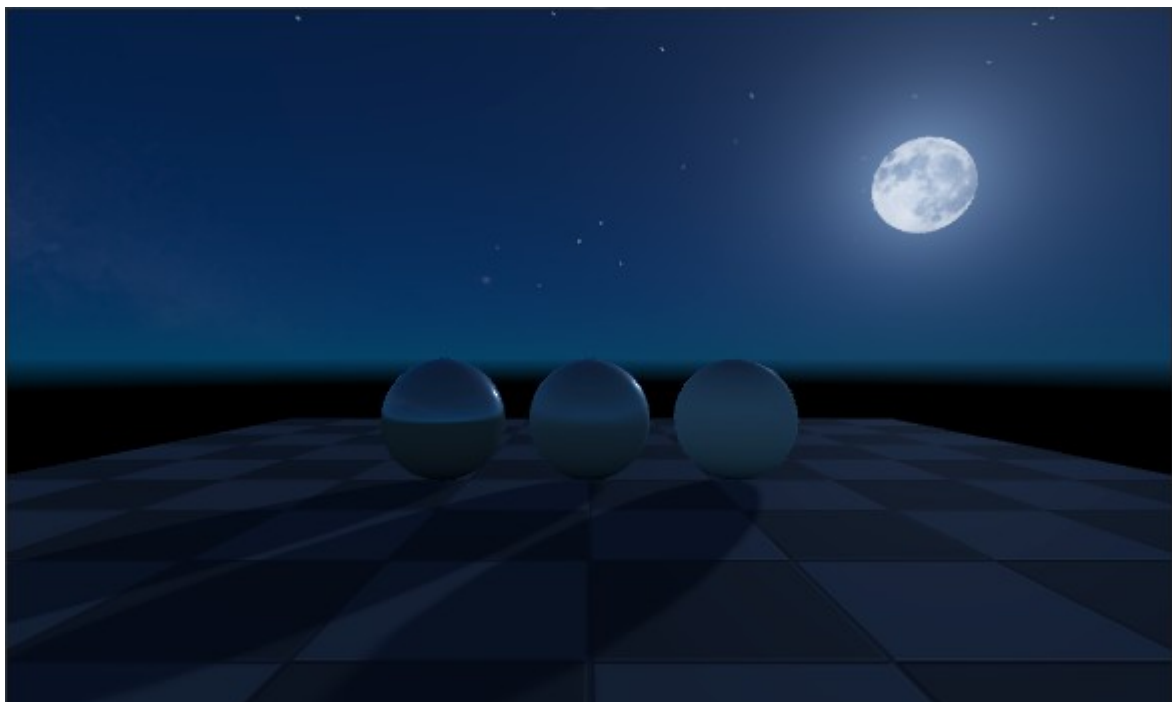
Lighting.



- **Sun Light Color:** *Color of the sun light.*
- **Sun Light Intensity:** *Intensity of the sun light.*
- **Sun Light Threshold:** *Enable/disable sun light threshold.*

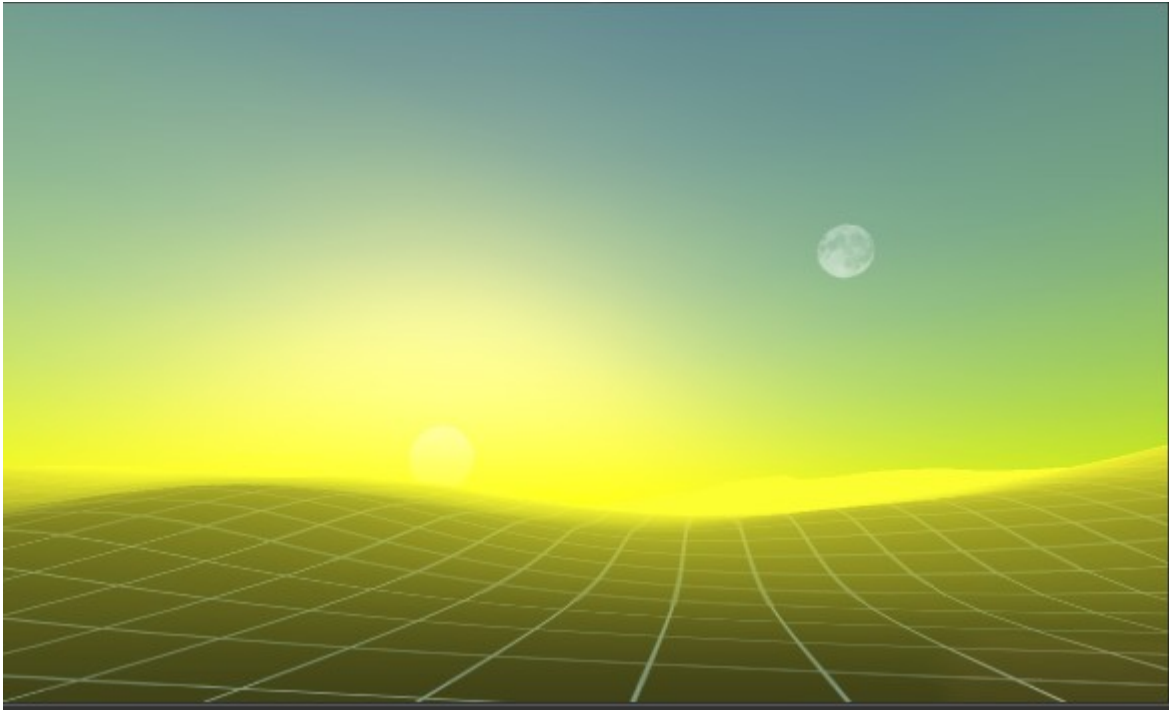


- **Moon Light Color:** *Color of the moon light.*
- **Moon Light Intensity:** *Intensity of the moon light.*
- **Moon Light Multiplier:** *Moon light intensity multiplier during the complete cycle of the sun.*
- **Note:** *Moon light is enable if sun light is disabled.*

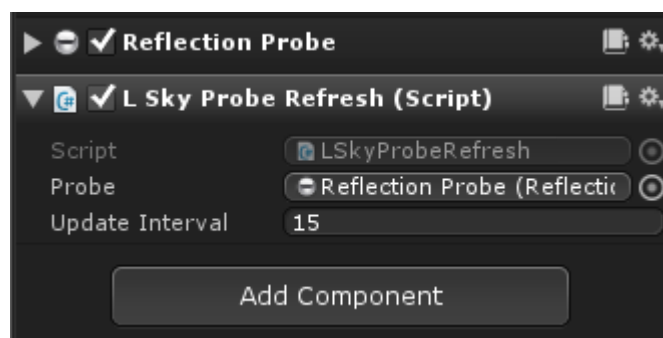


- **Ambient Mode:** *Mode of the environment lighting.*
- **Ambient Intensity:** *Intensity multiplier of the environment lighting.*
- **Ambient Sky Color:** *Top environment lighting color.*
- **Ambient Equator Color:** *Horizon environment lighting color.*
- **Ambient Ground Color:** *Ground environment lighting color and skybox ground color.*

- **Enable Unity Fog:** *Enable default fog.*
- **Note:** *The parameters are the same as the default fog.*

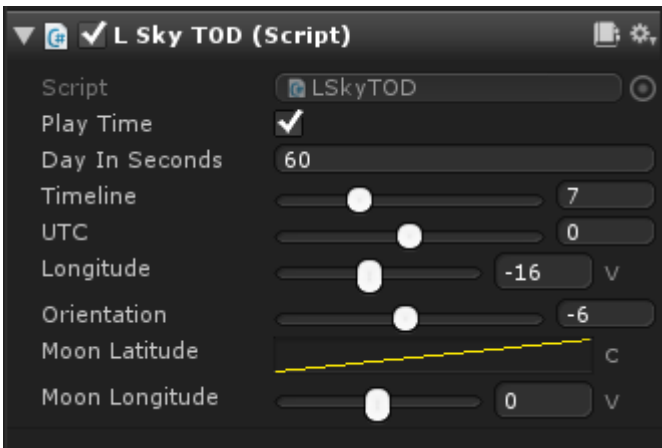


LSkyProbeRefresh



- *For now the only function of this class is to refresh the reflection probe.*
- *More lighting information:*
 - See <https://docs.unity3d.com/Manual/class-ReflectionProbe.html>
 - See <https://docs.unity3d.com/Manual/LightingOverview.html>
- *Custom Reflection.*
 - *Do you want to reflect only the color of the sky?.*
 - *1- Disable the apply sky option*
 - *Manually assign a material with the shader "AC/Lsky/Skybox Reflection" in the lighting window.*
 - *Assign the skybox component to your cameras and a material with the "AC/Lsky/Skybox" shader.*

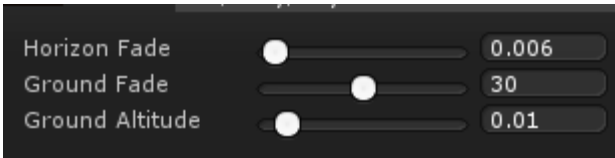
Time Of Day.



Class that controls the time of day, rotations of celestial bodies, etc.

- **Play time:** Allow progress time.
- **Day In Seconds :** An easy way to set minutes is 60 * minutes, example: 60 * 15 = 900.
- **UTC:** Universal Time Coordinated.
- **Longitude:** World longitude.
- **Orientation:** Y axis rotation.
- **Moon Latitude:** moon x axis.
- **Moon Longitude:** moon longitude.

Material Params.



- Horizon offset is now configured from the material. (Left capture)
- Ground fade and altutude params.(Right capture)

