

Super Simple Skybox

A Game-Ready Asset by [OccaSoftware](#)

[Super Simple Skybox Docs & FAQs](#)

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Introduction

Super Simple Skybox is an easy-to-use, artist-friendly, and feature-rich skybox shader that enables you to easily set up a stylized skybox in your scene.

Assets Included in Super Simple Skybox

- Materials
 - Simple Skybox Material
- Shaders
 - Simple Skybox Shader Graph
 - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art

- 13 Cloud Textures
 - 10 Night Sky Textures
- Scripts
 - Easy-to-use script that lets your sun and moon rotate to simulate a day/night cycle.
 - Script that is used to define the rotation of the stars.
 - One assembly definition for the Skybox scripts
- Scenes
 - Demo Scene
 - Sample Post Processing Profile

Skybox Features

1. **Plug-and-play:** Drag and drop the skybox material into your scene's Skybox Material slot. You're done.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.
3. **Customizable:** Configure the skybox with 29 different parameters, including cloud and star textures, daytime and nighttime colors, sun colors, sunset parameters, moon size, color, and falloff, and more.

Support

Every asset we sell is backed by a 100% customer satisfaction guarantee. If you are not 100% satisfied, please contact us at hello@occasoftware.com or [join our Discord](#).

We'd love to hear from you

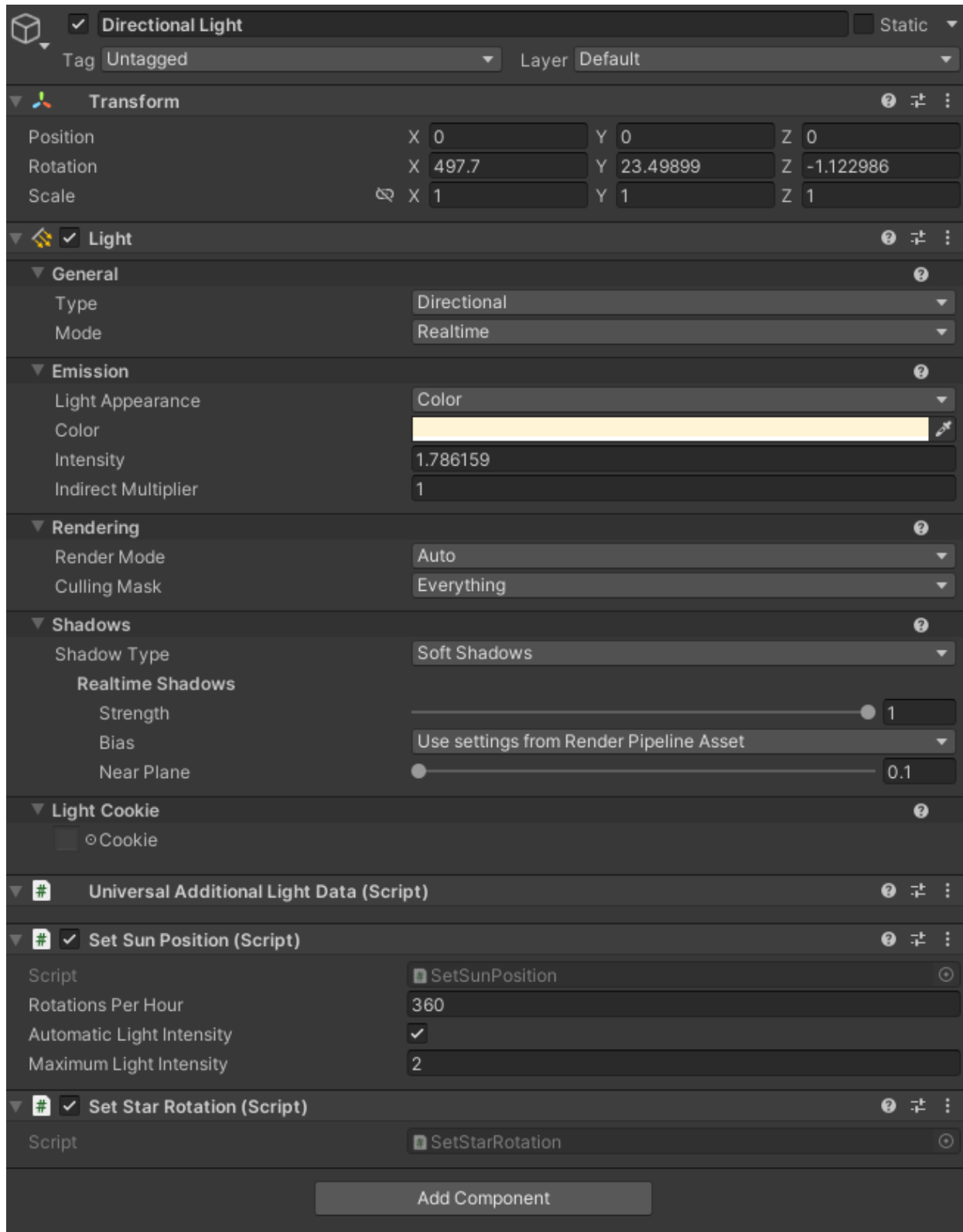
Your feedback is extremely important to us. We'd love to hear what you think of this asset so that we can improve it for you and for future developers.

[Please share your feedback on the Unity Asset Store.](#)

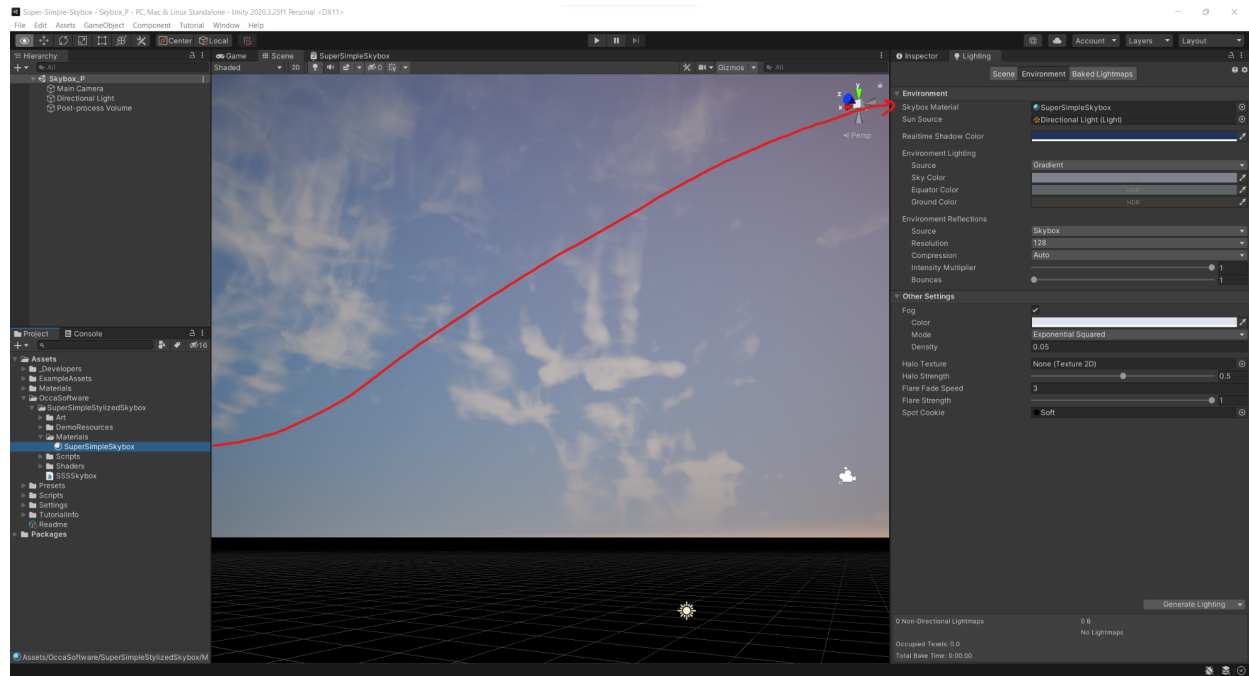
Usage Details

Initial Setup

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Add the **SetLightPosition.cs** and **SetStarRotation.cs** scripts to the main directional light in your scene.



4. Drag-and-drop the “**SuperSimpleSkybox**” Material into the Lighting/Environment/Skybox Material slot from the Assets/OccaSoftware/SuperSimpleSkybox/Materials/ folder.



5. Customize your Skybox by clicking on your Skybox Material and editing the parameters.



Super Simple Skybox (Material)



Shader Shader Graphs/SuperSimpleSkybox

Edit...

Ground Settings

Ground Enabled



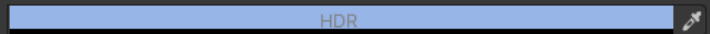
Sky Settings

Horizon-Zenith Blend



Day Colors

Horizon

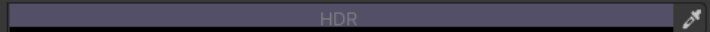


Zenith

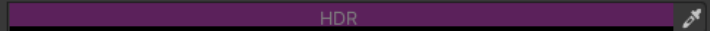


Night Colors

Horizon

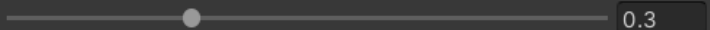


Zenith

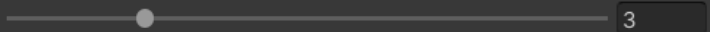


Horizon Saturation

Amount

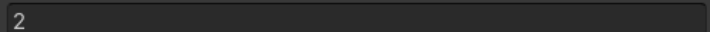


Falloff



Sun Settings

Angular Diameter



Horizon Color



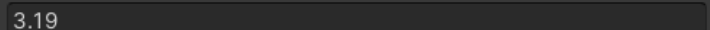
Zenith Color



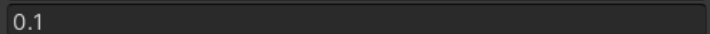
Sky Lighting Enabled



Falloff Amount

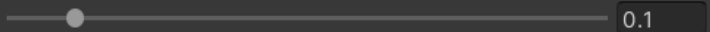


Falloff Intensity

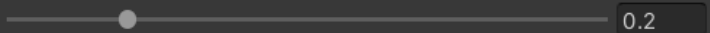


Sunset Settings

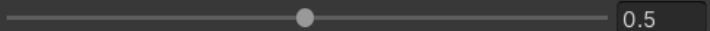
Intensity



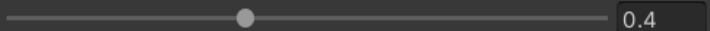
Radial Falloff



Horizontal Falloff

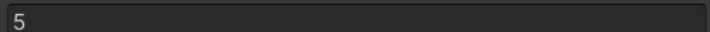


Vertical Falloff



Moon Settings

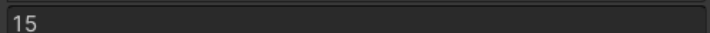
Angular Diameter



Color

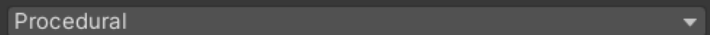


Falloff Amount

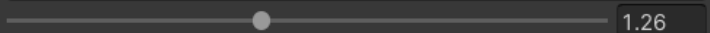


Star Settings

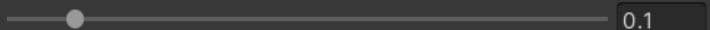
Rendering Method



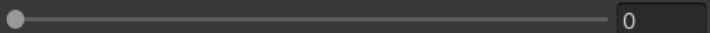
Brightness



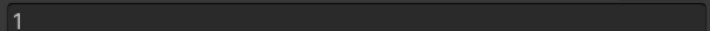
Daytime Brightness



Horizon Falloff



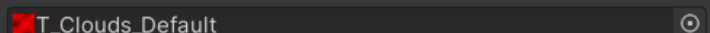
Saturation



Cloud Settings

Texture Settings

Texture



Scale

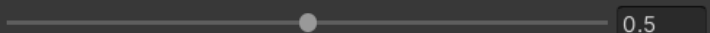


Speed

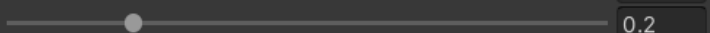


Look Settings

Cloudiness



Threshold



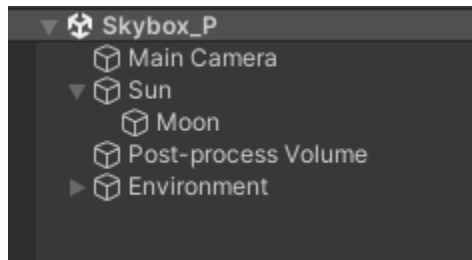
6. Create as many copies of the Skybox Material as you would like. Each copy can have its own parameters and configuration.

Subscribing to the built-in event system

- The Sun.cs script and Moon.cs script both inherit from the DirectionalLight.cs script, which has two events: **OnRise** and **OnSet**.
- You can subscribe to these events to trigger other actions in your scene when the corresponding light rises or sets.

Understanding the Sun & Moon

- By default, the moon is arranged as a child game object of the sun.



- The rotation of the moon game object's transform is set to (-180, 0, 0). This places it directly opposite the sun.
- You can adjust the rotation of the moon directly.
- You can set the rotations per hour property of the moon while it is a child. This will lead to two simultaneous movements as the moon rotates relative to the sun, which is also rotating.
- Alternatively, you can un-parent the moon so that it no longer inherits the rotation of the sun. This will allow you to set and rotate the moon fully independent from the sun.

Built-In Render Pipeline Support

Note regarding Built-In support coverage. *This asset is designed for and targets Universal Render Pipeline. However, Unity has added Shader Graph support to the Built-In Render Pipeline from Unity 2021.2. Given that context, this asset has been updated to work on Built-In Render Pipeline for Unity 2021.3 as of Release **SuperSimpleSkybox 1.4.0**. However, future updates to this asset are not guaranteed to work on Built-In and support is not explicitly guaranteed for Built-In. URP is the target platform. In the event Built-In support will break to enable an improved URP experience, Built-In support will be broken.*

That being said, you should be able to import and use this asset in Built-In Render Pipeline following the above directions.

Additional recommendations:

- Set colorspace to Linear
- Ensure Post-Processing is enabled with HDR Color Grading and Tonemapping enabled.

Please feel free to contact me at occasoftware@gmail.com for any additional support regarding Built-In.