

NEXT-GEN PLANETS

DOCUMENTATION

MINIMUM REQUIREMENTS :

Unity 2020.3.2

FIRST STEPS :

Extract the package you need according to your Scriptable pipeline.

Available and compatibles SRPs : URP / HDRP

If you don't uses SRPs , extract the "Legacy 3D" unitypackage instead.

DEMO SCENES :

Each SRP has its own demo scene, available in the "Demo Scene" folder (Once extracted)

You will find :

- The 20 planets
- 1 additional planet example for the sky blending
- The sun, linked to lit each planet in the scene

COLOR SPACES :

Legacy 3D is configured for Gamma color space

All other SRPs are configured for Linear color space (to be preferred)

LIGHT SOURCE :

Planets doesn't need lights to be lit. Link any Game Object in the parent's script (LightSource.cs) to dictate the light direction.

There is no minimal or maximum distance.

You can assign the same Game object for all planets or lit them individually

STRUCTURE AND HIERARCHY :

For each planet you will find : The main planet sphere, the atmosphere and the rings.

Please do not delete or rename them, but instead choose to hide them if you don't want to use rings or atmosphere.

GRAND DESIGNER

The bases textures of the planet has been created with the help of the "Grand Designer" Software.

You could create more planets by yourself if you get the software which is available on steam.

MOBILE

The package has been tested on few mobile devices and will run extremely smooth on middle to high-end devices.
(Noted this in Feb. 2020)

Remember to downgrade the size of the textures (Planet/Clouds/WaterMask/Normals)

If you want to see exactly what textures the planet is using, please remove the custom editor "PlanetEditor.cs"

BLEND WITH SKY

As shown in video example, if you want to blend your planet with the sky from a ground point of view : You have to select the planet and swap the shader from "Planet" to "PlanetForSky" It will allow it to be transparent. Then you have the property "SkyBlend (A)" which will allows you to choose the blending intensity and color. In some cases you might want to deactivate the Atmosphere game object to have optimal visual results.