ReadMe

Thank you for purchasing this skybox pack. If you are new to working with skyboxes in Unity I have a couple of quick tips below to help get you started. If you run into any problems or would like to suggest improvements to the asset you can find my contact information below the tip section.

Quick Tips

Changing the skybox: Open Window > Lighting and select Scene (between Object and Lightmaps). Inside of Environment Lighting is the Skybox parameter. Simply replace the Default-Skybox with one from the asset.

Left and Right textures swapped?: If you are editing the textures of the skybox you may run into an oddity. The Left textures are plugged into the Right texture slot in the material inspector and the Right textures are plugged into the Left texture slot. This is a bug with Unity the Left and Right are simply mislabeled in the inspector.

How do I get a lens flare / glowing sun (like the promo images):
1. Your camera needs a Flare Layer
2. Your scene needs a directional light
3. Select the directional light and click the circle to the right of the Flare box in the inspector
4. This should bring up a dialog with all of the flares you have in your project
5. The two flares that were used for promo material are 50mmZoomCustom and 50mmZoomCustomNight (these are edited versions of Unity's standard assets)
6. After selecting a flare to use rotate the directional light until it lines up with the sun in the scene

Contact
email: schmelt@gmail.com
twitter: @grassdepo

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