

# Super Simple Skybox

A Game-Ready Asset by **Occa Software**

## Table of Contents

<b>Table of Contents</b>	<b>1</b>
<b>Introduction</b>	<b>1</b>
<b>How to Use</b>	<b>2</b>

## Introduction

**Super Simple Stylized 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.

### Includes

- Materials
  - Simple Skybox Material
- Shaders
  - Simple Skybox Shader Graph
  - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art
  - 5 Cloud Textures
  - 10 Night Sky Textures
- Scripts
  - Easy-to-use script that lets your sun lamp rotate to simulate a day/night cycle
  - One assembly definition for the Skybox scripts
- Scenes
  - Demo Scene
  - Sample Post Processing Profile

### 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.

### Using this in a project?

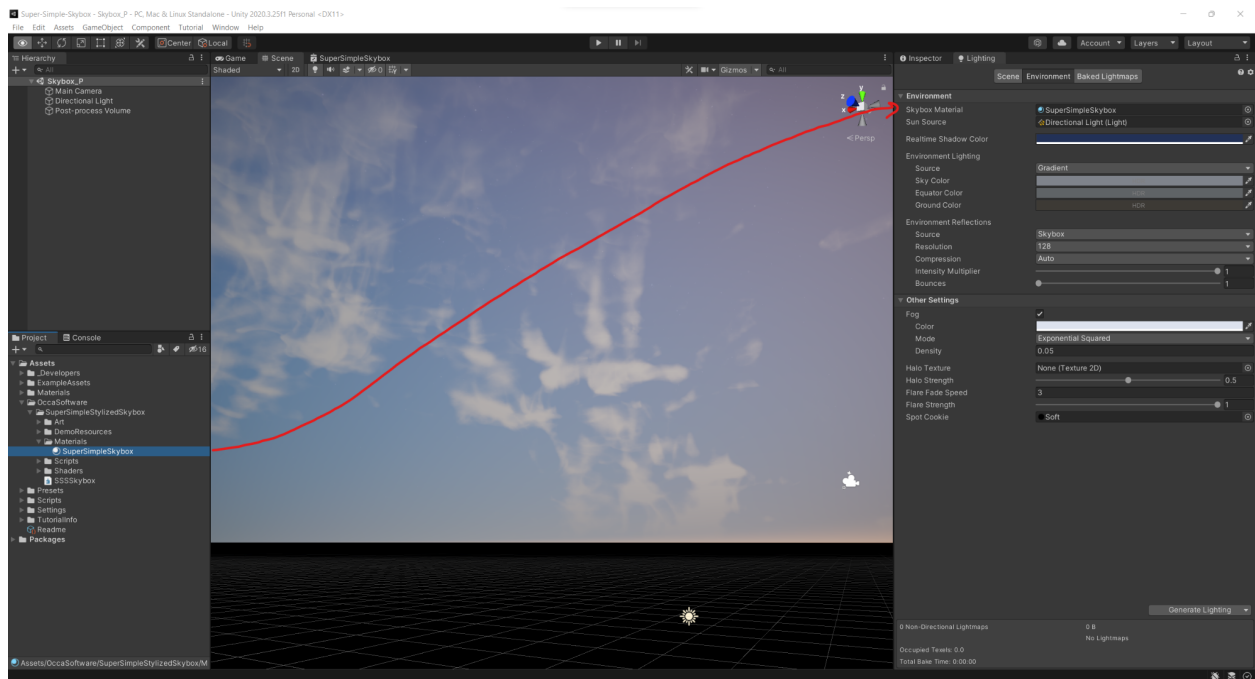
I'd love to feature your work using this Shader on my Twitter @occasoftware. Just reach out :)

### Support

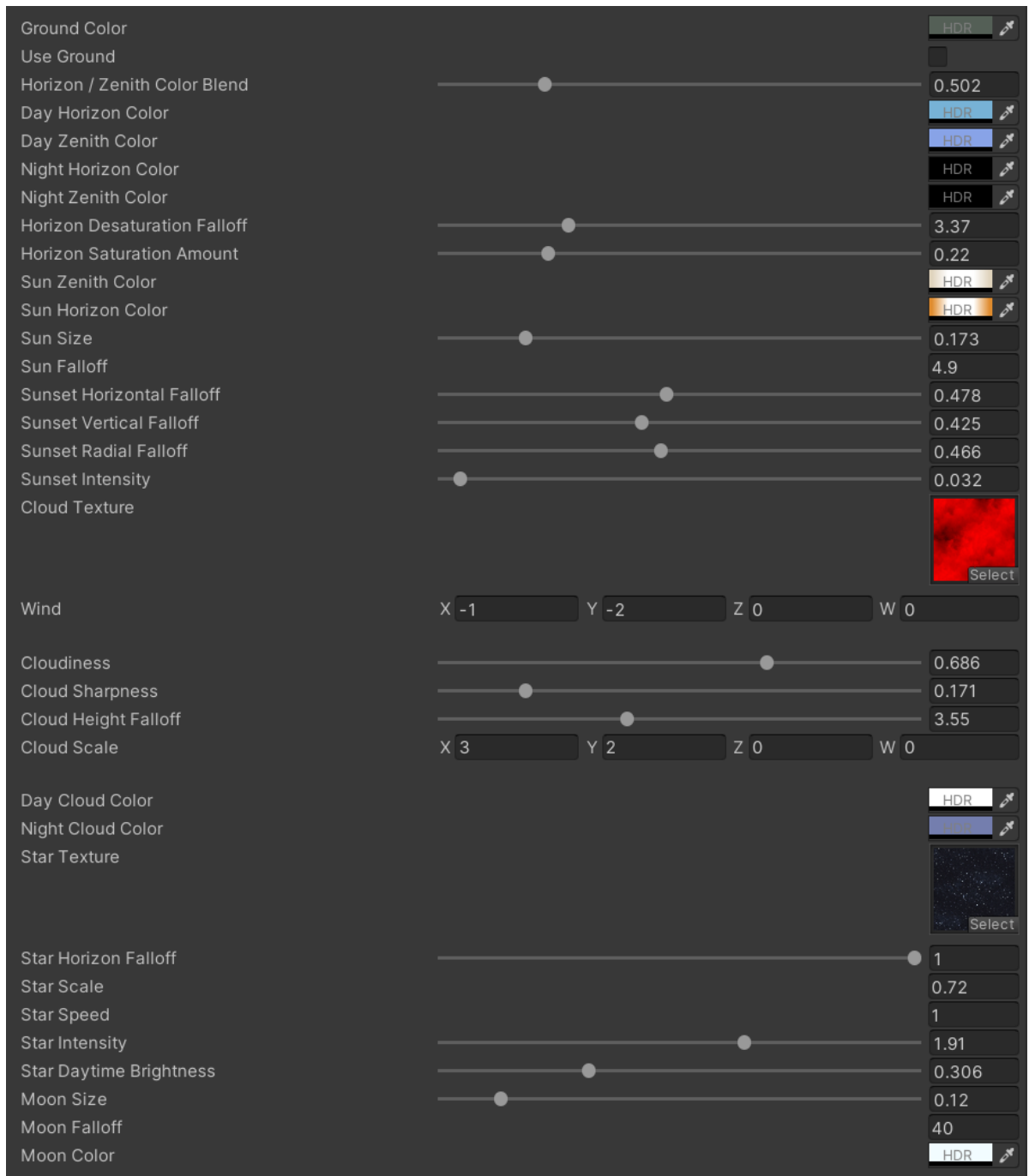
Reach out me at [occasoftware@gmail.com](mailto:occasoftware@gmail.com) or on Twitter [@occasoftware](https://twitter.com/occasoftware) for any support including questions, bug reports, feedback, etc.

## How to Use

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Drag-and-drop the “**SuperSimpleSkybox**” Material into the Lighting/Environment/Skybox Material slot from the Assets/OccaSoftware/SuperSimpleStylizedSkybox/Materials/ folder.



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



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