Simple Sun Shader   v1.2

Created by [Kybernetik](#)

Setup Guide

1. Create a material.
2. Set the shader to Unlit/Simple Sun (or one of the variants).
3. Create a quad or plane in the scene and assign your material to it.
4. Pick a colour and tweak the parameters to get the look you want.

Note that since a material is an asset (not a scene object), changes you make to it while the editor is playing will **not** be reverted when you stop playing. This means you can tweak the material's parameters while your game is running so you can see exactly how they will affect its appearance.

Scripts

SimpleSunShader

This script contains various constants which are useful for accessing and controlling properties and keywords of the shader from scripts without the need for magic-strings.

FaceCamera

This script makes objects constantly face towards the main camera. You can see it in action in the demo scene by selecting the camera and manually changing its rotation while the game is running.

Questions, feedback, feature requests, etc: kybernetikgames@gmail.com

Praise the Sun.