

Basic Time of Day [v1.1].

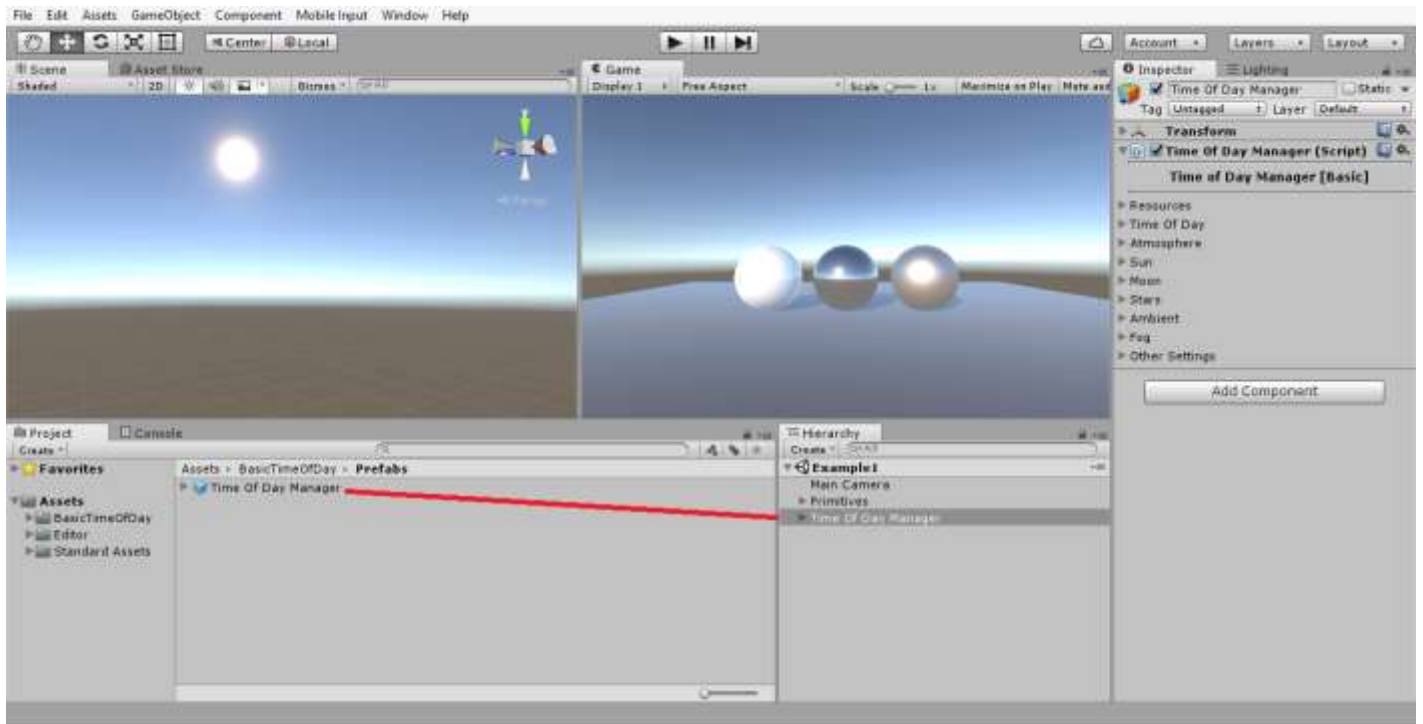


About.

- With this package you can create Basic Day/Night cycle, also it includes a system of curves and gradients to control the parameters of the lighting, sky, moon, stars, fog,etc,

Getting Started.

- Drag the prefab “Assets/BasicTimeOfDay/Prefabs/Time Of Day Manager” into your hierarchy.
- **Note:** Make sure that there are no additional lights in the scene.

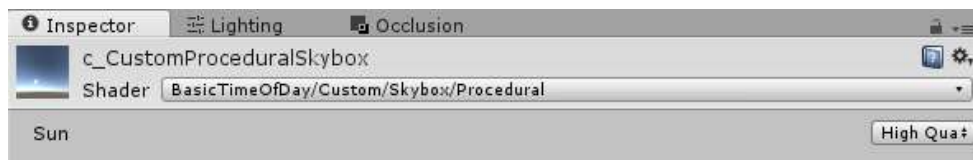


Or

- Drag the script “Assets/BasicTimeOfDay/Scripts/TimeOfDayManager” to empty gameObject and assign the required components and configure the properties.



- **Note:** The Sky Shader is “BasicTimeOfDay/Custom/Skybox/Procedural”



Moon Texture Settings.

Texture Type	Advanced
Non Power of 2	ToNearest
Mapping	None
Convolution Type	None
Fixup Edge Seams	<input type="checkbox"/>
Read/Write Enabled	<input type="checkbox"/>
Import Type	Default
Alpha from Grayscale	<input checked="" type="checkbox"/>
Alpha Is Transparency	<input type="checkbox"/>
Bypass sRGB Sampling	<input checked="" type="checkbox"/>
Encode as RGBM	Auto
Sprite Mode	None
Generate Mip Maps	<input type="checkbox"/>
Wrap Mode	Clamp
Filter Mode	Bilinear
Aniso Level	1

Default

☐ Override for PC, Mac & Linux Standalone

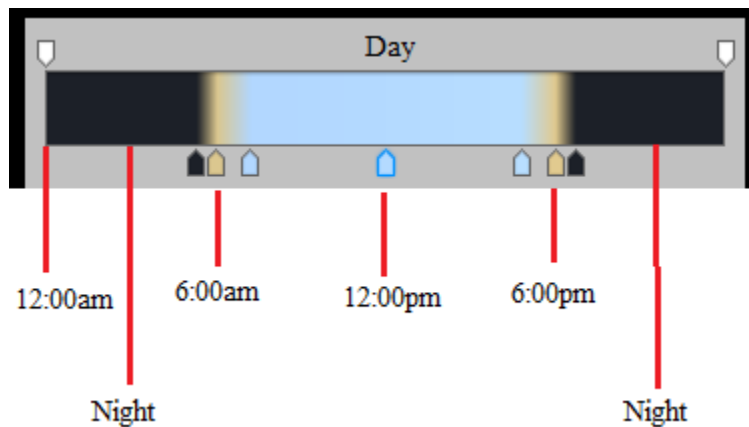
Max Size2048

FormatRGBA Compressed DXT5

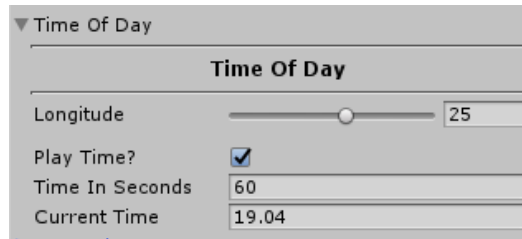
RevertApply

Curves and Gradients.

- You can be guided with the images to set the curves and gradients.



Time of Day.



A screenshot of a software interface titled 'Time Of Day'. The interface has a title bar with a dropdown arrow and the text 'Time Of Day'. Below the title bar, the text 'Time Of Day' is centered. There are four controls: 'Longitude' with a slider and a text box showing '25'; 'Play Time?' with a checked checkbox; 'Time In Seconds' with a text box showing '60'; and 'Current Time' with a text box showing '19.04'.

Time Of Day	
Longitude	25
Play Time?	<input checked="" type="checkbox"/>
Time In Seconds	60
Current Time	19.04

- **Longitude:** This is the longitude.
- **Time In Secods:** The day in seconds(60 = 1minute, 3600 = 1hour, 86400 = 24 hours).
- **Current Time:** This is the timeline.

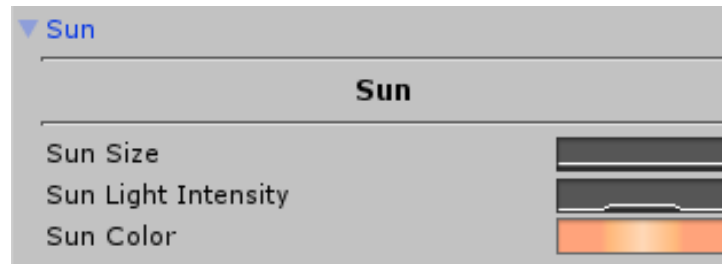
Atmosphere.

- The sky shader included in this asset is a custom version of the original shader included in Unity.



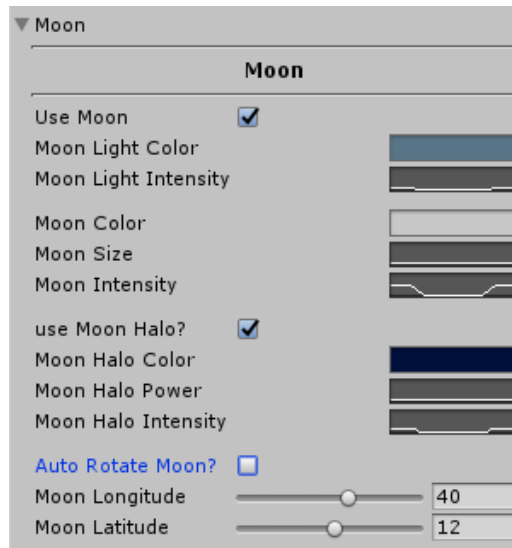
- **Sky Tint:** This is sky tint, It affects the wavelength.
- **Atmosphere Thickness:** This is thickness of the atmosphere, It affects the Rayleigh.
- **Ground Color:** This is the ground color.
- **Night Horizon Color:** This is horizon color at night.
- **Night Horizon Exponent:** This is the exponent of the horizon color.

Sun.



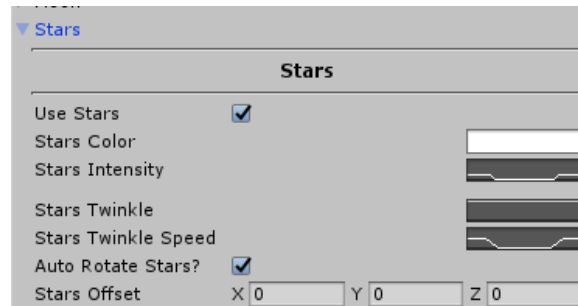
- **Sun Size:** This is the size of the sun.
- **Sun Light Intensity:** This is the intensity of the sun directional light.
- **Sun Color:** This is the color of the sun and sun directional light.

Moon.



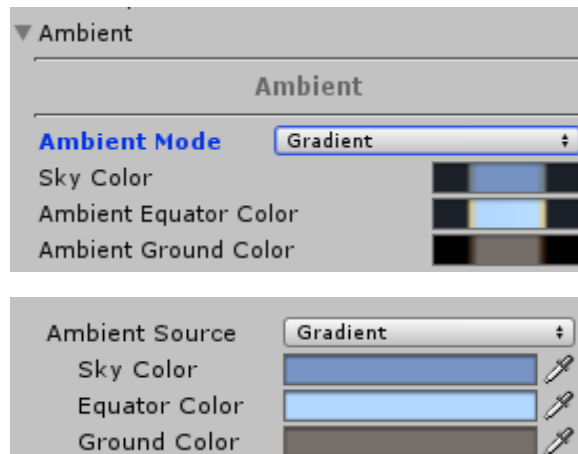
- **Moon Light Color:** This is the color of the moon directional light.
- **Moon Light Intensity:** This is the Intensity of the moon directional light.
- **Moon Color:** This is the color of the moon texture.
- **Moon Size:** This is the size of the moon texture.
- **Moon Intensity:** This is the intensity of the moon texture.
- **Moon Halo Color:** This is the color of the moon halo.
- **Moon Halo Power:** This is the power of the moon halo.
- **Auto Rotate Moon?:** Rotate moon in the opposite direction to the sun.
- **Moon Longitude:** This is the longitude of the moon.
- **Moon Latitude:** The is the latitude of the moon.

Stars.



- **Stars Color:** This is the color of the stars cubemap.
- **Stars Intensity:** This is the intensity of the stars cubemap.
- **Stars Twinkle :** This is the twinkling of stars.
- **Stars Twinkle Speed :** This is the twinkling speed of stars.
- **Auto Rotate Stars?:** Rotate stars cubemap.
- **Stars Offset:** Offsets for stars cubemap.

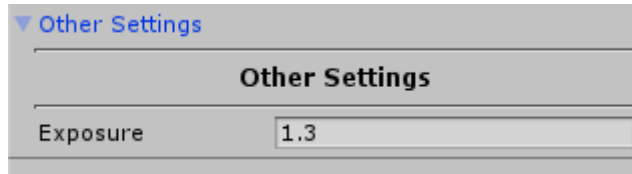
Ambient.



- Here they are controlled properties of the ambient using curves and gradients.

See: <https://docs.unity3d.com/Manual/GlobalIllumination.html>

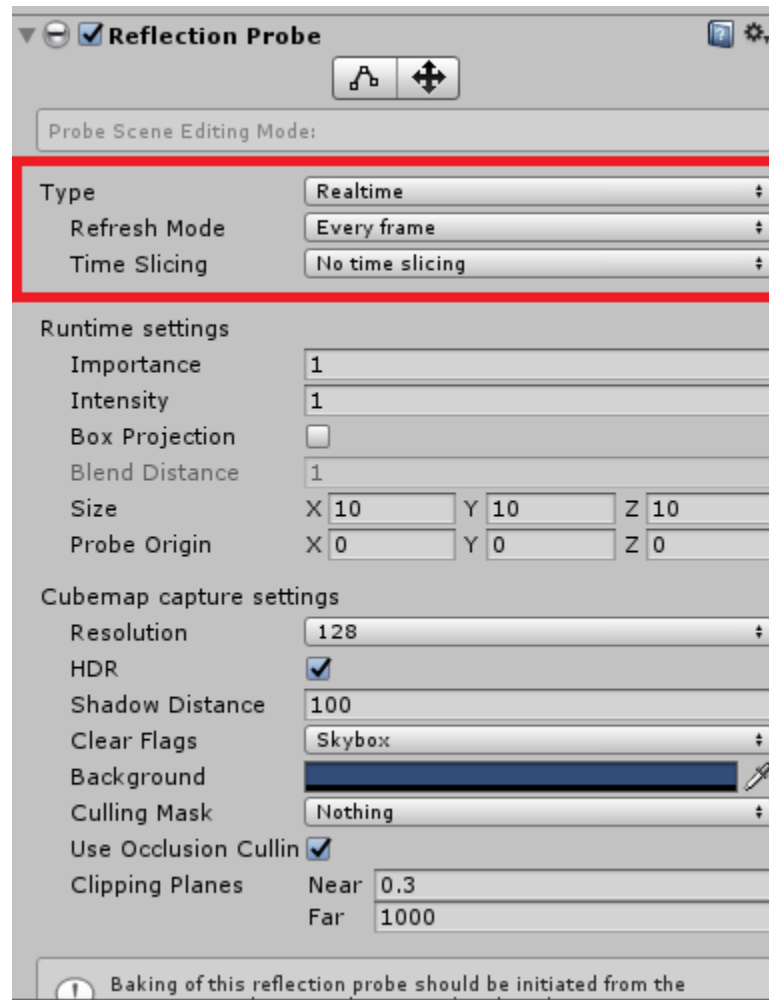
Other Settings



- **Exposure:** This is HDR exposure.

Reflection Probe.

- Settings for reflection probe.



See <https://docs.unity3d.com/Manual/class-ReflectionProbe.html>

Fog.



- Here they are controlled properties of the fog using curves and gradients.

See: <https://docs.unity3d.com/Manual/GlobalIllumination.html>

Scripting.

- **CGCycle:** This property is used to evaluate the curves and gradients,

Example :

```
// Gradient
public Gradient exampleColor = new Gradient();

// Curve
public AnimationCurve exampleCurve = new AnimationCurve();

void ExampleMethod()
{
    Color _exampleColor = exampleColor.Evaluate(CGCycle);

    float _exampleCurve = exampleCurve.Evaluate (CGCycle);
}
```

- **CurrentTime:** This is the current time or timeline, the range is 0 – k_DayDuration (default is 24).