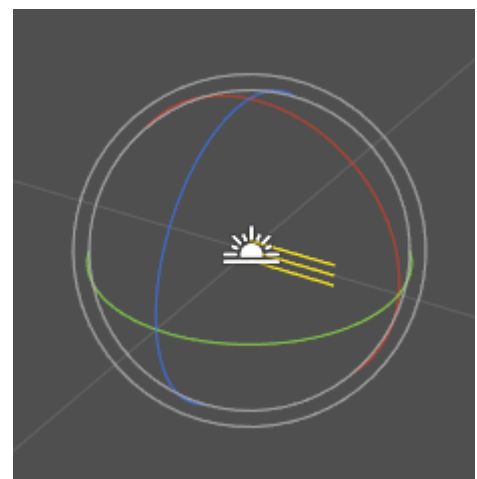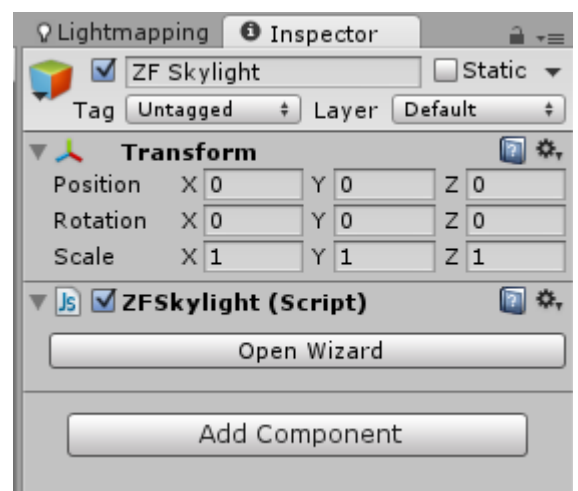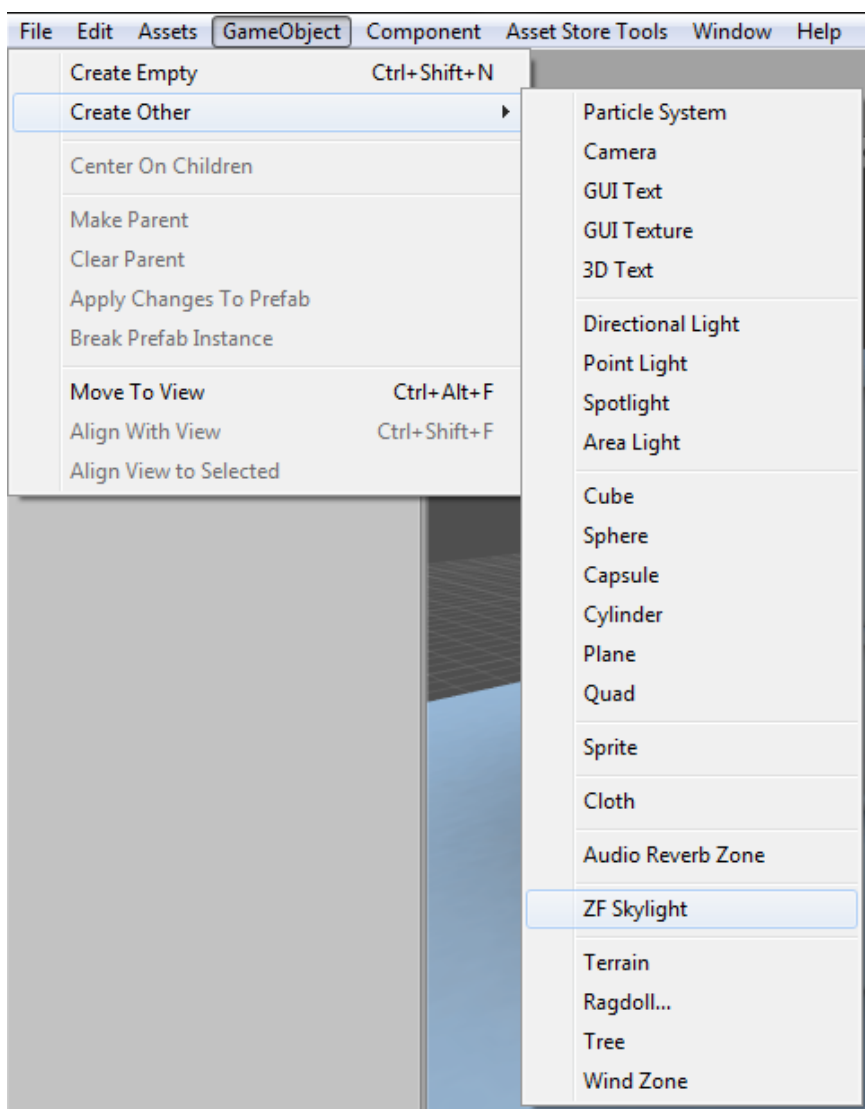# ZF Skylight

1. Intro

ZF Skylight is a hemispherical light type for the beast lightmapper, It can mimic the effect of Beast skylight and works well with the free version of Unity.
ZF Skylight can used both with Unity Free and Unity Pro.

2. Usage

ZF Skylight is a GameObject similar to other lights. You can have multiple skylights in your scene. To configure the ZF sklyight, open the skylight wizard from the inspector. There are also buttons provided for baking in every wizard. Use them to bake your scene with the selected skylight. The bake and bake selected buttons in the default lightmapping window will not take any ZF skylights into account.

In the editor scene view, you can rotate the skylight the get the right direction of sky image's sun. The 3D position or scale of the skylight are don't have influence in the baking.

3. Skylight Wizard

Sky color is the default color for baking. This color will not take into account if sky image provided.

The sky image for baking. If want to use an image as a sky, you have to check the read/write enabled property on. Any texture format or size will work.

Set the sun offset knob to the sunny part of the image. This provides that the right part of the image will facing forward in the scene.

Intensity controls the brightness of the sky. The value around of 1.0 gives normally lighted result with bright colors or with daylight skies. Decrease the value if the scene burns out, and increase if remains too dark.

You can control the quality in four steps. Increase this value to get rid of unwanted artifacts. The value of one should give acceptable results in most scenes.

Use bake or bake selected buttons to start baking. For more information, please read the Unity lightmapping documentation.

ZF SKYLIGHT WIZARD

Intensity   1

Quality   1

Sky color

Sky image

Select

Sun offset

Bake scene

Bake selected

Select current skylight

Close wizard

Please note, if you deselect the wizard's skylight in the hirearchy view, the wizard will turn into blank grey. If you start baking from wizard when it is blank, the last edited skylight will be used during baking.

Every ZF Skylight object has it's own Wizard. Use this button to select the actual skylight you inspect in this wizard.

Fore more information, help or to send me bug report, please mail me to zfarago85@gmail.com

Hope you enjoy!

Zoltan Farago