SKYBOX 1.0 Quick Start Guide

1 Setup: Just drag and drop!

Assets > Evets Vault > Stylized Dynamic Skybox

- Editor
- SampleScene
- Scripts
- Textures
- Sky
- SkyboxMaterial
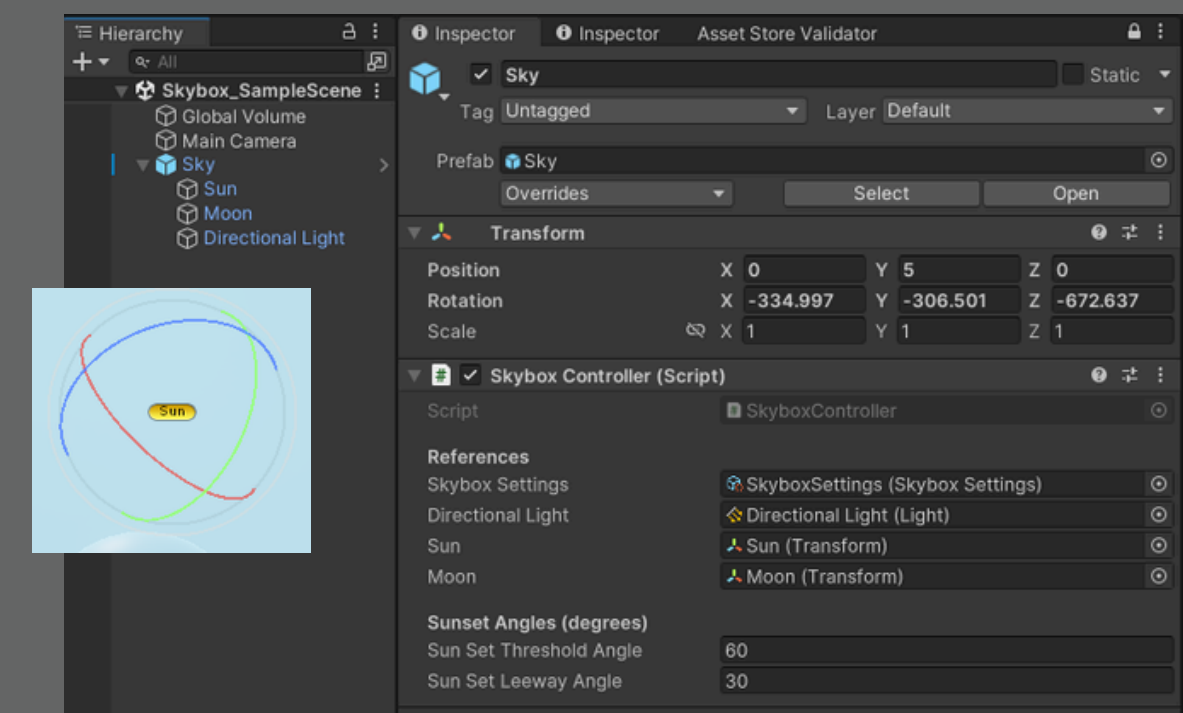- SkyboxSettings
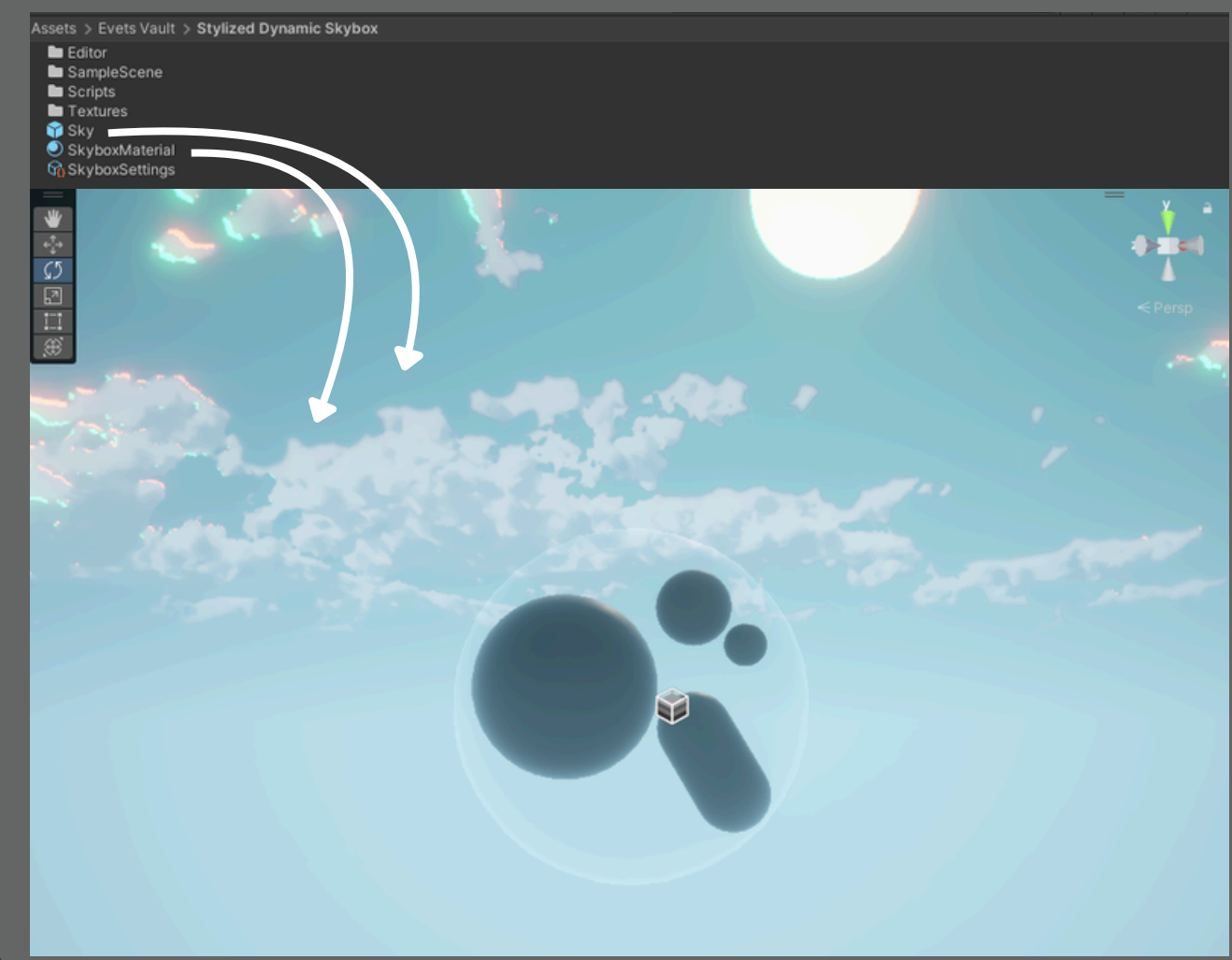
For detailed documentation and further guide on customization, please refer to README.

2 Control sun & moon rotation via gameobject in the Sky prefab

Hierarchy
- Skybox_SampleScene
  - Global Volume
  - Main Camera
  - Sky
    - Sun
    - Moon
    - Directional Light

Inspector | Inspector | Asset Store Validator

☑ Sky   Static ▾
Tag Untagged   Layer Default
Prefab 🔷 Sky
Overrides ▾   Select   Open

Transform
Position   X 0   Y 5   Z 0
Rotation   X -334.997 Y -306.501   Z -672.637
Scale   X 1   Y 1   Z 1

Skybox Controller (Script)
Script   SkyboxController
References
Skybox Settings   SkyboxSettings (Skybox Settings)
Directional Light   Directional Light (Light)
Sun   Sun (Transform)
Moon   Moon (Transform)
Sunset Angles (degrees)
Sun Set Threshold Angle   60
Sun Set Leeway Angle   30

You can reference your own directional light in scene, directional light will always match the angle of the dominant celestial body that is currently in a positive angle (above horizon).

Sunset angles dictates at which angle the moon takes over the sun to be prioritized as the directional light angle.

3 Customize skybox settings via scriptable object

Skybox Settings (Skybox Settings)

Gradients dictates the color of an element in the sky, from night to day.

Gradient
⚠ Gradient dictates the sky colors from Night to Day.
Reset Gradient: Reset all gradients to a preset default color scheme.
Save Gradient: Auto-generate a 128x1 gradient texture to be saved under /Textures/SkyGradients.

Night Day Gradient
Horizon Zenith Gradient
Sun Halo Gradient
Cloud Color Gradient

Reset Gradients
Update Gradients

Sun
⚠ Controls sun visuals and intensity.
By checking "Synthwave Sun", a stylized effect will be applied when the sun is at a low angle.

Sun Radius   0.054
Sun Intensity   3
Synthwave Sun   ☐

Synthwave Sun

Moon
⚠ Toggles moon visuals and sets appearance details like exposure and edge strength.
You can apply customized moon texture by changing the cubemap.

Moon Turn On   ☑
  Moon Texture   ✖ sample_moon
  Moon Radius   0.038
  Moon Edge Strength   0.05
  Moon Exposure   0
  Moon Darkside   0.01

Moon Edge Strength

Moon Exposure

Moon Darkside

Clouds
⚠ Cloud using 2 layers of cubemaps. Adjust speed and density here.
Each layer can be adjusted separately with your custom cubemaps.

Cloud Turn On   ☑
  Cloud Cube Map   ✖ sample_clouds
  Cloud Back Cube Map   ✖ sample_clouds_back
  Cloudiness   0
  Cloud Speed   0.0018

Cloudiness

Stars
⚠ Configure starfield rotation and brightness settings. Stars will only show up when sun is at low or negative angles.
Alternatively you can use your own custom cubemap for stars.

Star Cube Map   ✖ sample_stars
Star Speed   0.0039
Star Exposure   4
Star Power   2.6
Star Latitude   -28