
Kalend
van Gogh
Skybox Collection

Package Documentation

Thank you for purchasing the Kalend van Gogh Skybox Collection!

This package contains nine custom skyboxes and three original songs.

I spent many hours making these assets, and I hope you enjoy them and can incorporate them into your own projects.

If you have any questions or comments or suggestions or requests, please feel free to contact me at:

kalendmusic@gmail.com

(Also, if you use any of these skyboxes ot songs in your project, please let me know. I would love to check it out.)

A few notes about the package:

The demo scene requires Text Mesh Pro.
(You may need to install TMP from the Package Manager if you do not already have it installed.)

Warning:

If you already own any asset packages from Kalend Music, please remove those them from your project before installing this package, as older versions of the included scripts may cause trouble with the demo scene.

Quick Start:

If you just want to listen to the music and look at the skuboxes, just open the “van Gogh Skies Demo” scene.

Everything should be set up correctly.

If you run into any problems please make sure that you are using Unity version 2021.3.30f1 or later, that you have Text Mesh Pro installed from the package manager, and that you have removed any older versions of Kalend Music Packages that may be in your project.

Please note that all of the skyboxes and audio clips in this package can be used on their own, just as you would use any other assets in your Unity projects.

The included UI prefab and scripts are intended to give you additional functionality, but are in no way required to utilize the assets in this package.

You are also free to incorporate or modify the prefab and scripts and use them in your own projects.

van Gogh Skies Demo Scene:

[When in doubt, press play and see what happens.]

The van Gogh Skies Demo Scene is designed to give you a quick and easy introduction to the sky-boxes and music in this package. The scene utilizes the van Gogh Skybox Changer UI prefab.

There are two sets of buttons near the bottom of the canvas: an upper and a lower horizontal group, (plus one button on the lower-left).

The button on the far left toggles the UI. If, when you start the scene, it is the only button you see, it will say “Show UI.” Press it, and the other UI elements will become visible, and should look like the picture above.

The upper horizonal group controls the skyboxes. The “Previous” and “Next Skybox” arrow buttons decrement and increment (respectively) the current skybox.

The upper slider between the two arrow buttons sets the speed and direction of the skybox rotaion.

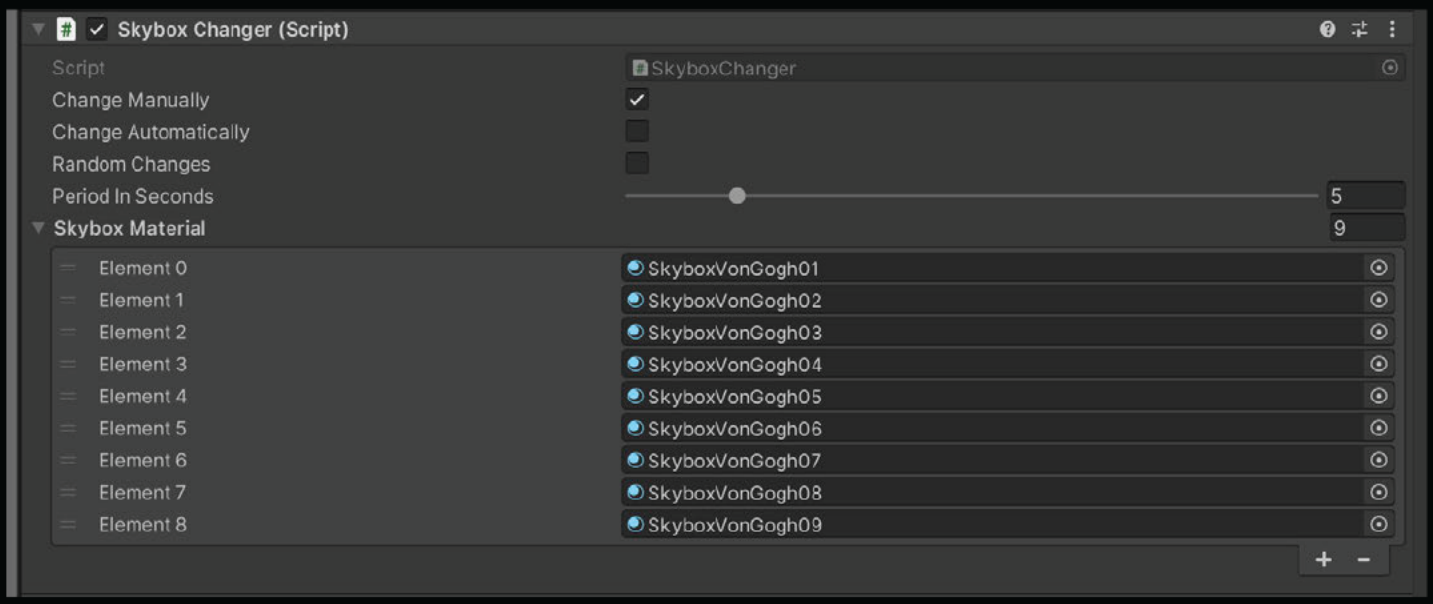
The Feild of View Slider controls the field of view of the camera.

The lower horizontal group of buttons controls the music.

The square on the left is stop; the triangle in the middle is play; the two vertical bars on the right is pause.

The Scripts on the van Gogh Skybox Changer Prefab:

The Skybox Changer (Script):



“Change Manually”: When this is checked, the skyboxes will be changed by the buttons on the UI.

“Change Automatically”: When this is chekced, the skyboxes will be changed by the automatically by the script.

“Random Changes”: When this is checked the skyboxes will change randomly instead of stepping sequentially through the “Skybox Material” array.

“Period in Seconds”: When “Change Automatically” is checked, this is the amount of time each skybox will persist until the next skybox.

“Skybox Material” : This array is where you put the skyboxes you want to use in the scene. For the Demo Scene all twelve skyboxes are already preloaded.

(You can put any skyboxes in here.)

The Skybox Rotator (Script):

"Skybox" (material): If you want to use the Skybox Rotator without the Skybox Changer script, you need to put the Skybox you want to rotate here.

"Use Skybox Changer": When this is checked, the Skybox Rotator will get the current skybox from the Skybox Changer.

Warning:
If the "Skybox" material is null, and "Use Skybox Changer" is unchecked, you will get an "UnassignedReferenceException" error.

"Use Rotation Slider": This allows you to use the rotation slider in the canvas to set the speed of the rotation.

"Rotation Slider" : The UI slider used to change rotations speed.

"Rotate Skybox" : When this is checked, the skybox will begin rotating as soon as the scnene starts.

"Rotation Speed" : Sets the starting speed. Clamped from -30 to 30.

"Set Starting Rotation" : When this is checked, you can set the skybox to begin rotated by a specific angle (0-360).

"Starting Rotation" : Sets the angle by which the skybox is rotated when the scence starts (0-360). (When "Set Starting Roatation" is checked.)

"Starting Slider Value" : The Rotation Slider modifies the rotation speed by multiplying it by a number clamped between -1 and 1. This sets the value when the scene starts. (Zero would be no rotation, one would be full speed--negative values reverse direction.)

Camera FOV [Field of View] Slider (Script):

“FOV Camera”: This is the camera that will have its field of view (FOV) adjusted by the script. If this is left empty (null) it will default to the main camera.

“FOV Slider”: The UI slider that makes adjustments.

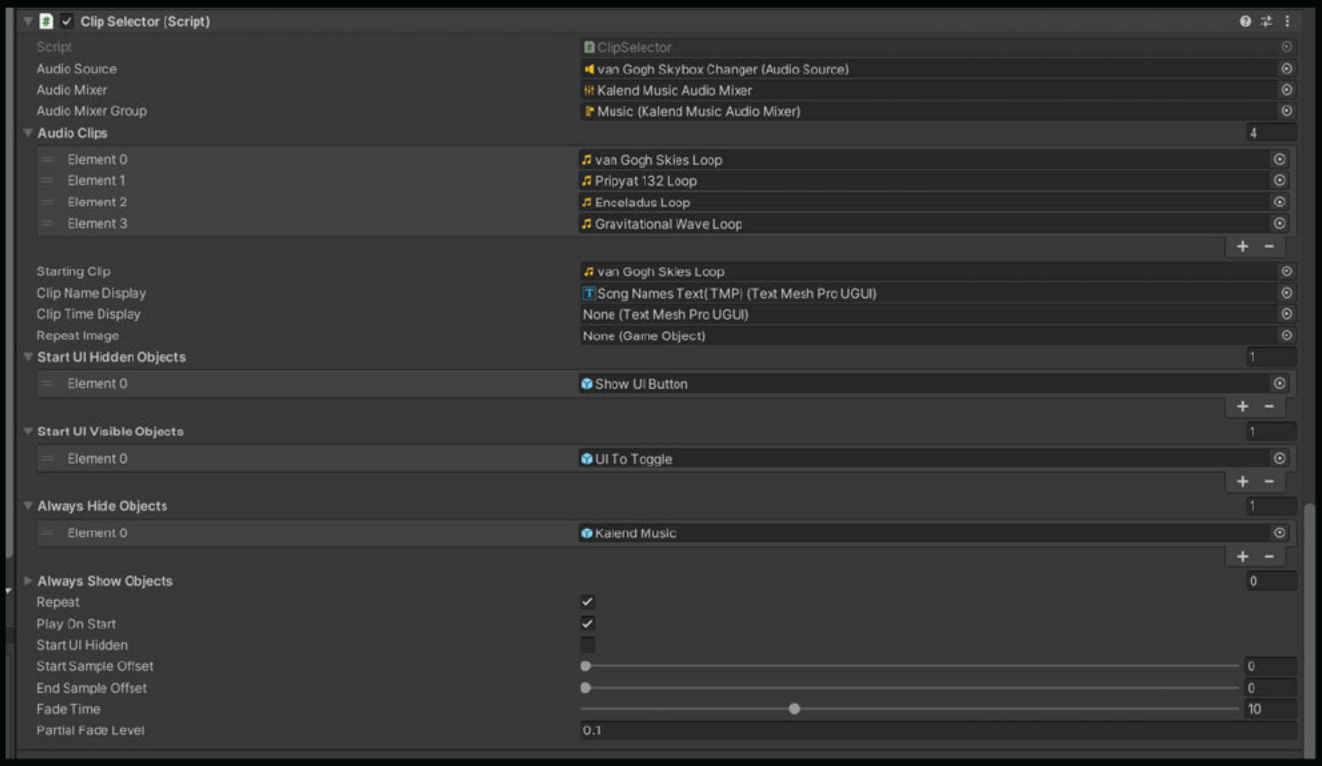
“FOV Value Display” : The Text Mesh Pro UI element that will display the numerical value of the field of view.

“Use FOV Slider” : When this is checked, the Camera FOV Slider game object will be set active, and this script will use the slider to adjust the FOV of the chosen (or main) camera.

“Camera FOV” : This is the starting value of the Field of View (set to 60 by default).

“FOV Min,” and FOV Max”: These are the minimum and maximum FOV values available to the FOV Slider.

Clip Selector (Script):



If you are incorporating this prefab into your project, and already have a mixer set up, then you can set the Audio Mixer to your mixer.

Use the "Audio Clips" array to set the songs you want to use. (You do not have to use audio files from this package; you can use any audio files that are compatible with Unity.)

"Starting Clip" is the first song that will play when the scene starts.

The three game objects below "Stating Clip" (and the objects that are set to be hidden or activated on start) are set to allow the canvas to work properly with the script. Excercise caution if you want to change these.

The Boolean "Repeat" if checked, will make the starting song loop, without having to push the "Repeat" button.

"Play on Start" when checked, will make the starting song play automaticaly when the scene starts.

"Start UI Hidden" if checked, will cause the "Show UI" button to be the only UI component visible on the canvas when the scene starts.

“Start Sample Offset,” and “End Sample Offset” are only used when “Repeat” is set to true. These will cause the current audio clip to start later (or end earlier) by the number of samples you choose. This can somtimes help looped audio files to sound more seemless when they jump from the end of the clip back to the beginning.

(It can also make this problem worse, so use with caution.)

[“Fade Time” and “Partial Fade Level” are floats for features that are not utilized by this prefab.]

If you would like to know more about Kalend Music, here are are some links.

Thank you!

GitHub:
https://github.com/GideonNMG/KM-Scripts.git

The most up-to-date versions of the scripts can be downloaded here, but be careful: installing new versions may require prefabs to be reconfigured.

Unity Asset Store:
https://assetstore.unity.com/auth/login?redirect_to=%2Fpublishers%2F33109

Main Soundcloud Page:
https://soundcloud.com/user-528367978

Asset Store SoundCloud Page:
https://soundcloud.com/kalend-music

Twitter:
https://x.com/KalendMusic

Bluesky:
https://bsky.app/profile/kalendmusic.bsky.social

Kalend Music Website:
https://kalendmusic.com

Thank you again for supporting Kalend Music!