

# Mundus Skyboxes 01

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Mundus Limited




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## Description

Skybox pack 01 contains twelve skyboxes, each described in more detail in the table below.

Skybox name	Description		Screenshot	
<b>Sky Box 01</b>	Sunrise with Cirrus, Alto Cumulus clouds and full water reflections. Camera height ~2000m.			
<b>Sky Box 02</b>	Sunrise with Cirrus clouds, land scape not rendered.			
<b>Sky Box 03</b>	Sunrise with Cirrus clouds, land scape not rendered. Sun angle ~30 degrees.			

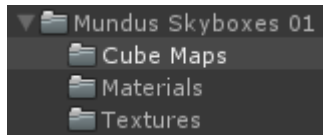
<b>Sky Box 04</b>	Camera altitude 2m, sun elevation ~15 degrees, Cirrus clouds, landscape desert, rocky.			
<b>Sky Box 05</b>	Cirrus clouds, land scape water with full reflections, sun elevation ~25 degrees.			
<b>Sky Box 06</b>	Sequence frame #1: Cirrus clouds, Sun elevation 3 degrees, landscape not rendered.			

<p><b>Sky Box 07</b></p>	<p>Sequence frame #2: Cirrus clouds, Sun elevation 45 degrees, landscape not rendered, clouds moved by 4Km to give sense of movement.</p>			
<p><b>Sky Box 08</b></p>	<p>Sequence frame #3: Cirrus clouds, Sun elevation 90 degrees, landscape not rendered, clouds moved by 4Km to give sense of movement</p>			
<p><b>Sky Box 09</b></p>	<p>Sequence frame #4: Cirrus clouds, Sun elevation 135 degrees, landscape not rendered, clouds moved by 4Km to give sense of movement.</p>			

<p><b>Sky Box 10</b></p>	<p>Sequence frame #5: Cirrus clouds, Sun elevation 178 degrees, landscape not rendered, clouds moved by 4Km to give sense of movement.</p>			
<p><b>Sky Box 11</b></p>	<p>Alien world render, Alto Cumulus clouds with strong vortex applied, landscape not rendered.</p>			
<p><b>Sky Box 12</b></p>	<p>Sequence frame #6: Sun disabled, faint stars and galactic dust rendered.</p>			

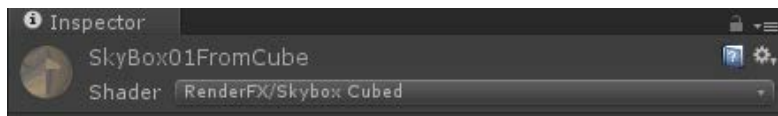
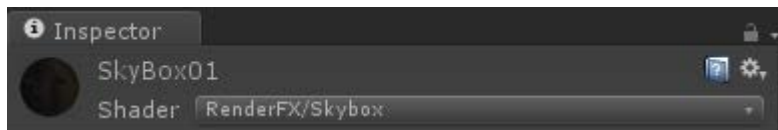
## Technical details

The package contains three sub folders, CubeMaps, Materials and Textures. Materials are labelled SkyBox0x which corresponds to the Textures which are labelled Sky0x000y where x=Skybox and y = Face. The cube map folder contains the CubeMaps used to build the SkyBox materials marked SkyBox0xxCubeMap.



## Materials

The materials used are the default Unity Skybox material and the RenderFX/SkyBox Cubed.



Note: The default Unity Material RenderFX/SkyBox has six drawcalls, the RenderFX/SkyBox Cubed has one drawcall and texture resolution of 512. Further reading about Drawcalls and optimization can be found [here](#).

## Textures

The textures are applied to the Skybox material in the following order:

1. Front == Skybox0x001
2. Back == Skybox0x003
3. Left == Skybox0x002
4. Right == Skybox0x004
5. Up == Skybox0x005

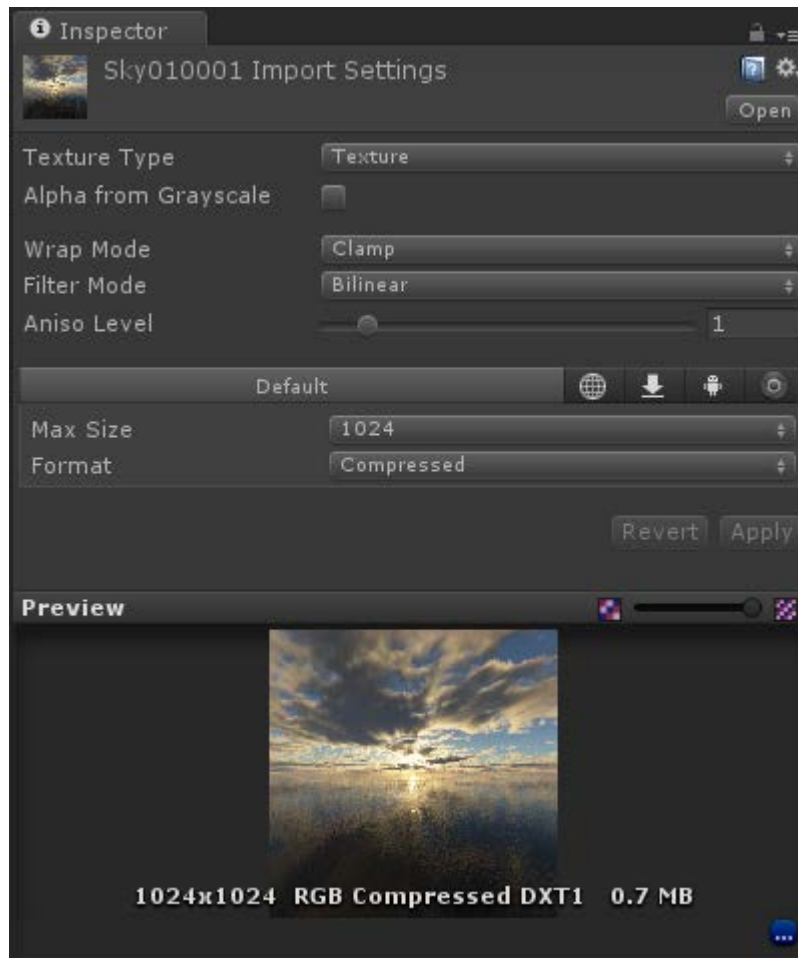
6. Down == Skybox0x006



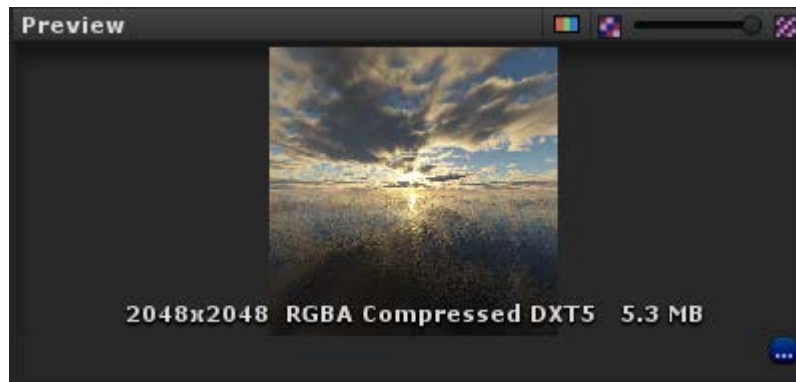
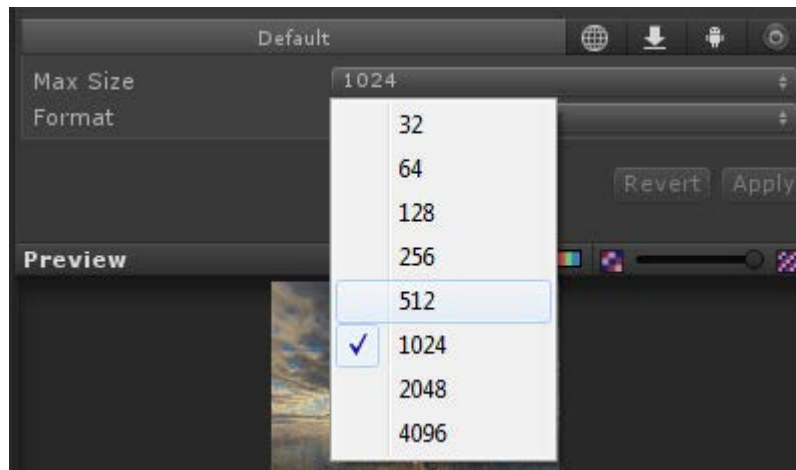
### *Texture Settings*

Each image / face used in a skybox was rendered at 2048 x 2048, 8 bit TIFF format.

Each texture is set by default to:



With resolution at 1024 x 1024 and compression turned on each texture would be approximately 0.7 MB, if you increased the resolution to 2048 x 2048 and clicked apply the size of that texture would now be 2.7 MB.



**Modify each texture setting to suit your application.**

Read more about Textures here: <http://docs.unity3d.com/Documentation/Manual/Textures.html>

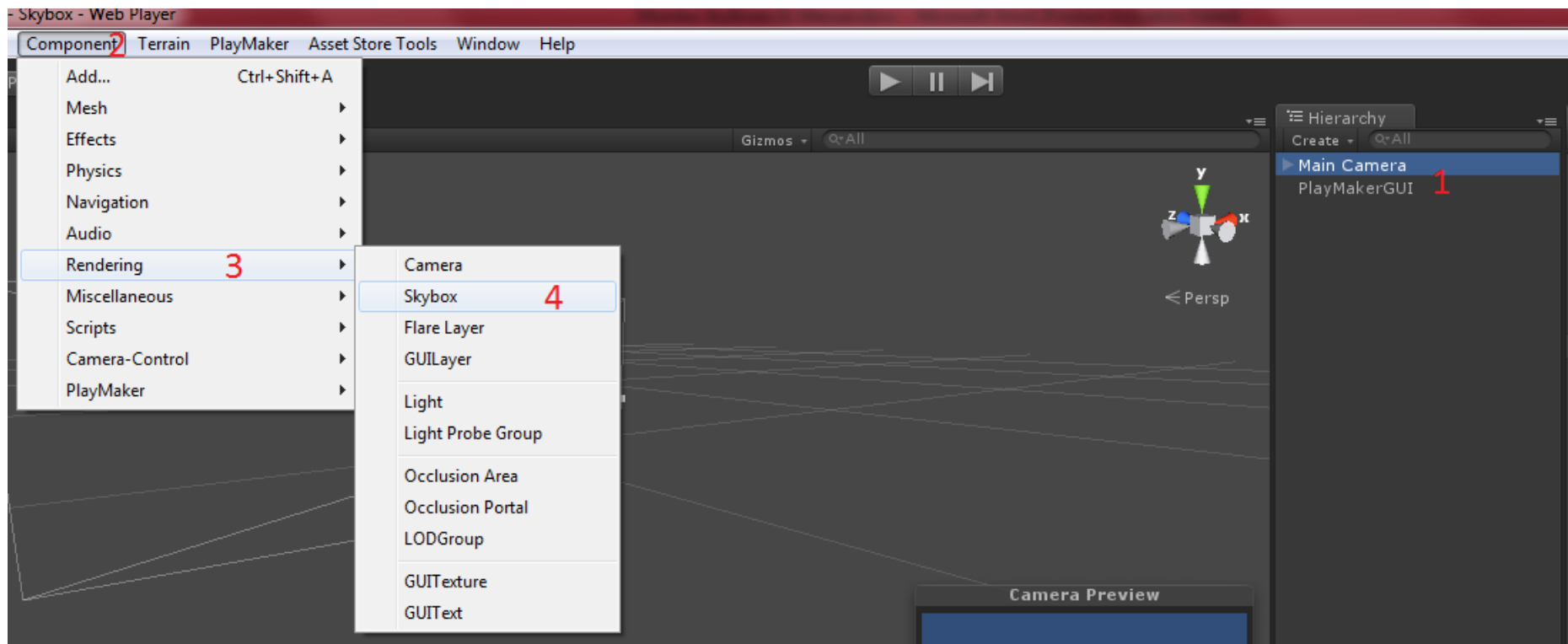
Read more about Skyboxes here: <http://docs.unity3d.com/Documentation/Components/class-Skybox.html> and <http://docs.unity3d.com/Documentation/Manual/HOWTO-UseSkybox.html>

## How do I use a Skybox?

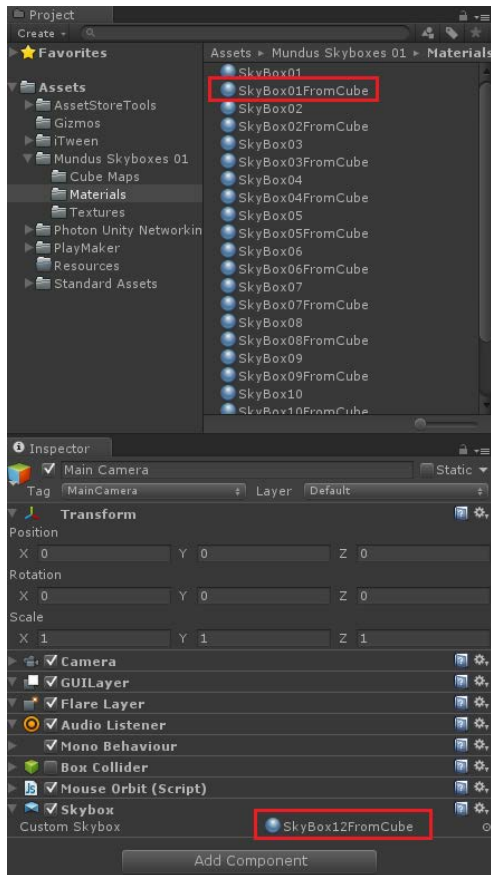
You can apply Skyboxes to individual cameras in your scene or to the Render settings.

### Apply to a camera

To add a Skybox Component to a Camera, click to highlight the Camera and go to Component->Rendering->Skybox.

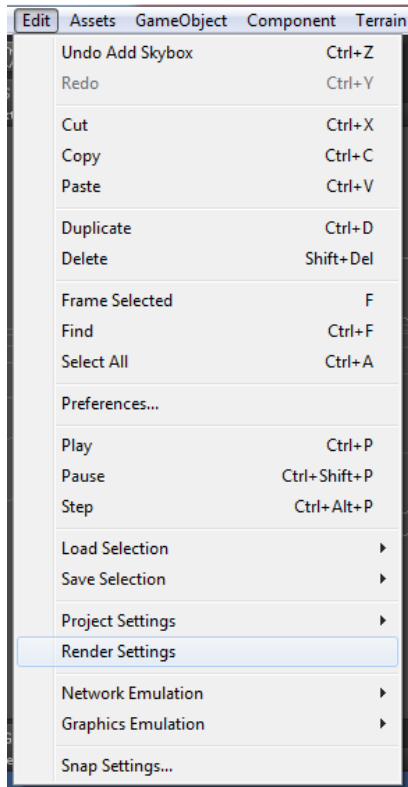


Now click and drag one of the skybox materials onto the Camera's skybox component.



## Apply to all cameras

Go to Edit → Render Settings



Now drag a material onto the Render settings Skybox line.

