



Ambient Skies, the integrated skies, post fx, and lighting system.

Version 1.6.2

AMBIENT SKIES

By Procedural Worlds

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About Procedural Worlds

Powerful, simple, beautiful. Friendly tools, gorgeous games!

Procedural Worlds empowers artists and developers to bring their vision to life by making it easy to create beautiful worlds. Leverage the latest procedural generation techniques to take the pain out of creating stunning environments and focus on creating amazing games.

The only end to end environmental generation and delivery suite:

Gaia - A world generation system for creating, texturing, planting and populating scenes from low poly mobile, VR and through to high end desktop.

<https://assetstore.unity.com/packages/tools/terrain/gaia-42618>

CTS - Nominated by Unity of as one of the best assets in 2017, a PBR terrain shading system that significantly improves terrain look, performance and usability. The 2019 version comes with support for the Lightweight and High Definition Rendering Pipelines.

<https://assetstore.unity.com/packages/tools/terrain/cts-2019-complete-terrain-shader-140806>

SECTR - A suite of performance-enhancing tools that enable open world terrain streaming, massive mobile games and includes the latest techniques in audio occlusion and propagation. SECTR CORE is FREE, and can be used to cut your terrains up for streaming!

<https://assetstore.unity.com/packages/tools/terrain/sectr-complete-2019-144433>

GeNa 2 - A sophisticated localised level design tool that augments Gaia's broad-brush strokes, by working intuitively to give fine grained control.

<https://assetstore.unity.com/packages/tools/terrain/gena-2-127636>

Path Painter - A powerful path and river channel creation tool.

<https://assetstore.unity.com/packages/tools/terrain/path-painter-127506>

Pegasus - A cut scene and fly through creator that makes it easy to show off gorgeous environments and also drive characters through scenes with localised avoidance and mecanim animation support.

<https://assetstore.unity.com/packages/tools/animation/pegasus-65397>

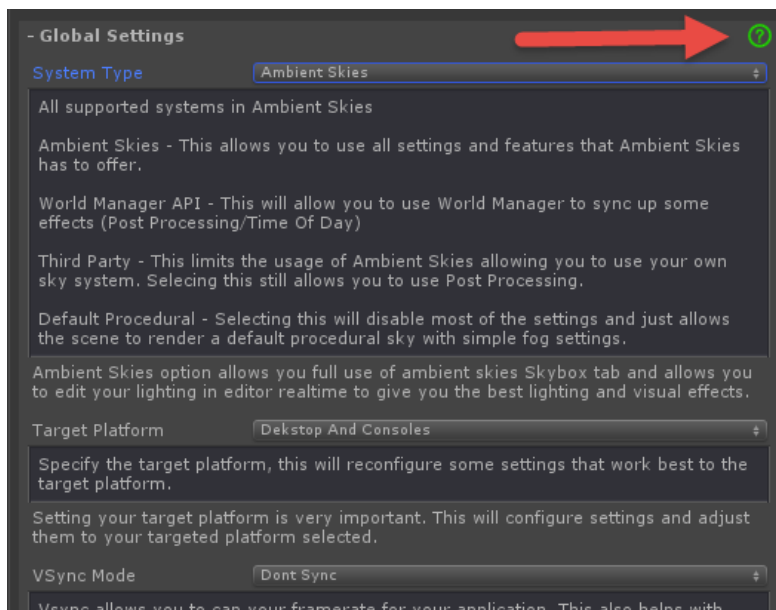
Ambient Sounds - A tool that creates interactive soundscapes and also comes with professionally composed sound effects and music library.

<https://assetstore.unity.com/packages/tools/audio/ambient-sounds-interactive-soundscapes-142132>

Learn more at our website here: <http://www.procedural-worlds.com/>

Tutorials, Chat, Ticketed Support

Ambient Skies is self-documenting – to understand a control you can click on the small help button and help messages will appear. Click it again to hide them.



For a Tutorial you can follow along with the Workflow / Quick start chapter of this manual.

Still Stuck? You can contact us on our discord server: <https://discord.gg/rfKn8rw>

Or lodge a Support Request: <https://proceduralworlds.freshdesk.com/support/home>

Welcome!

Thank you for purchasing Ambient Skies!

Ambient Skies takes the pain out of setting up your skies, post fx and lighting. It combines the settings of multiple Unity sub systems into one logical and coherent interfaces, as well as providing information on what these settings do.

Please take a moment to read through this document as it will give you an introduction what Ambient Skies is, and how to use it.

Installation

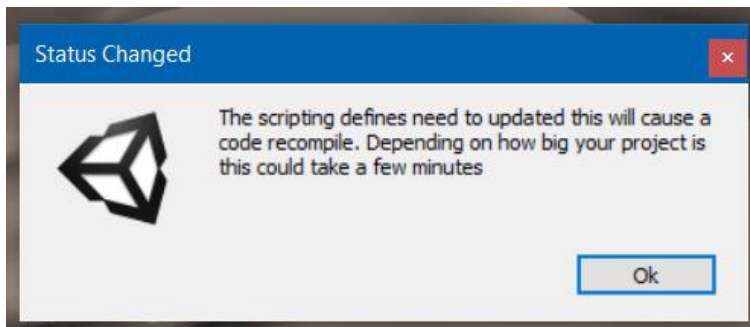
Installing Ambient Skies will create this folder structure with the following contents:

Procedural Worlds – root folder for all Procedural Worlds Assets

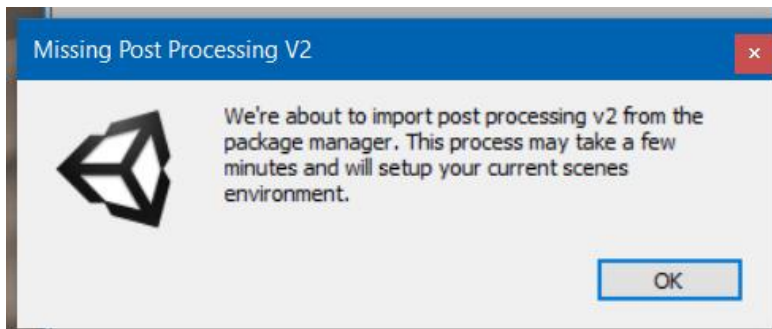
- **Ambient Skies** – root folder for the Ambient Skies Asset
 - **Documentation** – Documentation directory.
 - **Localization** – Localized UI texts.
 - **Materials** – Skybox materials.
 - **Pipeline Dependencies** – Dependency files for different pipelines.
 - **Profiles And Skies** – Post processing profiles and skybox profiles.
 - **Resources** – Editor resource files.
 - **Localization** – Localized UI texts
 - **Scripts** – The core logic of Ambient Skies
 - **Systems** – Ambient Skies systems and their resources.
- **Frameworks** – shared functionality between Procedural Worlds assets

Setup – Getting started with Ambient Skies!

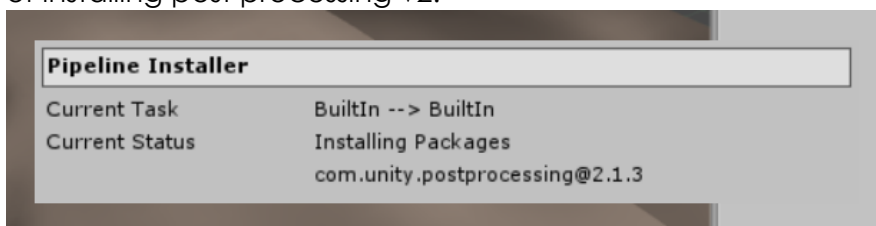
1. To open Ambient Skies, select Window/Procedural Worlds/Ambient Skies/Ambient Skies...
2. For the first time loading up Ambient Skies your scripting defines will update to setup Ambient Skies systems.



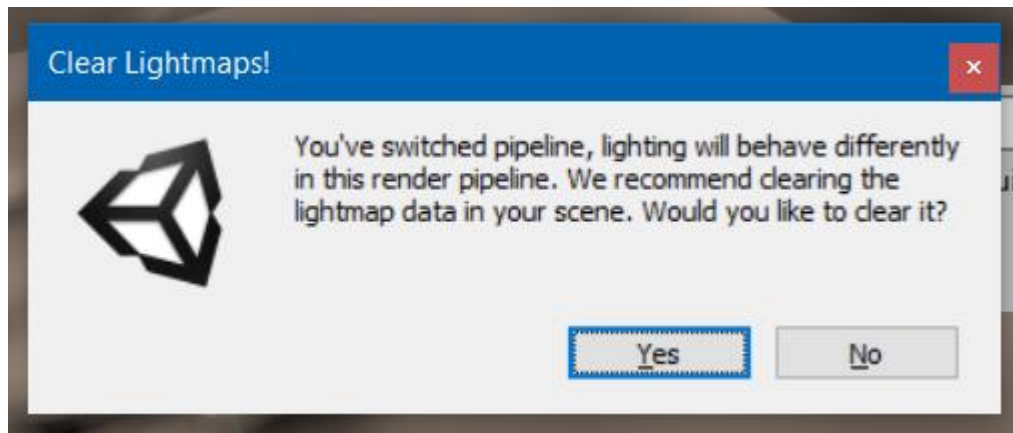
3. If you do not have Post Processing V2 in your project a popup will let you know it will be installed.



Ambient Skies will close and then a window will popup showing the progress of installing post processing v2.



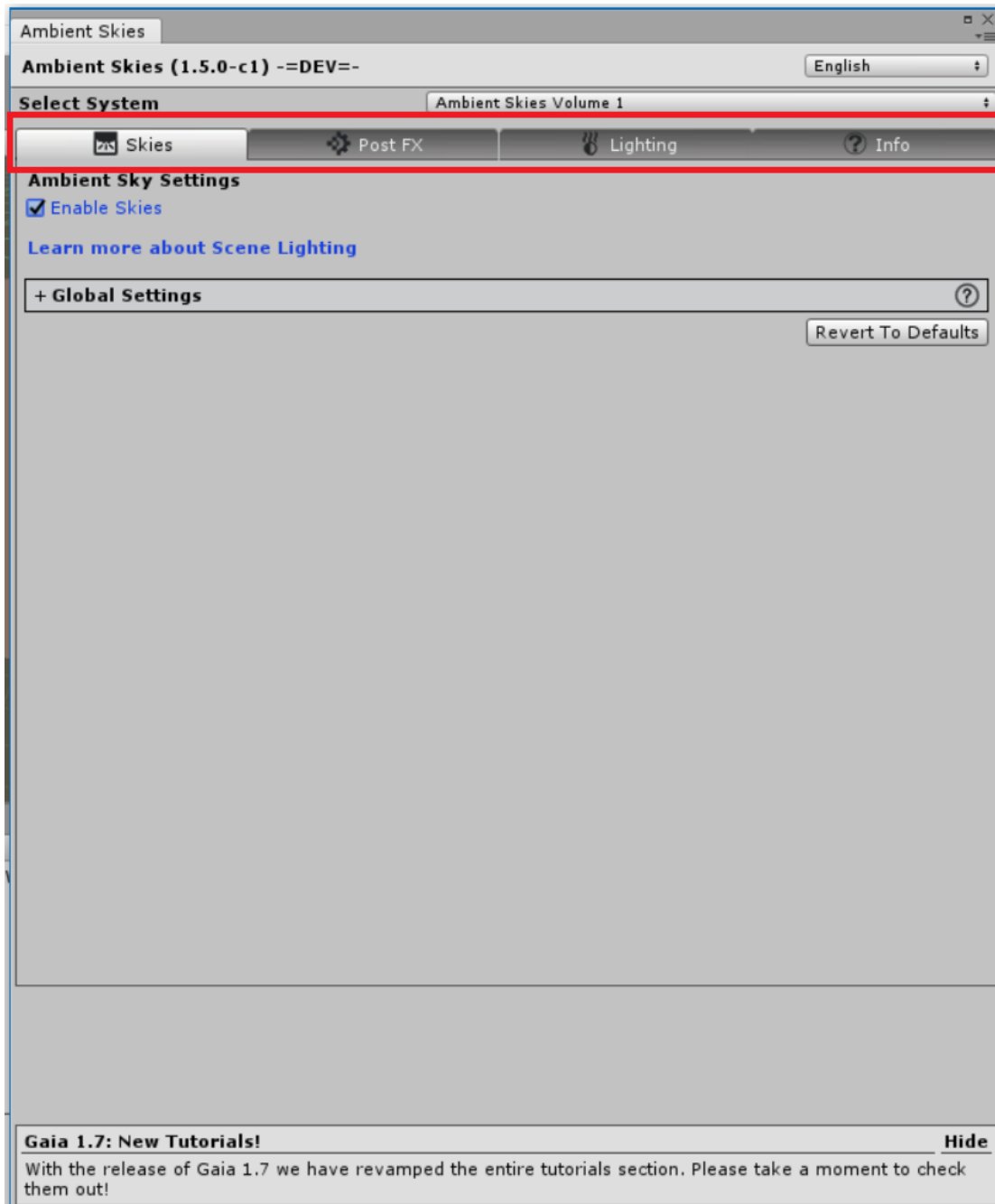
4. When the pipeline installer has finished it will ask you if you'd like to clear your lightmaps. Click yes if you've recently switched your pipeline otherwise just press no.



Now you can reopen the Ambient Skies window. Select Window/Procedural Worlds/Ambient Skies/Ambient Skies...

You are now ready to use Ambient Skies!

Using Ambient Skies!



Ambient Skies is broken into Four Tabs:

Skies Tab – controls your lighting and skybox settings.

Post FX Tab – controls your global post processing settings.

Lighting Tab – controls your lightmap baking settings.

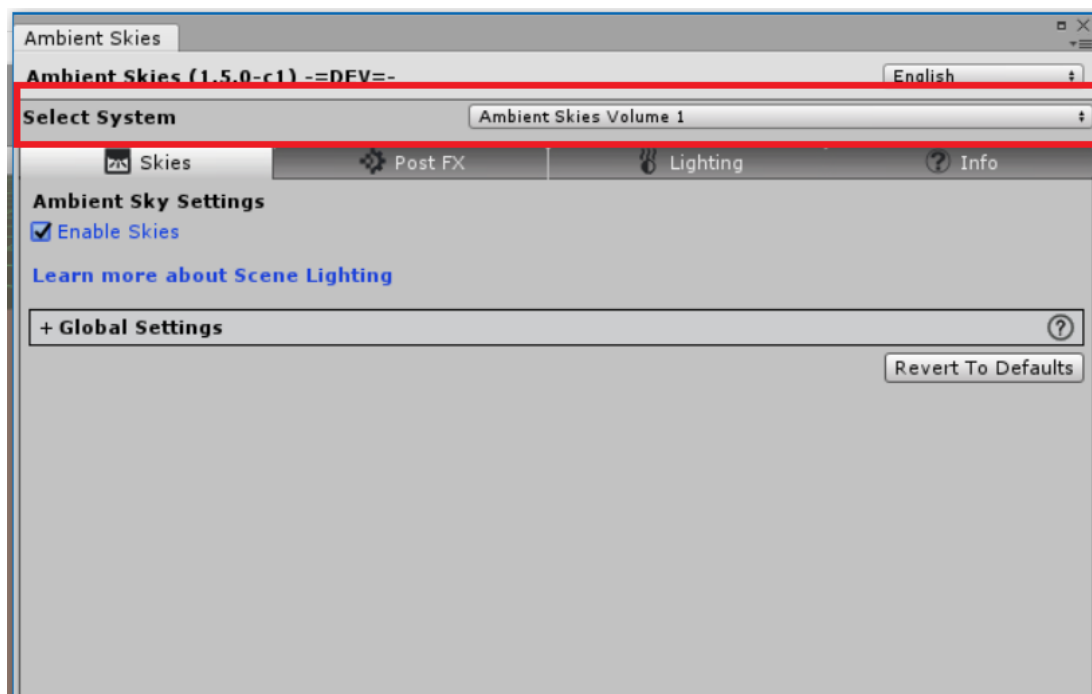
Info Tab – Contains information about your current render pipeline, offers tips and creation tools to make your own profiles.

Each tab will show or hide panels and variables according to the decisions you have made, so that it will only show information that is relevant to your current setup and render pipeline.

If you are ever confused about what a setting does, be sure to hit the ? button on the panel so display contextually relevant help. This is a convenient way learn more about how Unity works as well, as we have sourced a lot of the information shown directly from the Unity documentation.

Each tab also has a *Learn More About* link which will take you to useful documentation or tips about working with Lighting, Post Fx and Lightmaps.

Selected System – This allows you to select the current active profiles that Ambient Skies will use.

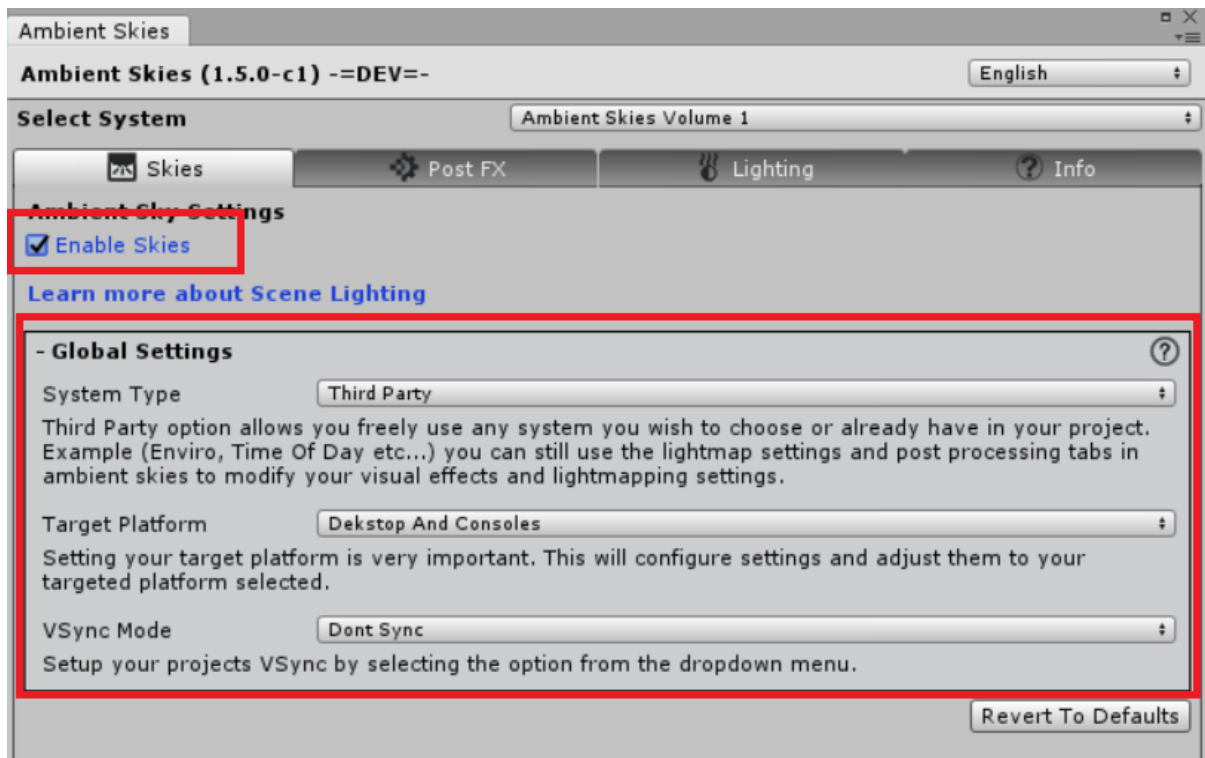


When you create your own profiles, you can select them with the dropdown menu.

Skies Tab

To use the Skies Tab, check **Enable Skies**. The number of panels you will see will depend on how Ambient Skies is currently configured.

Global Settings Panel



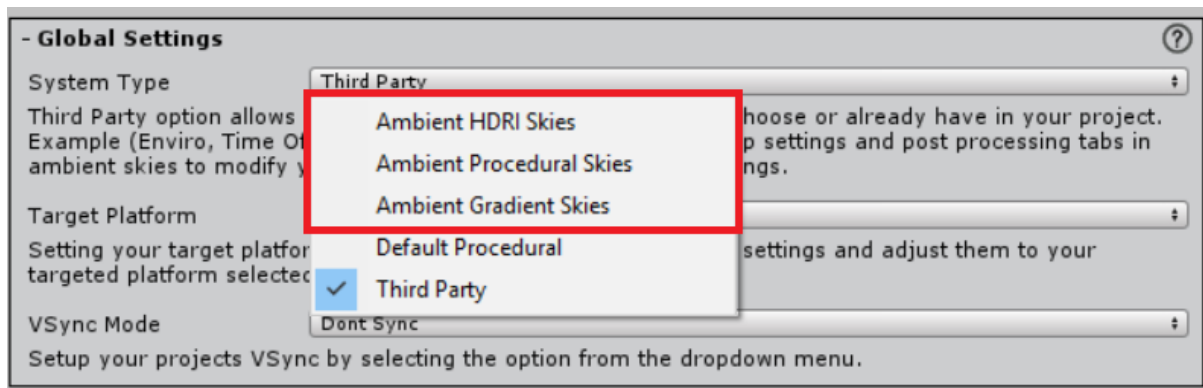
Global Settings is your master controller within Ambient Skies and influences how Ambient Skies works.

First Select your **System Type**. These are the Sky systems that are supported by Ambient Skies and you can select to have Ambient Skies HDRI, Ambient Skies Procedural, Ambient Skies Gradient (HDRP 2018.3+ Only), the Default Procedural Sky provided by Unity, and can even use 3rd Party skies and lighting systems.

Then select the **Target Platform**. This influences the light and post processing settings and optimizes for targeted platform to deliver better performance.

And finally select your **VSync Mode**. This will influence the frame rate delivered by your application and can be a good way to manage performance and battery consumption.

To use Ambient Skies based skies select the Ambient Skies system.



This will then **enable** the appropriate all the **Panels** within the **Skies Tab**.

Main Settings Panel



The Main Settings panel controls your Sky, Fog and Ambient lighting modes.

Profile Settings: The panels and Skybox profiles will update according to your Global System Type.

Skybox Profile: Selection of the current present profile.

Panels: Displays all the settings for each profile.

Revert To Defaults

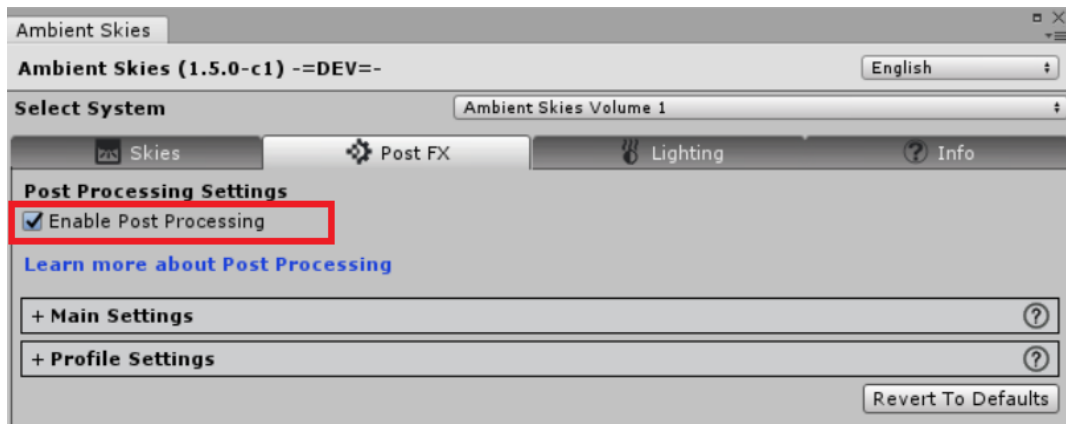
Each Sky profile setting comes with some great defaults, and you can change them as you please, however, you can also undo your changes by clicking on the 'Revert To Defaults' button at the bottom of the panels.

Panel Documentation

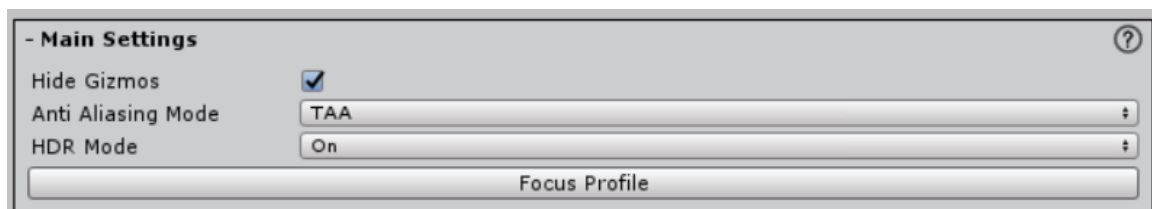
Each panel is self-documenting so please use the **?** button to learn more about what it does.

Post FX Tab

To enable the Post FX tab check the **Enable Post Processing** toggle.



Main Settings Panel



The **Main Settings** panel controls the global post processing properties.

Hide Gizmos: This will hide the gizmo boxes of the post processing volumes in your scene view.

Select your **Anti-Aliasing Mode** to change the anti-aliasing mode on your camera render.

Select your **HDR Mode** to render and use High Dynamic Range lighting in your scene.

Focus Profile: Pressing this will take you straight to the active profile in your project.

Warning: Anti-Aliasing, Bloom, Ambient Occlusion and Screen Space Reflections can be expensive post fx to use. We recommend that you not over-do these settings if you want to get the best performance for your project.

Revert To Defaults

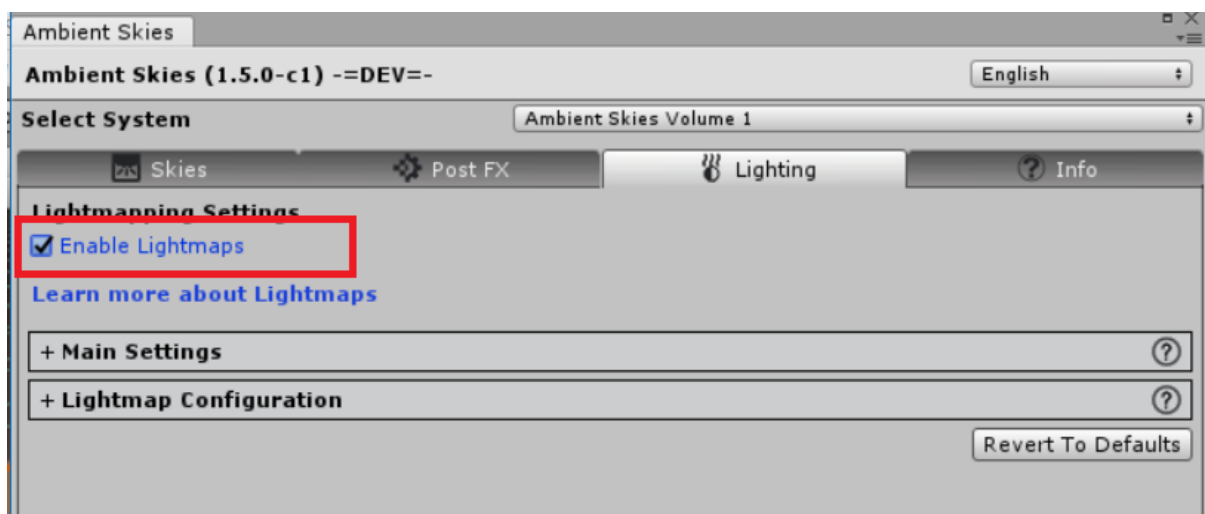
Each Post Processing profile setting comes with some great defaults, and you can change them as you please, however, you can also undo your changes by clicking on the 'Revert To Defaults' button at the bottom of the panels.

Panel Documentation

Each panel is self-documenting so please use the **?** button to learn more about what it does.

Lighting Tab

To modify your lightmap settings select **Enable Lightmaps** to enable the system.



The Lighting Tab will allow you to modify your Baked and Realtime Global Illumination settings to achieve the lighting quality you want.

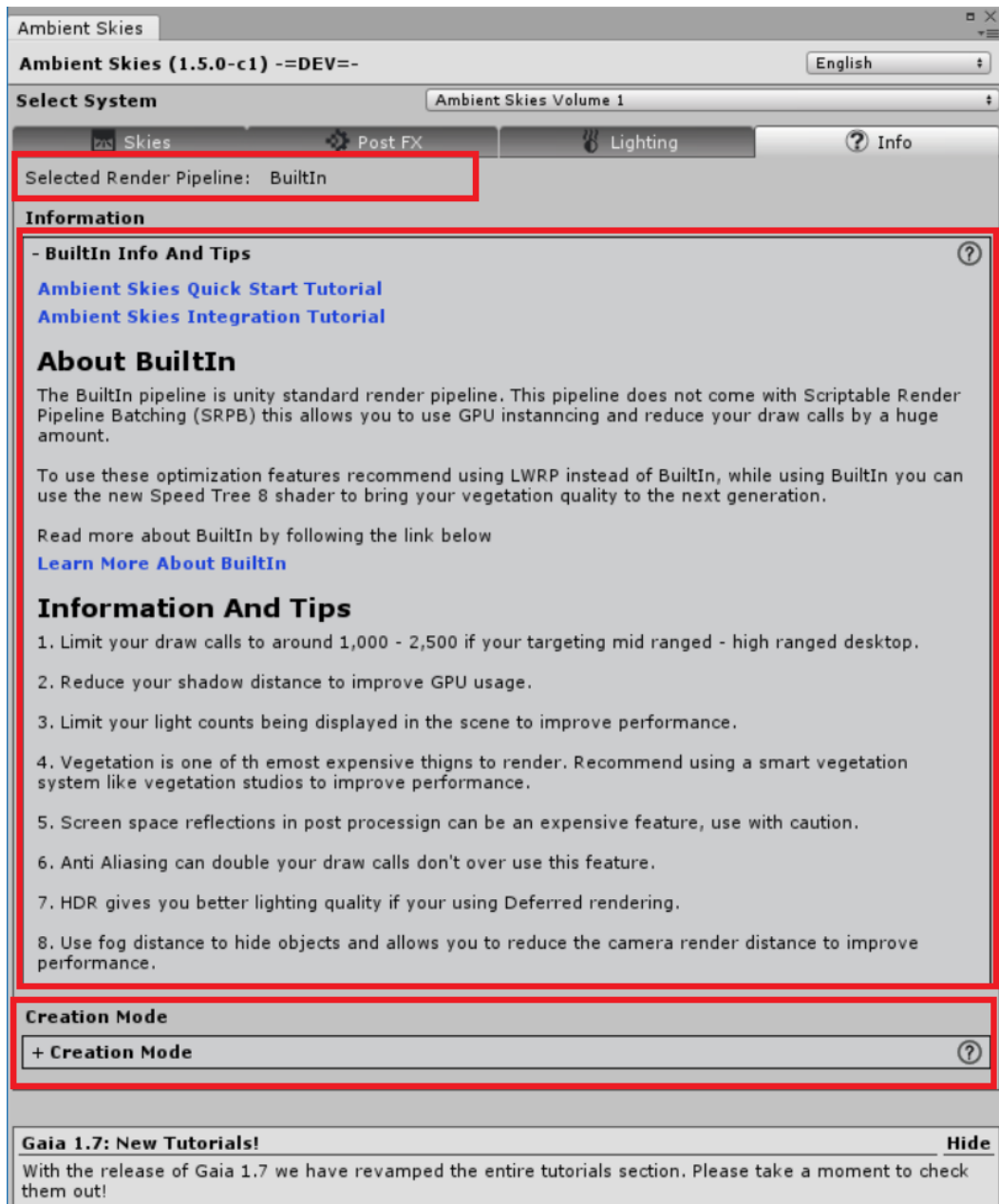
Revert To Defaults

Each Post Processing profile setting comes with some great defaults, and you can change them as you please, however, you can also undo your changes by clicking on the 'Revert To Defaults' button at the bottom of the panels.

Panel Documentation

Each panel is self-documenting so please use the **?** button to learn more about what it does.

Info Tab



Selected Render Pipeline: Show your current active render pipeline. You can switch your pipeline and Ambient Skies will update it render pipeline in Realtime.

Information: Gives links to tutorials with ambient skies. Gives information about the render pipeline you're using, also offers some helpful tips to use within this render pipeline.

Creation Mode: Tools that will allow you to create your own profiles in ambient skies

Go Experiment!

You are now ready to enhance your projects visual quality with Ambient Skies!

One of the best ways to do this is to open Ambient Skies, enables its systems, press play and explore. Whatever you change at runtime will be saved and applied back in the editor.

NOTE: If you close the Ambient Skies window while running your application after making some changes, these changes will not be applied to your scene until you open the Ambient Skies window again.