



ALLSKY

5th EDITION 220+ SKYBOXES



ALLSKY

A full palette of 220+ skyboxes for Unity

- Including Day, Night, Anime, Above the Clouds, Cartoon, Fantasy, Hazy, Epic, Space, Mammatus, Sunless and Moonless categories.
- Various styles: Day, Night, Cartoon, Fantasy, Hazy, Epic, Space, Sunless and Moonless!
- For lighting artists, environment artists and indie developers looking for a wide suite of skies to light their environments.
- Lighting from day to night: Twilight, sunset, multiple times of day, multiple times of night, skylight.
- Many weather and cloud types: Clear, overcast, summery, stormy, autumnal, hazy, epic, foggy, cumulus.
- Skies are provided as 6-sided cubemaps sized from x1024 to x2048 per-side along with an equirectangular cubemap texture from 4k to 16k in size.
- Every sky has an example lighting setup scene.
- Online documentation with a catalogue of skies. Consult before importing.

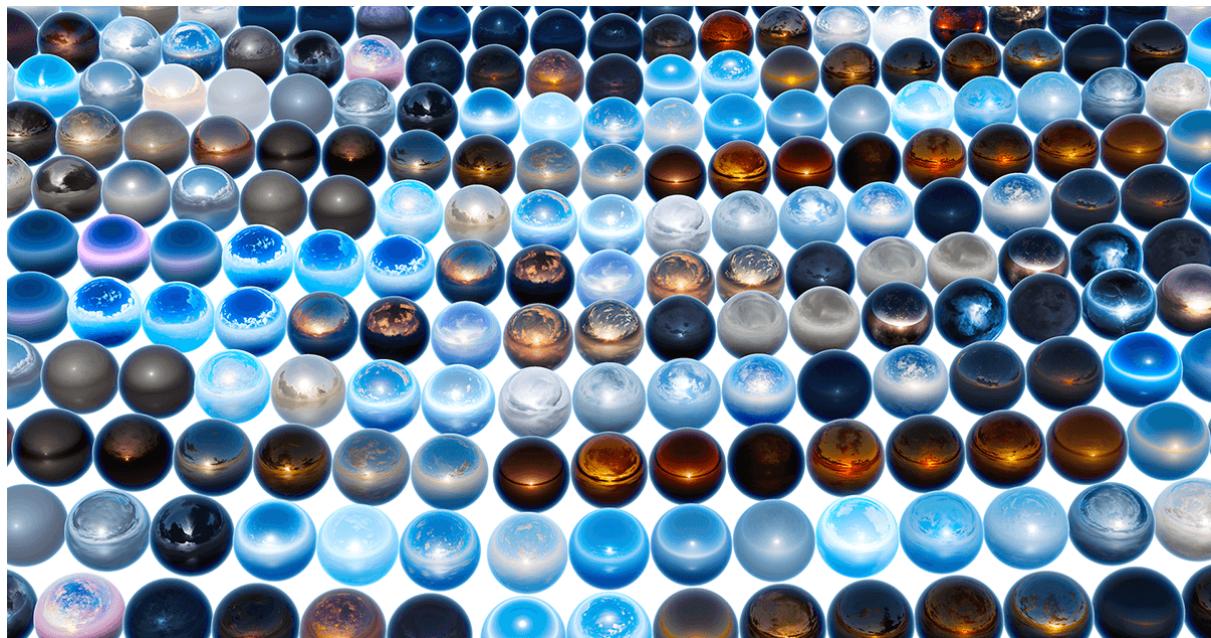
Unity Asset Store

<https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-200-sky-skybox-set-10109>

Live Online Documentation

<https://docs.google.com/document/d/1MMtkBSLw4FEoTNnUvK11DCQhRifIKsn09xmuNDkAaok/>

(Recommend setting View->Print Layout to OFF)



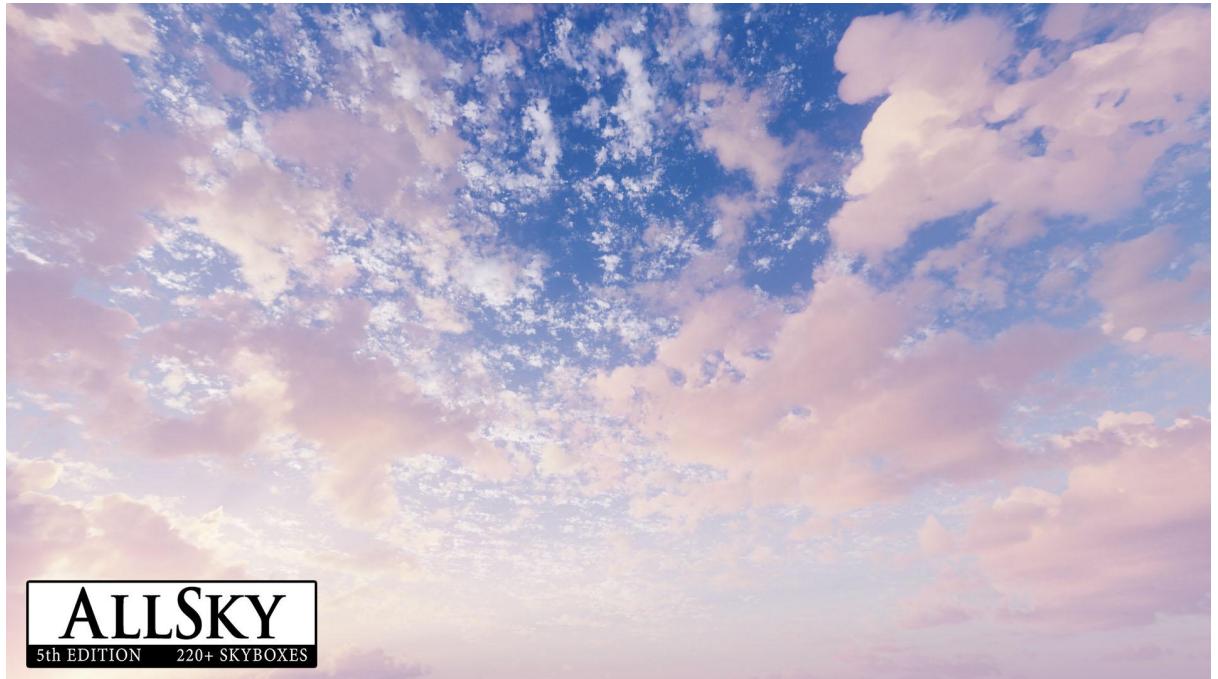
IMPORTING

AllSky is a very large asset. It could take Unity a long time to import the complete set of skyboxes!

It is recommended to only import small sets of skies at a time.

Consult the [SKY CATALOGUE](#) to find skies you want to import.

You might find it useful to create a separate Unity Project and import AllSky there on its own. Then copy over the skies you want to add to your project. This will help prevent your project size from increasing too much.



TECHNICAL

Each sky is provided in two formats :

- An Equirectangular image. Also known as a latitude-longitude or lat-long map. These vary in size up to 16k. The import settings will instruct Unity to create a cubemap using this texture. The default import resolution is 4K, it can go higher if needed but you may get diminishing returns on quality despite the greater memory usage.



- A set of 6 textures representing each side of the skybox. The source PNG texture resolution per-side ranges from x1024 to x2048. They are imported as textures, with *clamp* enabled to prevent seams. They are then assigned to a 6-sided skybox material.



Equirectangular is the preferred format for most uses. Especially if you want to edit the colour or tone then you will likely want to edit this as it is one single image. Load it in photoshop and make changes to the entire texture at once. If you make any localised changes you will want to take special care on the edges as there is a high chance of distortion or visible seam creation.



Skies are sorted by time of day or style in folders.

Each individual sky has a folder which contains the textures and a material with those textures assigned.

There is also a demo scene with example lighting and fog that you might find useful for reference.

Each sky has two materials, one equirectangular and another 6-sided, which you can set as your scene's current skybox. Please consult the [Unity documentation](#) for your version of Unity if you are unsure how to do this.

Many of the materials are set as '*/mobile/skybox*' shaders - which should be fastest - but you can change them to the other skybox shaders that ship with Unity and set the required textures. Some add tint, exposure and rotation controls.

Texture based skyboxes render extremely fast! They are suitable for all platforms and specifications.

The import resolution and type of compression used on the sky textures is entirely up to you. It should be set at a level which you feel utilises appropriate amounts of memory for your target game platform, balanced with the amount of compression artifacts that you feel are acceptable.

If you find you have banding you can't eradicate, I strongly recommend you consider adding some form of noise or dithering into your post-processing stage. This helps solve many issues in games with banding. [Unity article on dithering](#).

AllSky is quite simple so it should work in any version of Unity. It has been uploaded using 2018.4 LTS.

Skyboxes can be used in any of Unity's render pipelines. URP, SRP, HDRP, Legacy, etc.



DEMO SCENE

Each sky also has a demo scene. This shows a simple low-poly environment to demonstrate lighting and fog settings for that sky.

It was lit in the Forward Lighting Rendering Path with Linear lighting Color Space. To see the lighting as intended your project will need a project with those settings. (Under Edit->Project Settings->Player). If you have to change these settings it may be necessary to re-import the sky textures. Linear is more important than Forward.
The demo scene can benefit from increasing the Pixel light count in quality settings, and the directional light shadow distance.



WHO

This asset pack is by [Richard Whitelock](#). A game developer, digital artist & photographer with 20+ years in the games industry working in a variety of senior art roles on 20+ titles.



UPDATES

V5.0

- 20 new skyboxes. The new total is 221 skies!
 - Above - Above the clouds. Between the clouds. Among the clouds.
 - Anime - Hand painted skies inspired by popular animated movies, such as those by Studio Ghibli.
 - Planet - In orbit of an earth-like planet.
 - Epic - More generally busy skies.
 - Mammatus - Thick layers of cloud reminiscent of this unusual cloud type.
- Added online documentation & sky catalogue.
- Numerous fixes and tweaks. Removed seams. Updated settings. Fixed bugs.

V4.0

- More Skies
 - AllSky now contains over 200 skies.
 - Version4 - A whole new set of very high detail skies with a 16k equirect texture.
 - Space - Some cool new space scenes.
 - Cartoon - More simple gradients for use as a base if you want to add your own clouds.
 - HDRIHaven - A special note : HDRI Haven provides Creative Commons Zero (CC0) HDRI photo-sourced equirectangular textures. I have taken those that showed full and interesting skies and extensively edited them (tonemapped,

removed the horizon, graded) and including them in Unity usable formats with demo scenes. Note they are not HDR in the AllSky versions. Those can be downloaded for free at <https://hdrihaven.com>, check them out if you want access to more HDR cubemaps. Support HDRIHaven's patreon if you want to see even more! (now known as PolyHaven)

<https://www.patreon.com/m/polyhaven>

- Misc - A few new ones here and there and fixes to old skies.
- Equirectangular source textures.
 - Previously all skies were provided in the 6-sided format. Now 99% of skies have their equirectangular equivalent in the folder too.

V3.0

- Even More Skies. 20 extra skies added for a new total of 160!
 - Epic - A selection of absolutely vast and detailed sunsets, storms and cloud formations.
 - Haze - The sun is out but the atmosphere is dense and foggy.
 - Sunless & Moonless - Fulfilled frequent request for skies which have no distinct sun or moon position. These have no sun or moon glare or object on them and clouds which don't portray any distinct illumination direction. They are also pleasingly reminiscent of Sega arcade games - 'Blue Sky Gaming'.
 - Space - Two new space skyboxes. These are fairly dark cloud nebulae and have no stars baked onto them so you can add non-texture resolution dependent stars via your own means (such as particles, shaders or object billboards).
- Skies now import at high resolution.

V2.0

- New Skies. 23 extra skies added for a new total of 140!
 - Fantasy skies at different times of day with very dramatic clouds and colours.
 - Cartoon skies in distinctive painterly, watercolour, airbrushed or pixelated styles.
 - Space skyboxes with epic, colourful nebulae.
 - More overcast skies for moody scenes.
- Lighting Examples.
 - All 140 skies now have a low poly demo environment with example lighting and fog pass.



FAQ

“Can I use these skies in commercial games or apps?”

Yes of course! AllSky uses the standard [Unity Store License](#).

For frequently asked questions about licenses see the [Asset Store FAQ](#)

Unity say : “we have created a helpful knowledge base article which simplifies the Asset Store Terms: [Can I use assets from the Asset Store in my commercial game?](#) ”

“Can I redistribute the sky assets / textures in a non-game / 3D application context”

The license and FAQ linked above cover this in detail, but the short answer is : no.

The end user should not be able to access the texture map files outside of your game or app, whether they are un-modified or not.

“I get errors on import. Or the import is failing / corrupted.”

A knowledge base article on this error: [I am getting errors in the console when importing an Asset](#)

Does your target disk have enough space to decompress the package?

FIX: Create more space on your target disk - you need at least twice the free space of the original package for this to complete properly.

*Does your Unity Project or UnityPackage exist in a directory with non-English characters in it? **FIX:** Remove the non English characters in that directory.*

*Do you have read\write access to the Unity Package, its parent directory, and your Unity Project's directory? **FIX:** Assign yourself read / write permissions to these directories. Just to clarify, as this is an issue which is local to your machine set up, this is not really an issue that we can look into.*

“Can I render the skies and use them in video / print / 2D game backgrounds?”

Yes this is fine.

“Can I include AllSky skies with my own asset?”

No. But you can use them in Asset Store promotional artwork as long as a credit is added to the description!

“Do I have to credit or attribute AllSky?”

*No. But it is very much appreciated. It's very cool to see AllSky used in other people's work.
:)*

“Can I commission you to make me a bespoke skybox?”

Yes. But when you find out how much that costs you might have a newfound appreciation for the value of AllSky! :)

SKY CATALOGUE



Above Day A Equirect

Above Day B Equirect



Above Day C Equirect

Above Night A Equirect



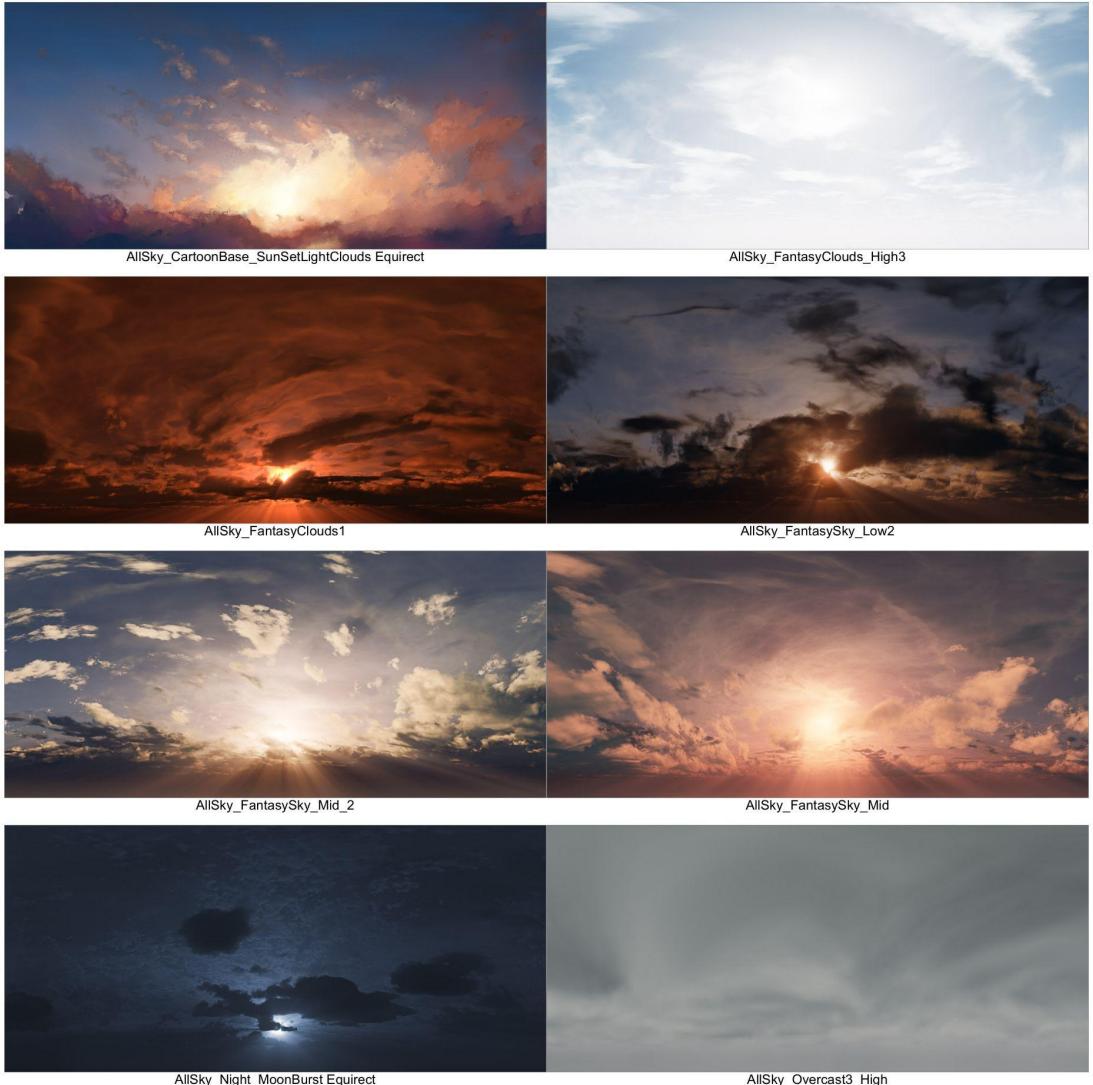
Above Night B Equirect

Above Sunset A Equirect



Above Sunset B Equirect

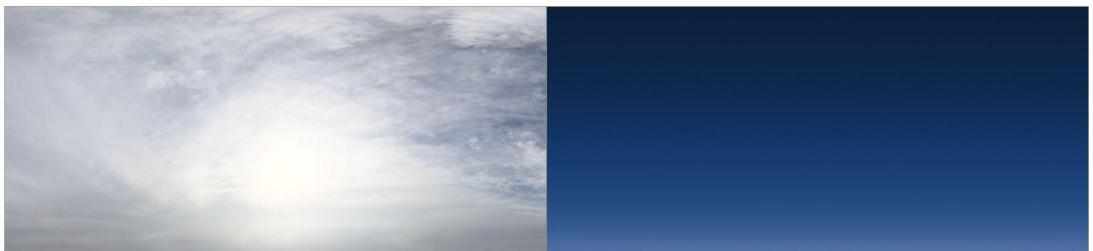
Above Sunset C Equirect





Bloubberg Sunrise Equirect

bloubberg_sunrise_2_16k



blue_lagoon_16k

Cartoon Base NightSky Equirect



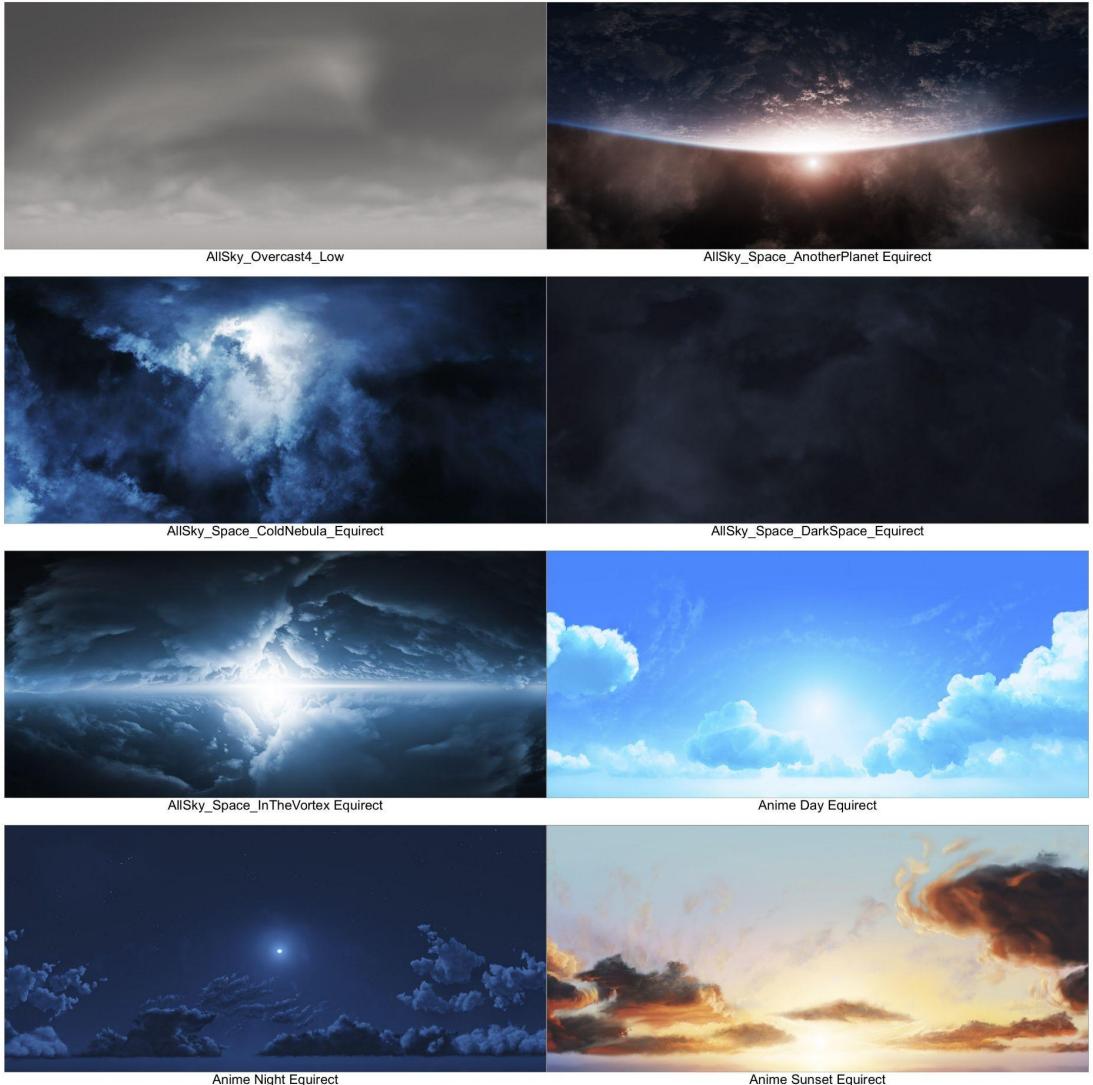
Cartoon Base Skywave Equirect

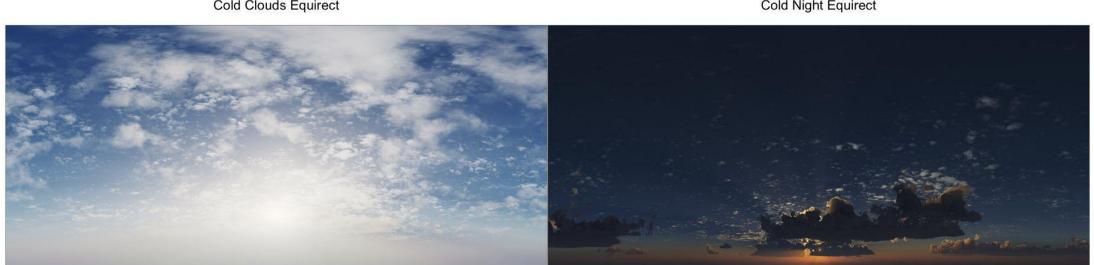
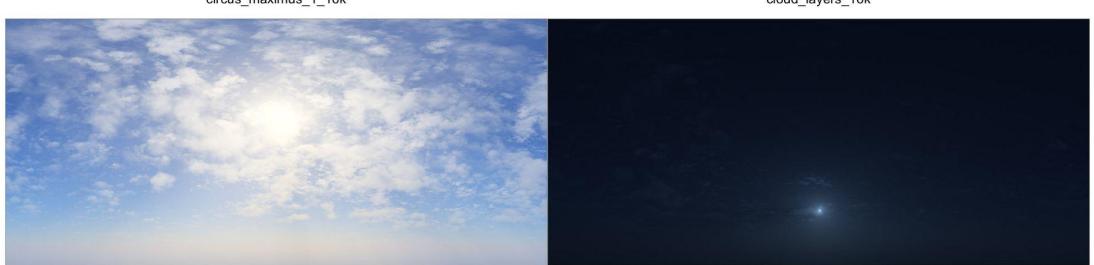
Cartoon Base Twilight Equirect



Cartoon_Airbrush_Day_Equirect

Cartoon_SegaBlueSky







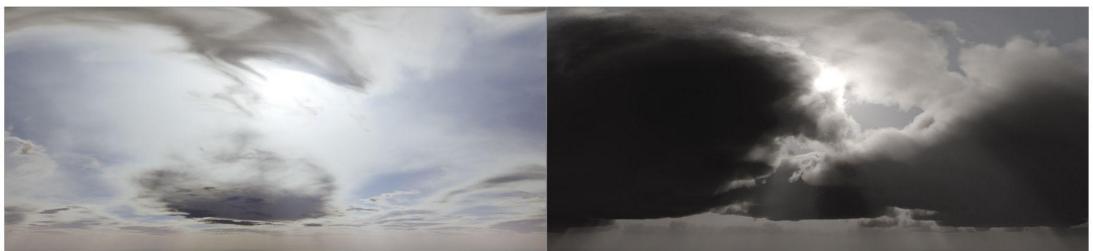
Cotton Clouds SunSet 2 Equirect

Day Sun High Clear



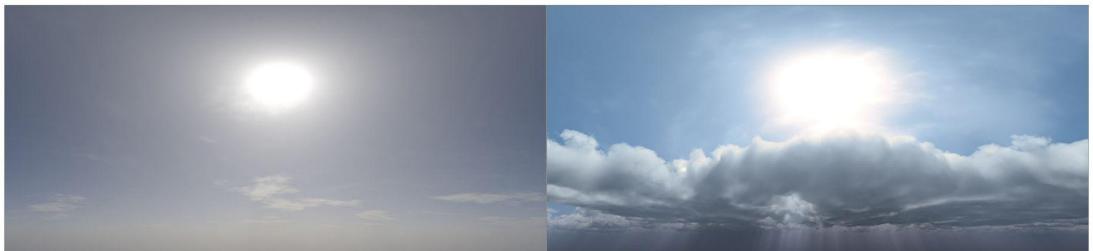
Day Sun High ClearHazy

Day Sun High CloudsLayer 1



Day Sun High CloudsLayer 2

Day Sun High EpicDenseClouds



Day Sun High FogHigh

Day Sun High HorizonRich



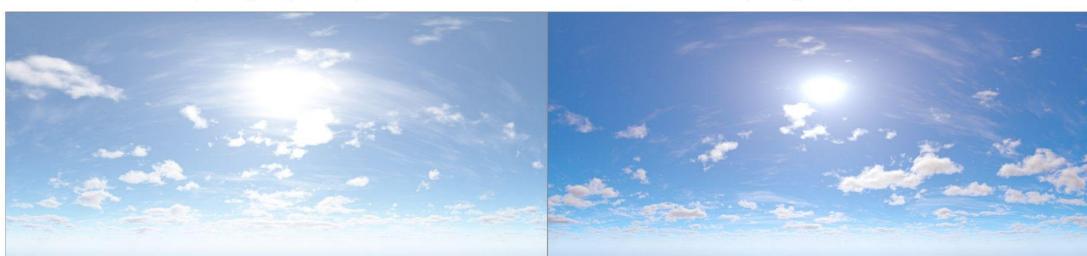
Day Sun High Overcast 1

Day Sun High Overcast 2



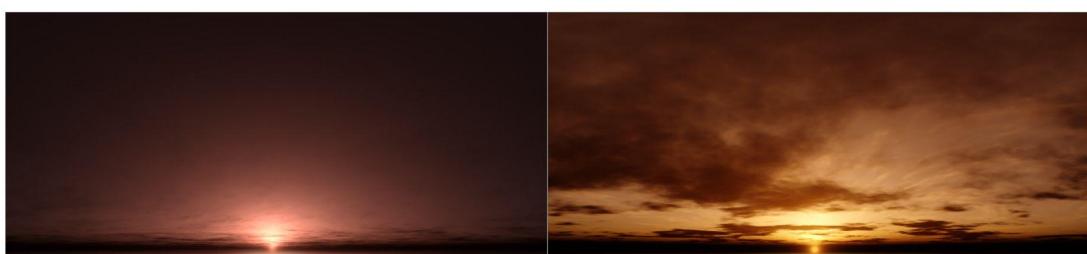
Day Sun High SimpleCloudLayer

Day Sun High StormyCumulus



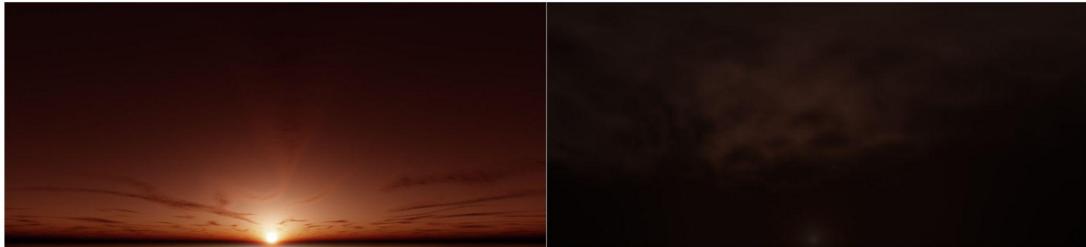
Day Sun High Summersky 2

Day Sun High SummerSky



Day Sun Horizon ClearHazy

Day Sun Horizon FogHigh



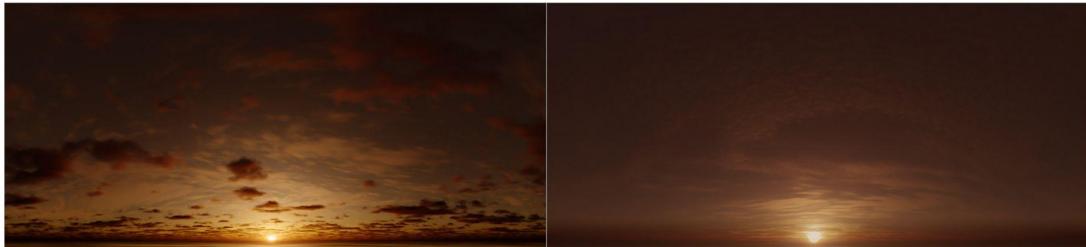
Day Sun Horizon HighColdCirrus

Day Sun Horizon Overcast



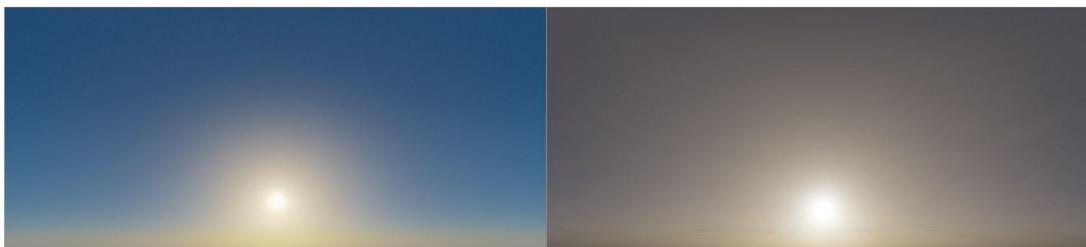
Day Sun Horizon SimpleCloudLayer 2

Day Sun Horizon Summersky 2



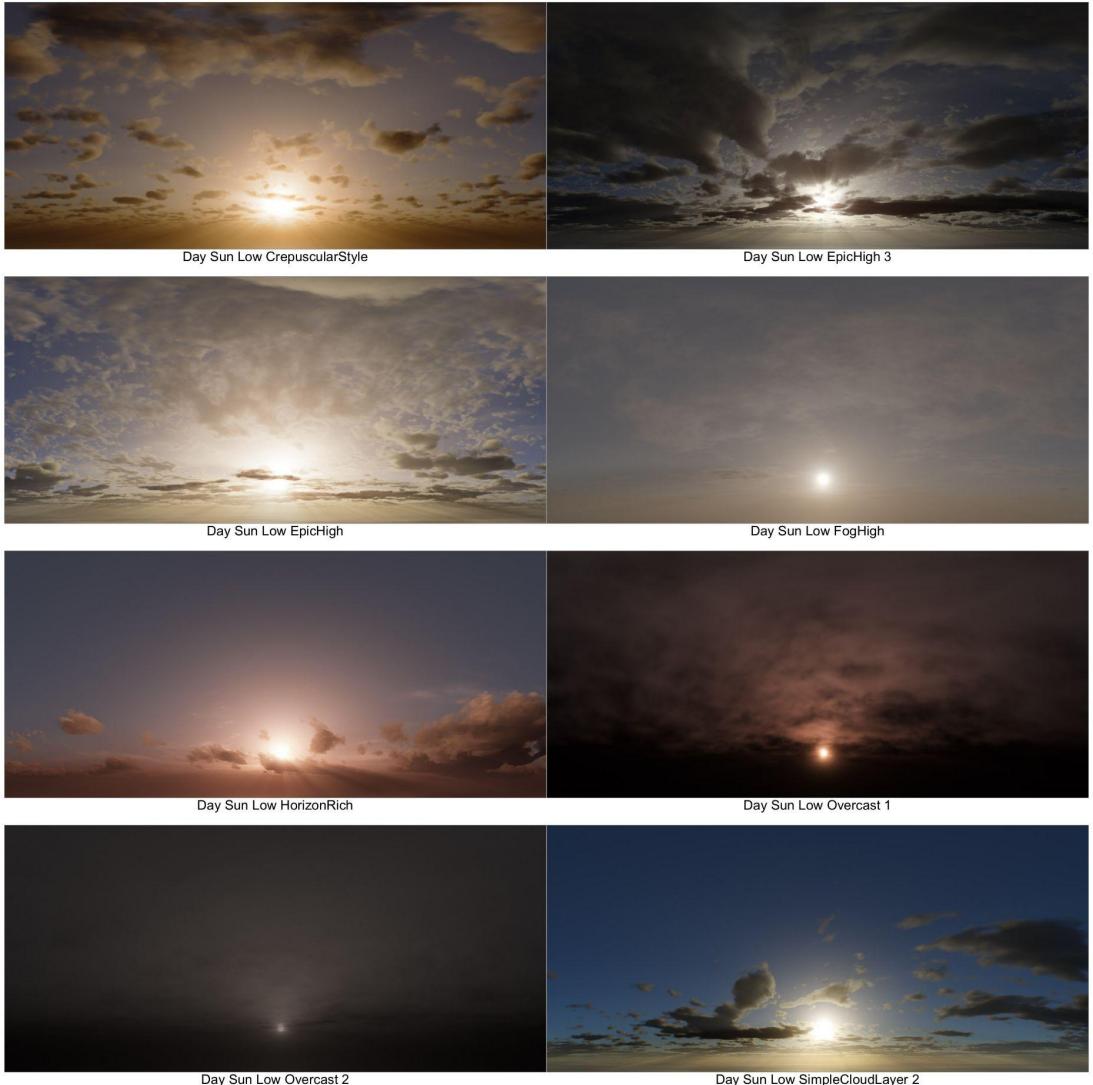
Day Sun Horizon Summersky

Day Sun Low Autumnal

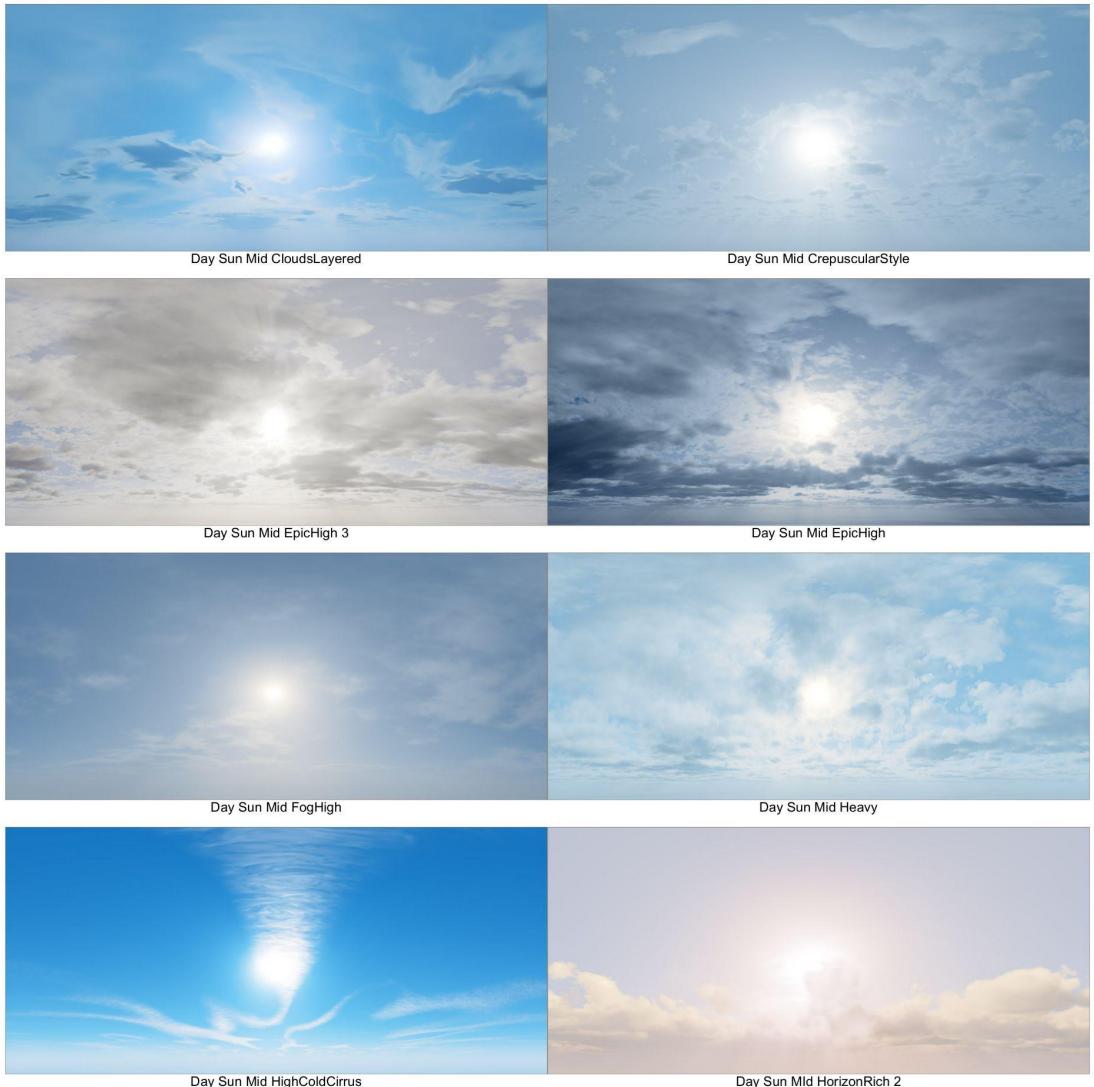


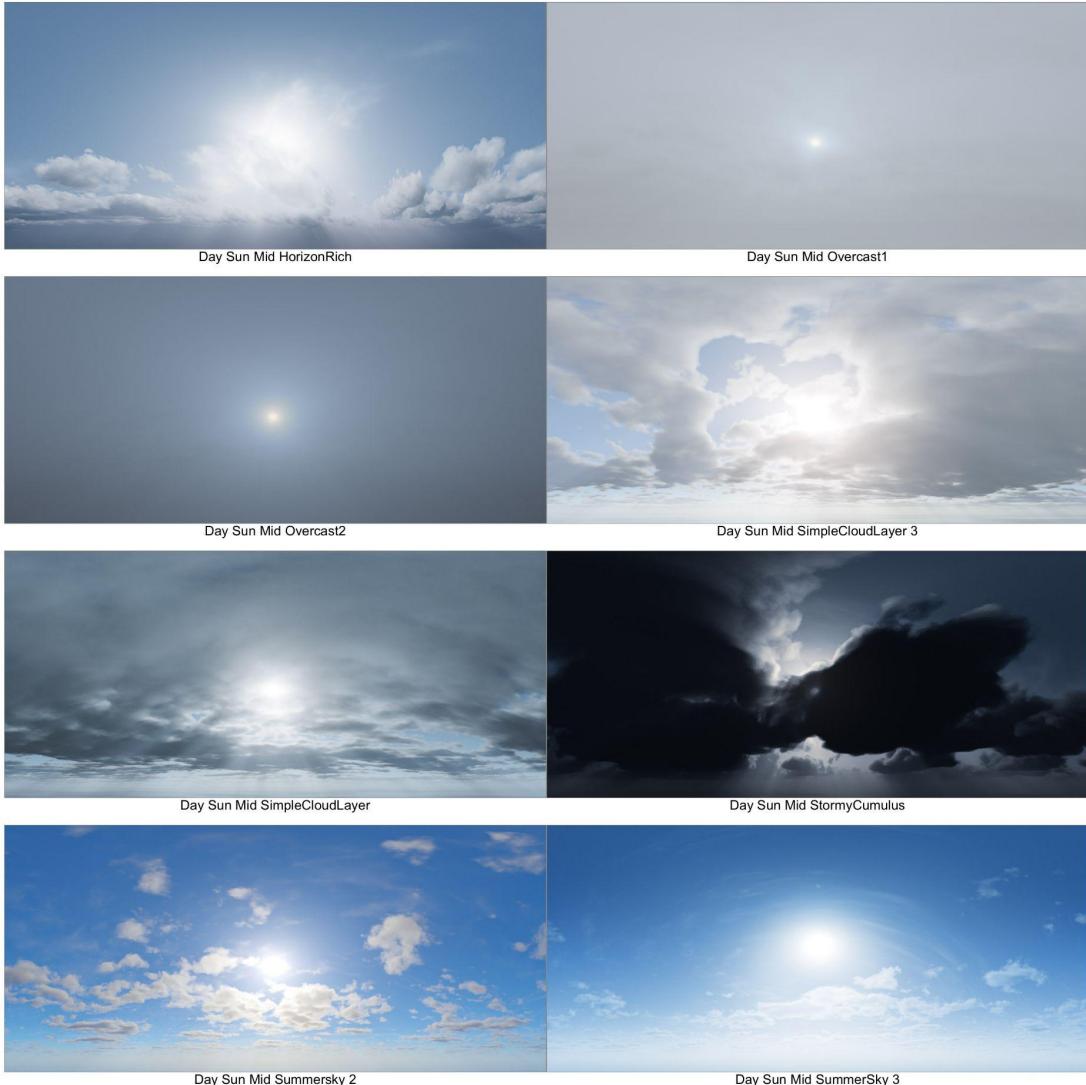
Day Sun Low Clear

Day Sun Low ClearHazy





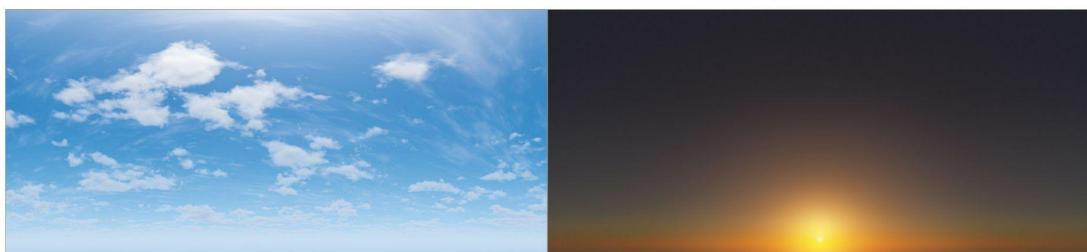






Day Sun Mid SummerSky

Day Sun Peak Clear



Day Sun Peak Summersky

Day Sun Sunset Clear



Day Sun Sunset EpicHigh 3

Day Sun Sunset SimpleCloudLayer 2



Day Sun Sunset SummerSky 3

Day Sun Sunset Summersky



Day Sun Twilight Clear

Day Twilight Summersky



Deep Dusk Equirect

Epic Bright Sunset Equirect



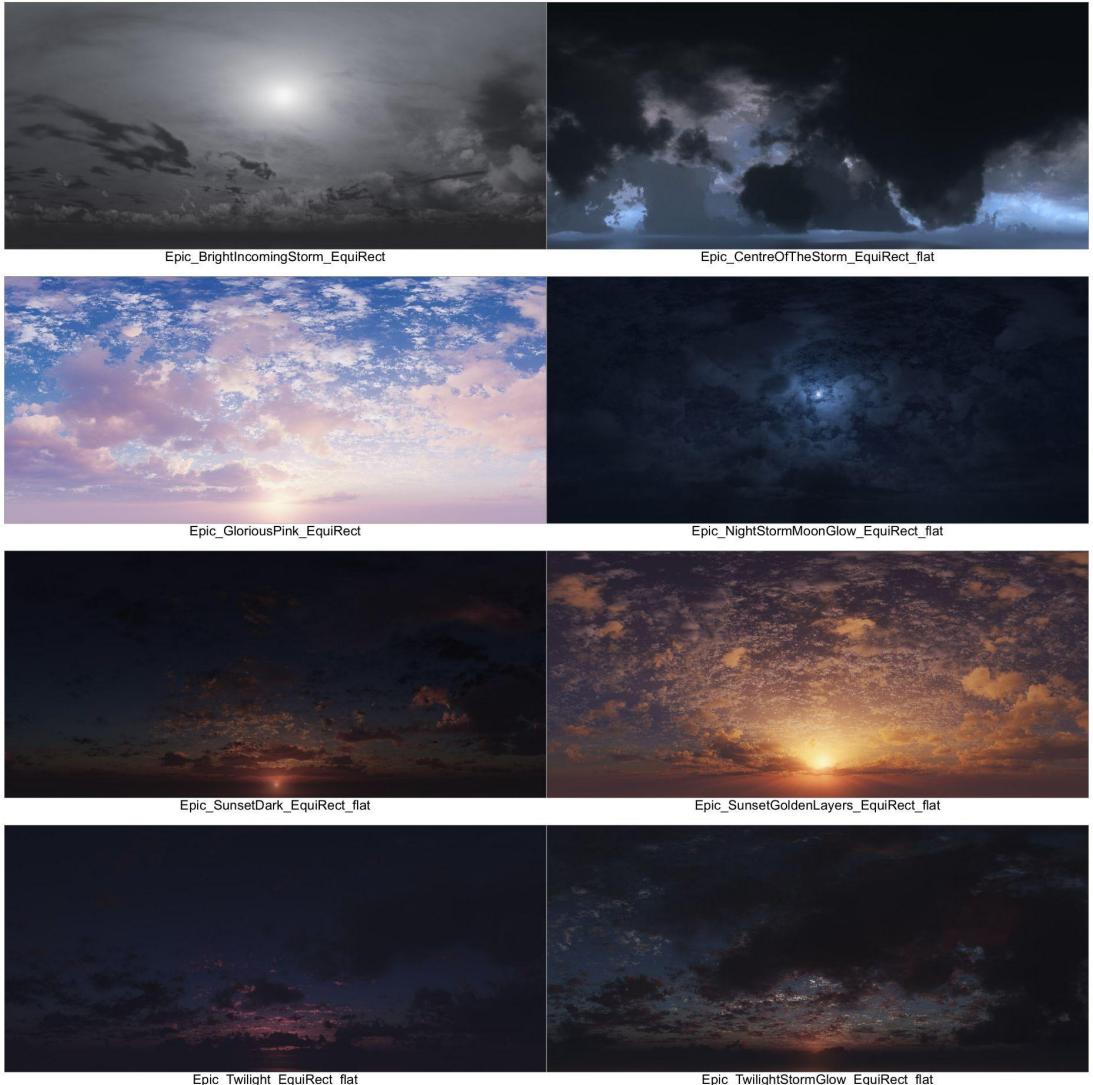
Epic Night Turbulent Equirect

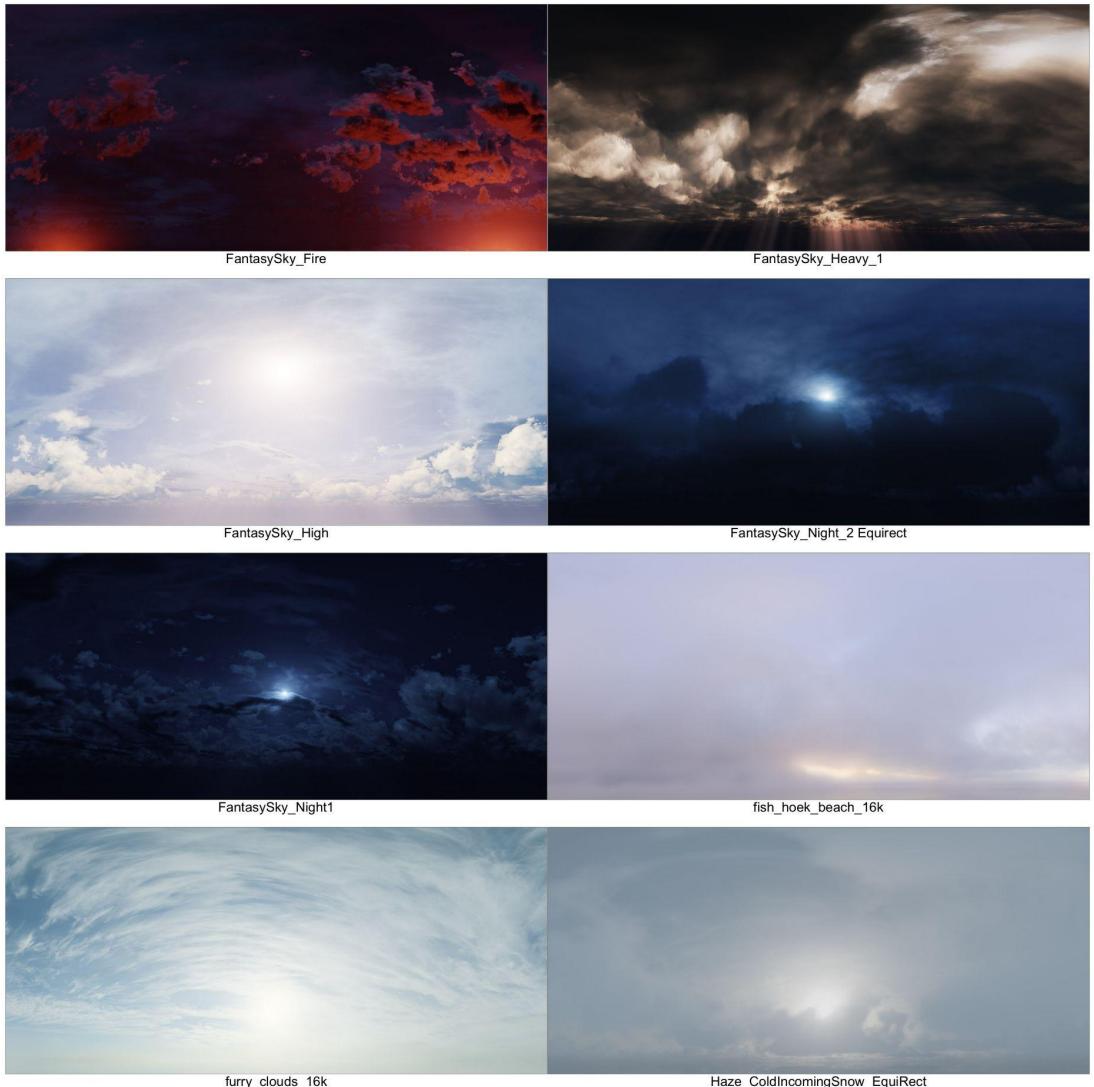
Epic Sunset B Equirect

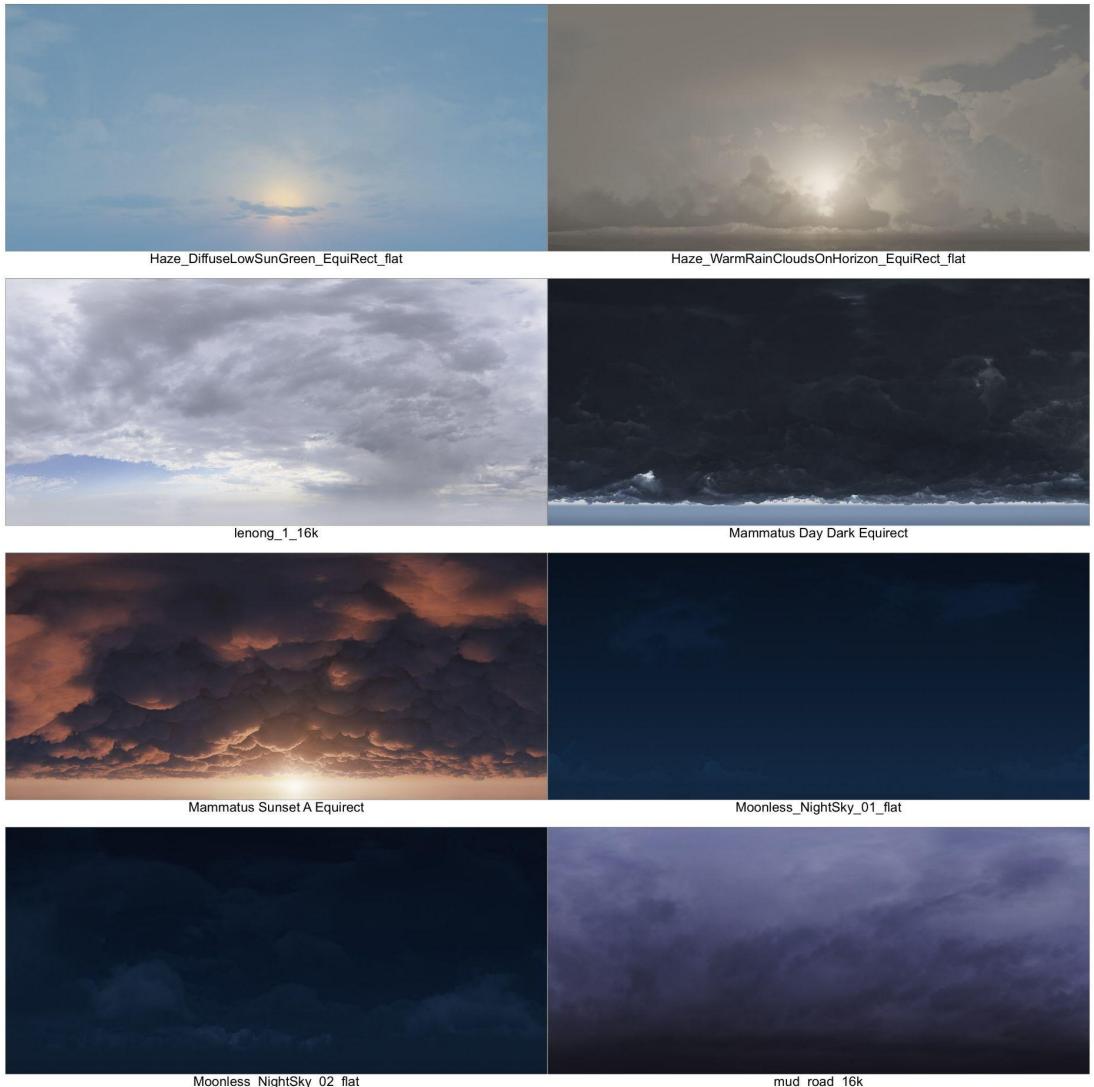


Epic_BigCloudsSoft_EquiRect

Epic_BlueSunset_EquiRect_flat





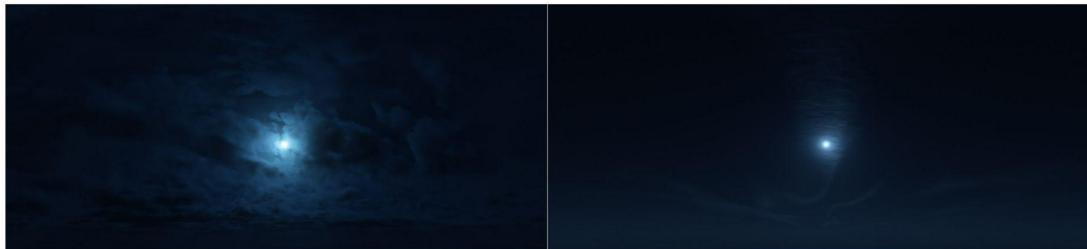






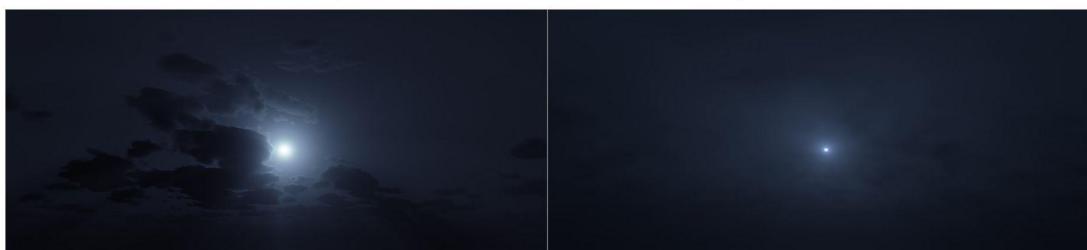






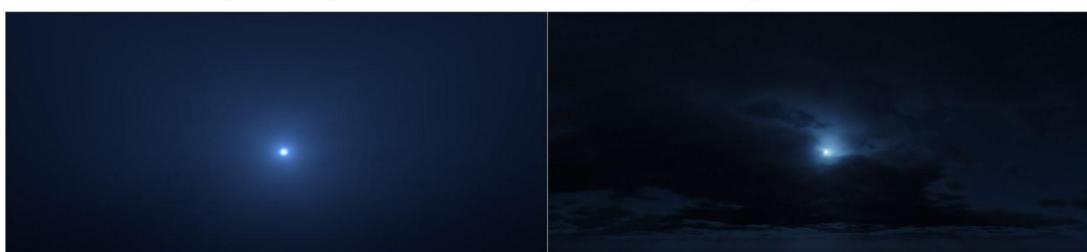
Night Moon Mid Heavy

Night Moon Mid HighColdCirrus



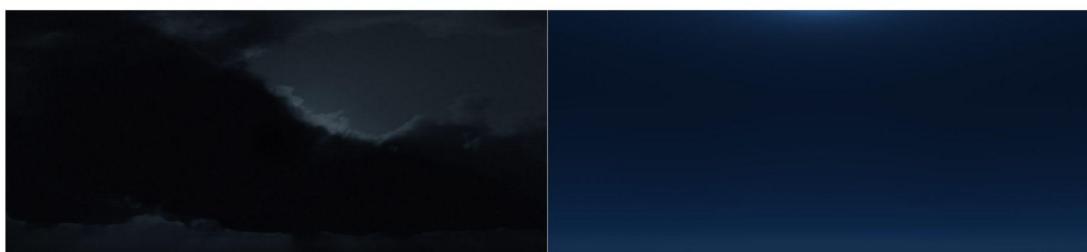
Night Moon Mid Large

Night Moon Mid Overcast 1



Night Moon Mid Overcast 2

Night Moon Mid SimpleCloudLayer



Night Moon Mid StormyCumulus

Night Moon Peak Clear



Night Moon Peak Summersky



Night Moon Rise Clear



Night Skyglow Autumnal



Night Skyglow clearhazy



Night Skyglow crepuscularstyle



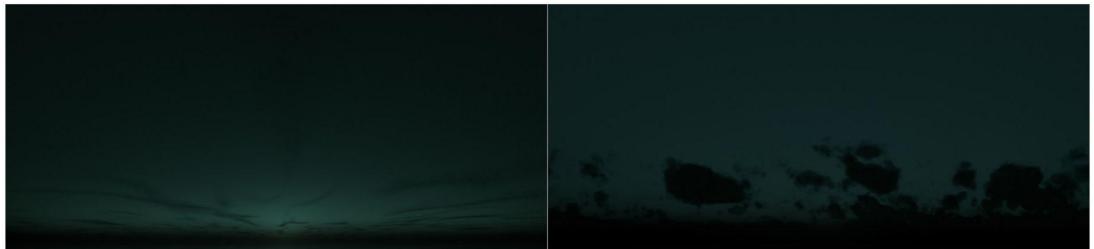
Night Skyglow epichigh



Night Skyglow foghigh

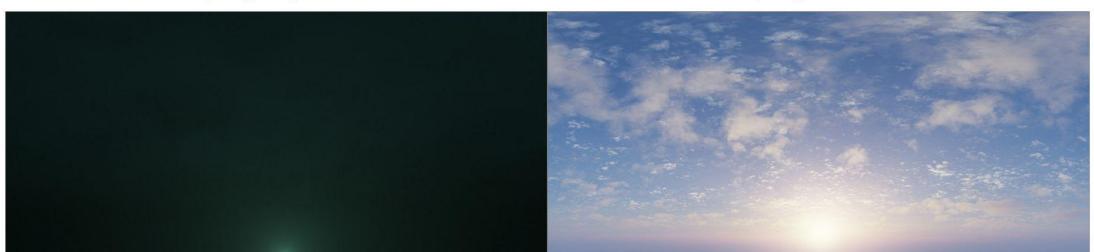


Night Skyglow heavy



Night Skyglow highcoldcirrus

Night Skyglow horizonrich



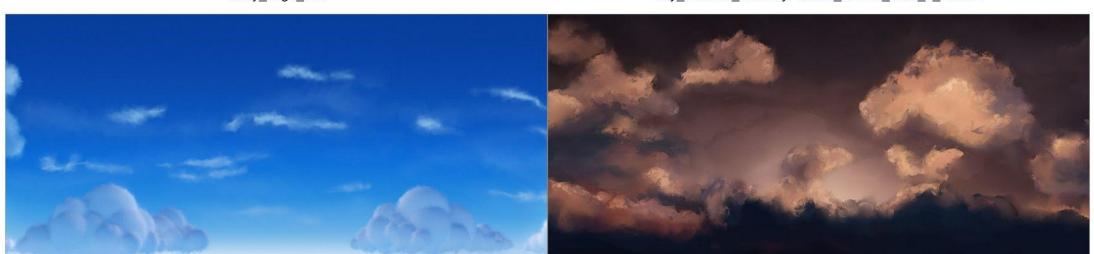
Night Skyglow Overcast

Pink Sunset 2



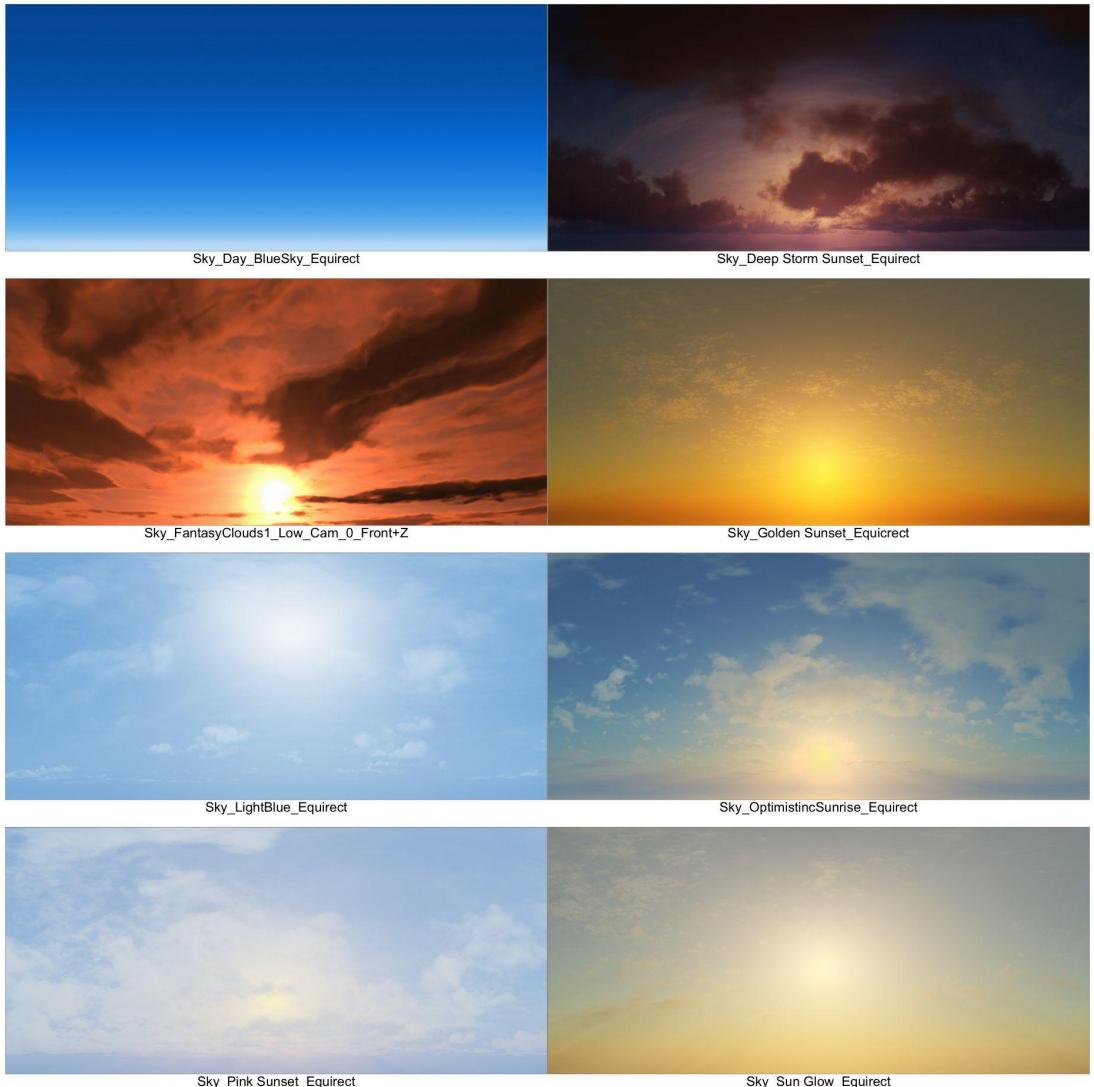
rocky_ridge_16k

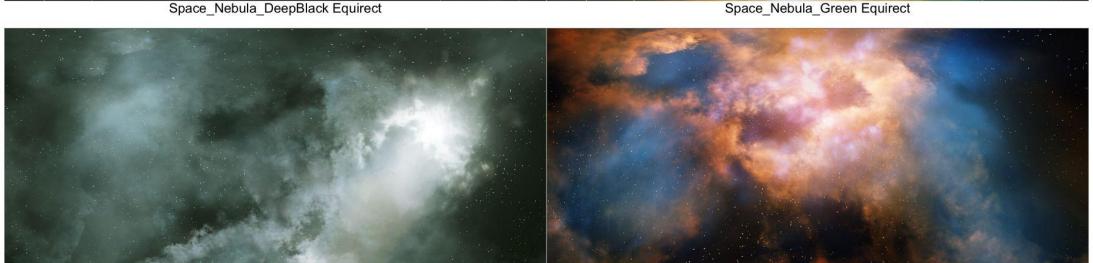
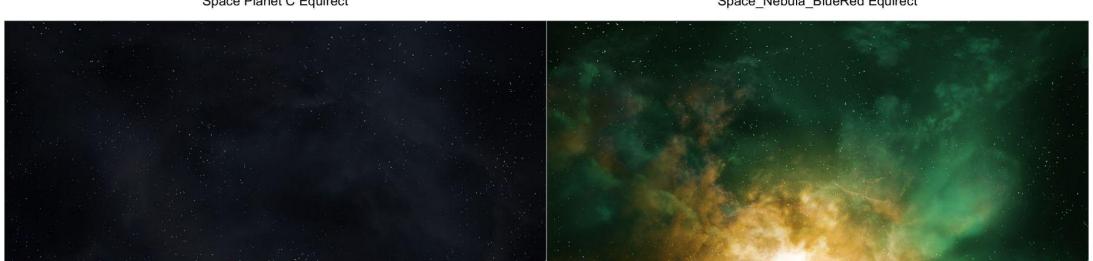
Sky_Cartoon_BlueSkyPainted_NoSun_Cam_1_Back-Z



Sky_Cartoon_FluffyBlueSky Equirect

Sky_CartoonSunset2_Equirect









ALLSKY

© AllSky is copyright Richard Whitelock 2013-present.
Usage of AllSky is under the [Unity Store License](#).