



Time Of Day

UNIVERSAL RENDER PIPELINE

First off thank you for purchasing **URP Time Of Day - Skybox, Weather & Time!** Below you will find a brief explanation of what the Time Manager does. The Time Manager is at the core of our asset, and controls our time of day, skybox, and weather effects.

Basics

In Basics we control which directional the sun is, the colors of the sun. Which in turn affect the sunrise/sunset of the skybox as well. We can control all of the colors manually as well, in case you want to change the look and feel.

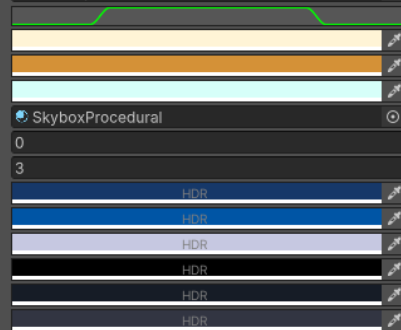


Time Of Day

Basics

Directional Light
Sun Intensity Curve
Default Sun Color
Sunrise Sunset Color
Night Sun Color
Procedural Sky Box
Day Star Intensity
Night Star Intensity
Day Color Top
Day Color Middle
Day Color Low
Night Color Top
Night Color Middle
Night Color Low

Sun (Light)



Time System

Alternate Skybox

Weather System

Events System

Time System

In the Time System we control how long our in game days really take. How many days a year (number needs to be divisible by 4!). The starting day (affects seasons) and the start time of our day.



Time Of Day

Basics

Time System

Enable Time Of Day
Day Length In Minutes
Days Per Year
Starting Day Of Year
Starting Time Of Day

☒
5
8
0
5

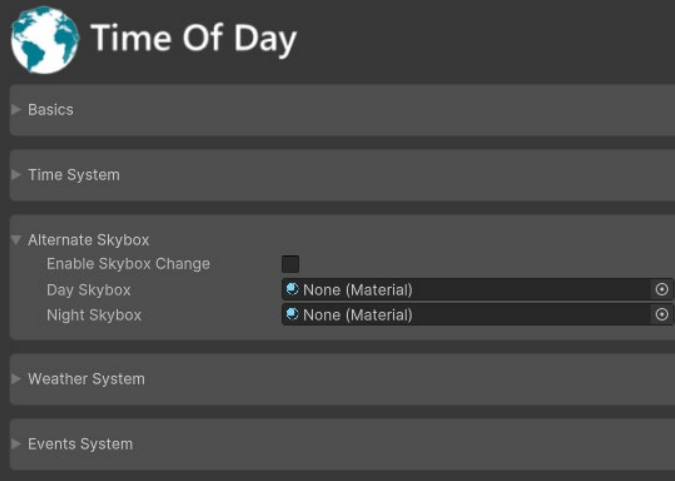
Alternate Skybox

Weather System

Events System

Alternate Skybox

In case you don't feel like using the procedural skybox and want to use your own skyboxes, you can set this here. This still allows you to use the time system, with your own skyboxes.

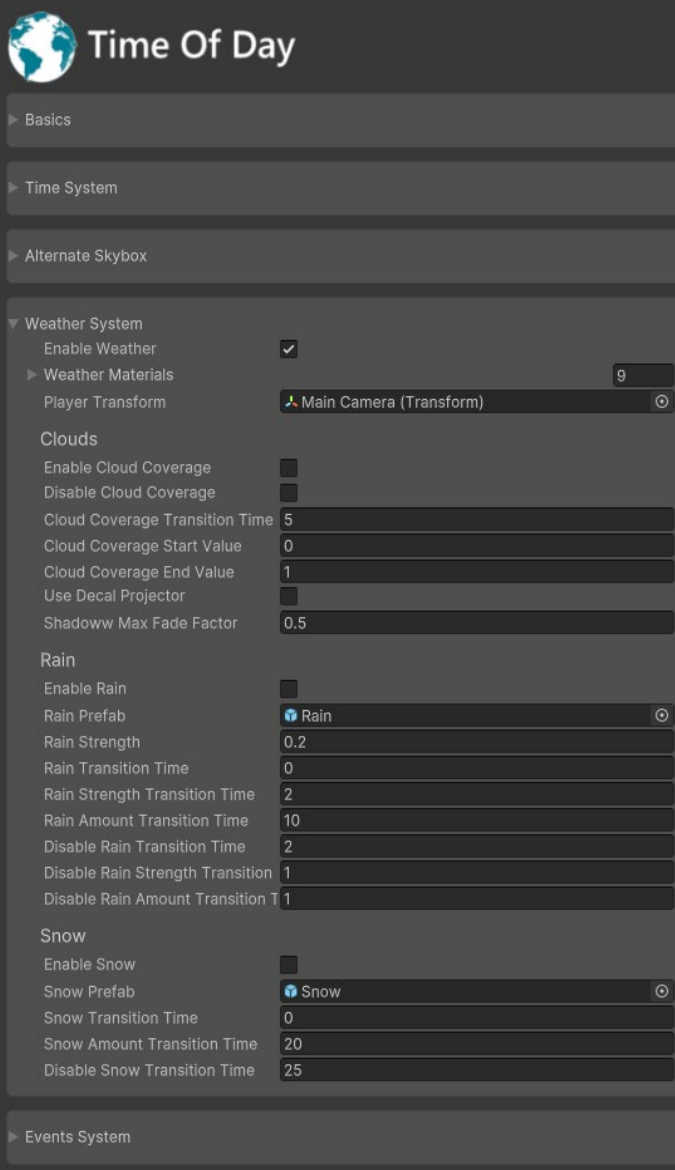


Weather System

The weather system controls our weather effects. It's important to drop your materials using the weather shaders inside of "weather materials" to ensure they'll be controlled by the script.

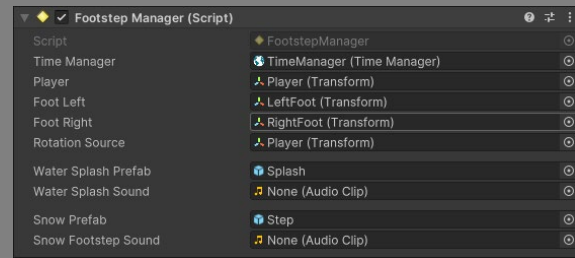
In Player Transform we select to which object the weather particles will be instantiated (this will also serve as the parent).

All these weather effects can be turned on/off with their own individual transition times. If you'd like to customize the effects more, make sure to look at the material settings.



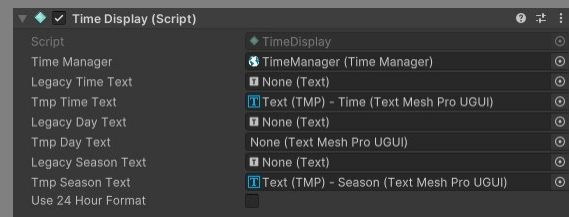
Footstep Manager

This component can be attached to your player (same GO as the animator) and allows us to instantiate vfx prefabs and sound effects. We can also select to which bone these will need to align.



Time Display

This component can be attached to any GO in your UI, and allows you to display time of day, seasons, days, and toggle how Time is displayed

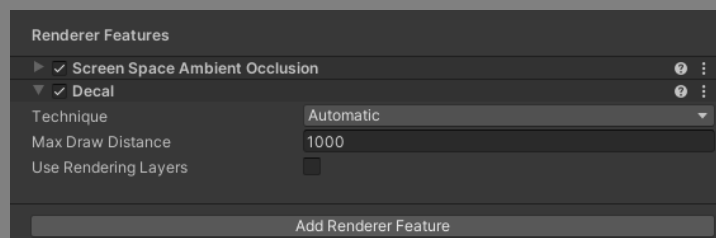


However it doesn't stop here. We've created integrations for popular assets as well. Here's an explanation on how to use them. Please refer to their respective demo scenes for more information:

- **Polygon Modular Fantasy Heroes** – Make sure you have this asset installed first, before opening the support package. This support package contains a modified shader that supports our weather effects as well! *(For Toon Shader make sure to set Smoothing Angle to 180 on the model)*
- **Game Creator 2** – Make sure you have this asset installed first, before opening the support package. This support package contains custom triggers, conditions, and actions to control events with GC2's visual scripting system!
- **The Vegetation Engine** – Make sure you have this asset installed first, before opening the support package. This support package contains two additional scripts that allow you to control seasons in TVE and wetness!
- **Unity Terrain - URP Demo Scene** – Make sure you have this asset installed first, before opening the support package. This support package contains a modified shader that supports our weather effects as well!

NOTE: If you want to use the decals in URP, make sure they're added to your URP Renderer.

Assets> Settings > Select your URP Renderer



Please make sure to check out the demo scenes on functionality, however if you have any more questions, please reach out on our discord for help! [-Click Here-](#)