Super Simple Skybox

Developed by OccaSoftware

Review this asset on the Unity Asset Store :)

What is this

An easy-to-use, artist-friendly, and feature-rich skybox shader made with Shader Graph.

What's included

- Materials
  - Simple Skybox Material
- Shaders
  - Simple Skybox Shader Graph
  - 5 Utility Shader Graph Subgraphs - Clouds, Stars, Sun, Light Position, and Skybox UV
- Art
  - 13 Cloud Textures
  - 10 Night Sky Textures
- Scripts
  - Easy-to-use script that lets your sun and moon rotate to simulate a day/night cycle.
  - Script that is used to define the rotation of the stars.
  - One assembly definition for the Skybox scripts

- Scenes
    - Demo Scene
    - Sample Post Processing Profile

Features

1. **Plug-and-play:** Drag and drop the skybox material into your scene's Skybox Material slot. You're done.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.
3. **Customizable:** Configure the skybox with 29 different parameters, including cloud and star textures, daytime and nighttime colors, sun colors, sunset parameters, moon size, color, and falloff, and more.

Support

Every asset we sell is backed by a 100% customer satisfaction guarantee. If you are not 100% satisfied, please contact us at hello@occasoftware.com or join our Discord.

We'd love to hear from you

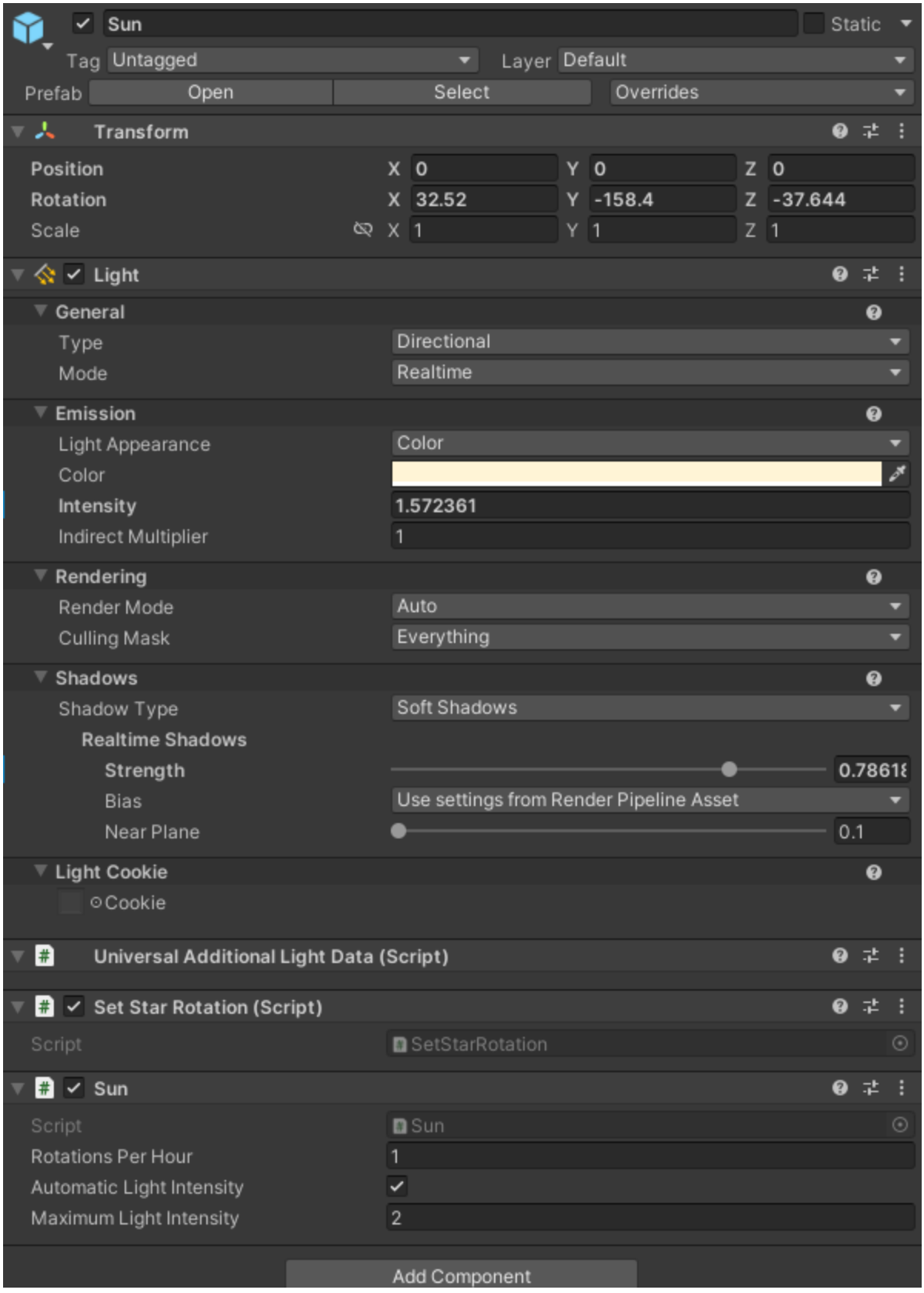
Your feedback is extremely important to us. We'd love to hear what you think of this asset so that we can improve it for you and for future developers.

Please share your feedback on the Unity Asset Store.

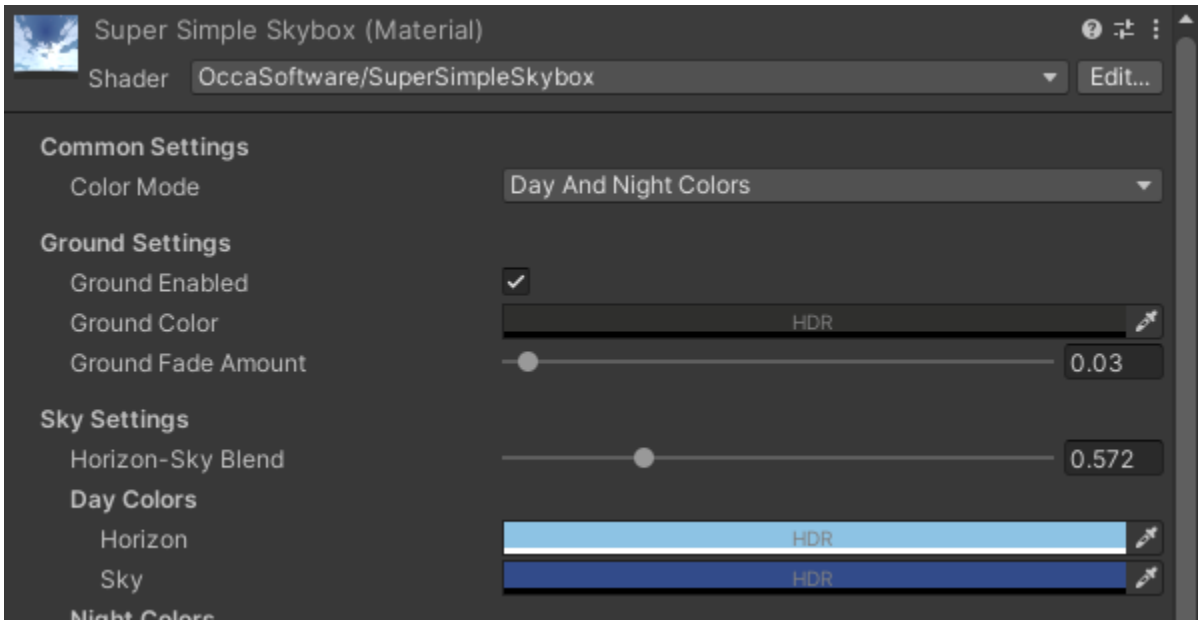
Usage Details

Initial Setup

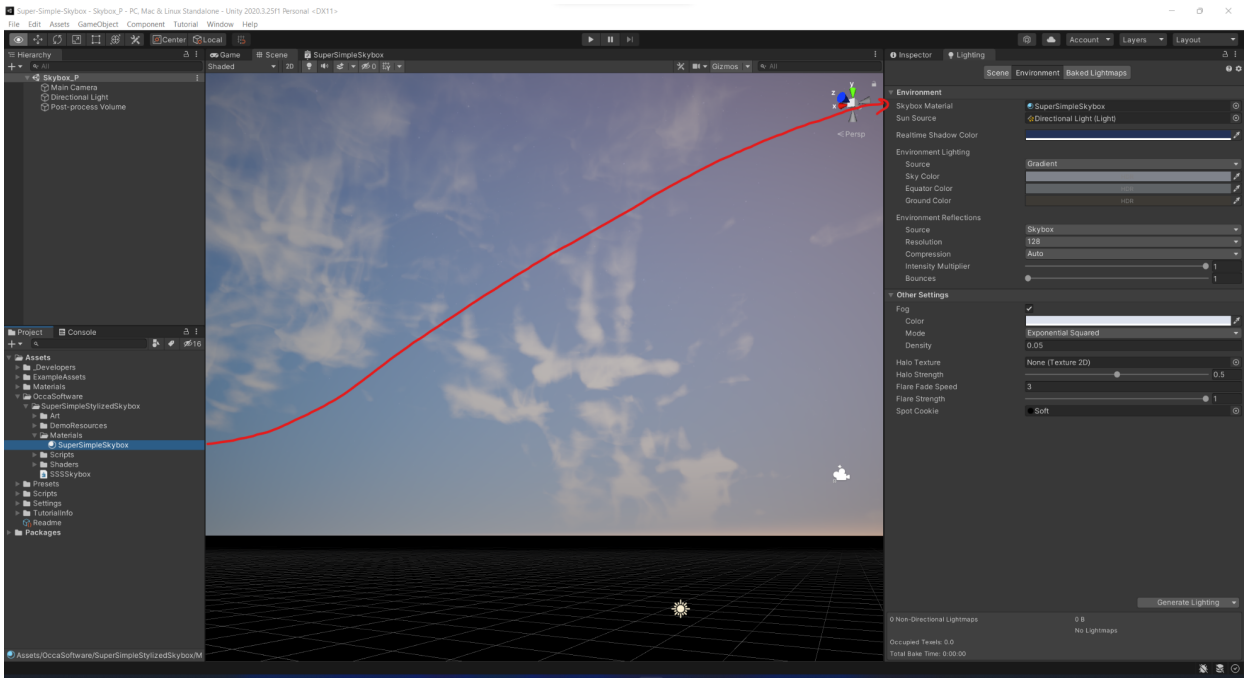
1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline**.
3. Add the **Sun.cs** and **SetStarRotation.cs** scripts to the main directional light in your scene.


Sun
Static
Tag Untagged
Layer Default
Prefab Open Select Overrides
Transform
Position X 0 Y 0 Z 0
Rotation X 32.52 Y -158.4 Z -37.644
Scale X 1 Y 1 Z 1
Light
General
Type Directional
Mode Realtime
Emission
Light Appearance Color
Color
Intensity 1.572361
Indirect Multiplier 1
Rendering
Render Mode Auto
Culling Mask Everything
Shadows
Shadow Type Soft Shadows
Realtime Shadows
Strength 0.7861
Bias Use settings from Render Pipeline Asset
Near Plane 0.1
Light Cookie
Cookie
Universal Additional Light Data (Script)
Set Star Rotation (Script)
Script SetStarRotation
Sun
Script Sun
Rotations Per Hour 1
Automatic Light Intensity
Maximum Light Intensity 2
Add Component

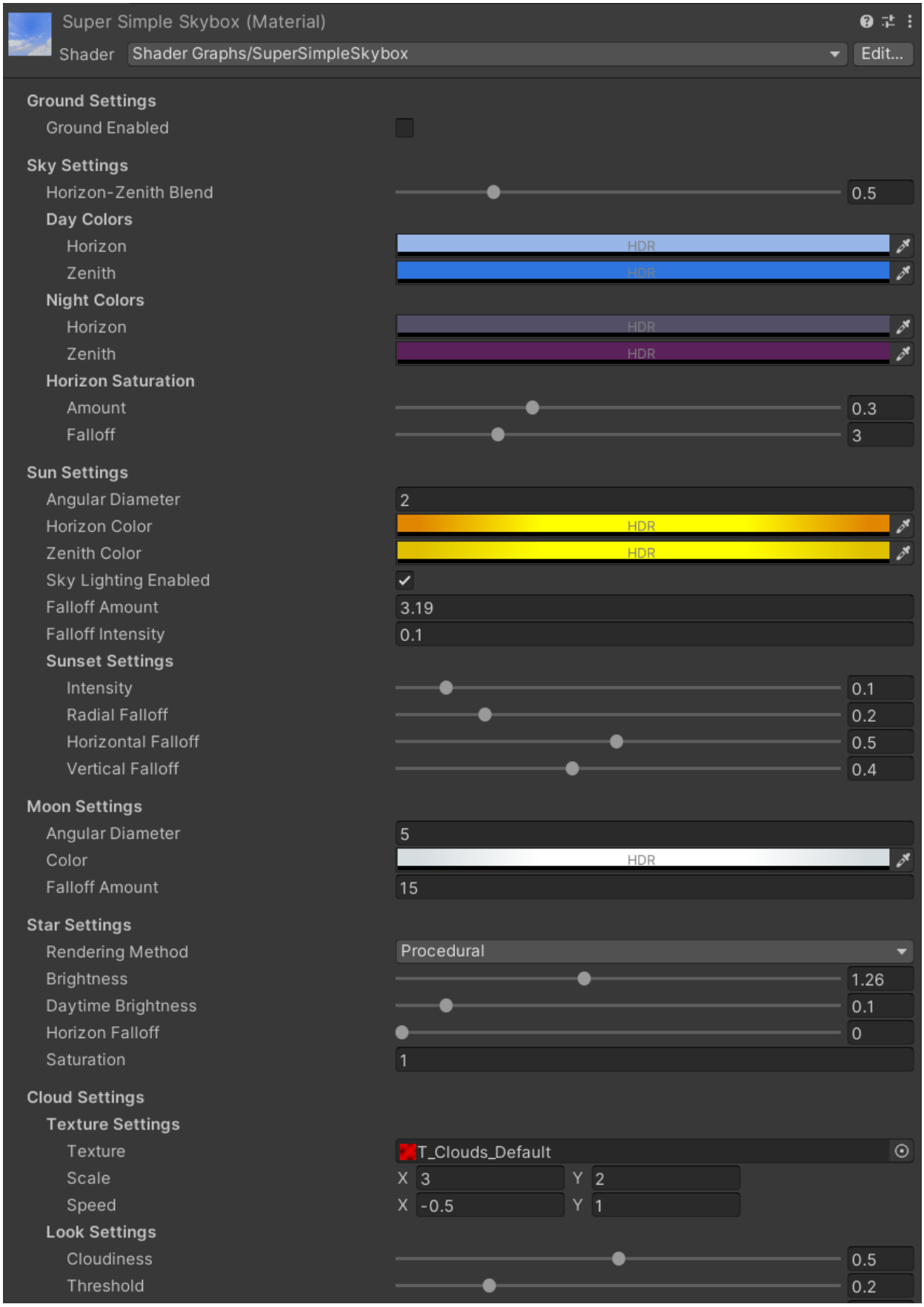
4. Create a new Material, then change the Shader type to OccaSoftware/SuperSimpleSkybox.



5. Drag-and-drop the newly-created Material into your Skybox Material slot (Lighting -> Environment).



6. Customize your Skybox by clicking on your Skybox Material and editing the parameters.


Super Simple Skybox (Material)
Shader
Shader Graphs/SuperSimpleSkybox
Edit...
Ground Settings
Ground Enabled
Sky Settings
Horizon-Zenith Blend
0.5
Day Colors
Horizon
HDR
Zenith
HDR
Night Colors
Horizon
HDR
Zenith
HDR
Horizon Saturation
Amount
0.3
Falloff
3
Sun Settings
Angular Diameter
2
Horizon Color
HDR
Zenith Color
HDR
Sky Lighting Enabled
Falloff Amount
3.19
Falloff Intensity
0.1
Sunset Settings
Intensity
0.1
Radial Falloff
0.2
Horizontal Falloff
0.5
Vertical Falloff
0.4
Moon Settings
Angular Diameter
5
Color
HDR
Falloff Amount
15
Star Settings
Rendering Method
Procedural
Brightness
1.26
Daytime Brightness
0.1
Horizon Falloff
0
Saturation
1
Cloud Settings
Texture Settings
Texture
T_Clouds_Default
Scale
X 3
Y 2
Speed
X -0.5
Y 1
Look Settings
Cloudiness
0.5
Threshold
0.2

7. Create as many copies of the Skybox Material as you would like. Each copy can have its own parameters and configuration.

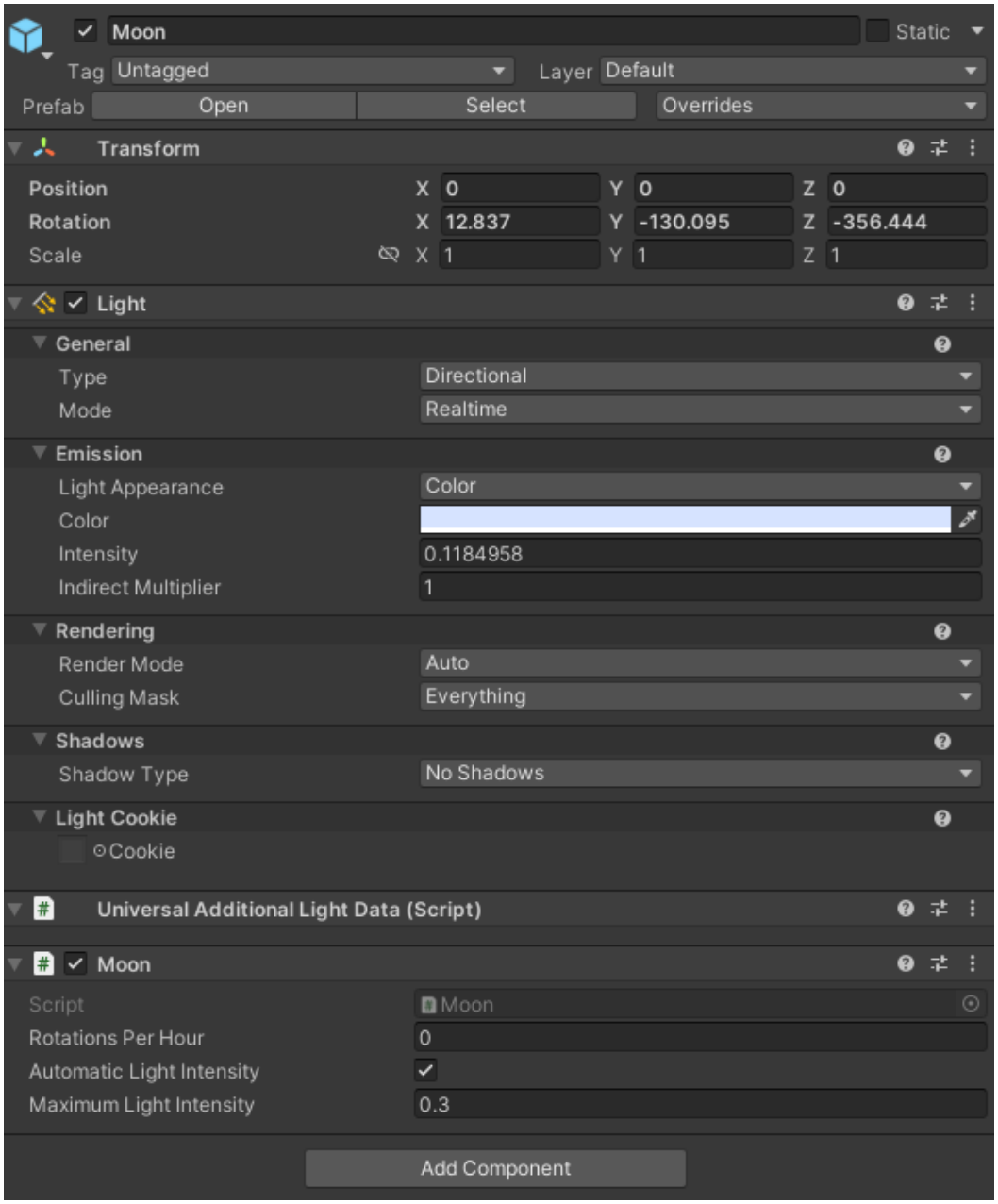
Subscribing to the built-in event system

- The Sun.cs script and Moon.cs script both inherit from the DirectionalLight.cs script, which has two events: **OnRise** and **OnSet**.
- You can subscribe to these events to trigger other actions in your scene when the corresponding light rises or sets.

Adding a Moon

You can also add a Moon in your scene.

- To add a moon, just add an additional Directional Light in your scene.
- Then add the Moon.cs component.



Built-In Render Pipeline Support

Note regarding Built-In support coverage. *This asset is designed for and targets Universal Render Pipeline. However, Unity has added Shader Graph support to the Built-In Render Pipeline from Unity 2021.2. Given that context, this asset has been updated to work on Built-In Render Pipeline for Unity 2021.3 as of release 1.4.0. However, future updates to this asset are not guaranteed to work on Built-In and support is not explicitly guaranteed for Built-In. URP is the target platform. In the event Built-In support will break to enable an improved URP experience, Built-In support will be broken.*

That being said, you should be able to import and use this asset in Built-In Render Pipeline following the above directions.

Additional recommendations:

- Set colorspace to Linear
- Ensure Post-Processing is enabled with HDR Color Grading and Tonemapping enabled.

Please feel free to contact me at michael@occasoftware.com for any additional support regarding Built-In.

Links

- Website & Docs
- Discord
- Youtube