



Unity Asset - Azure[Sky] Dynamic Skybox v7.1.2

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Unity Asset - Azure[Sky] Dynamic Skybox v7.1.2:

Experience the pinnacle of sky system technology with Azure[Sky] Dynamic Skybox, an all-encompassing solution that elevates your project to new heights. Designed with versatility in mind, Azure is equally adept at enhancing projects with realistic or stylized graphics, offering unparalleled flexibility and control.

Save precious development time with Azure, as it eliminates the need to painstakingly craft a sky system from scratch. With its comprehensive feature set and performance optimization, Azure empowers developers to focus on productivity and accelerate their game's release date.

- **Performance:** Meticulously optimized for performance, Azure ensures smooth operation while delivering a wide range of features. While not optimized for mobile devices, Azure's complexity and purpose make it unmatched in performance and functionality.
 - **Sky System:** Azure's physically based sky system offers a realistic day-night cycle with customizable settings. From adjusting atmospheric conditions to simulating otherworldly environments like Mars, Azure provides complete control over scene lighting.
 - **Fog System:** The fog scattering effect adds realism to scenes, seamlessly blending the horizon with the sky. Supporting Global and Height fog, Azure includes instructions for integrating custom transparent shaders to work seamlessly with the fog effect.
 - **Time and Date System:** Azure includes a robust time system with precise positioning of the sun and moon based on time, date, and geographic location. The system features accurate moon phases and a complete calendar for easy navigation and date selection.
 - **Event System:** Integrated with Unity's Event System, Azure's event system allows dynamic creation and deletion of game objects, method calls, and more based on the time of day.
 - **Weather Profile System:** Azure's weather profile system enables the creation of custom weather profiles, allowing for dynamic changes in sky settings. Profiles can be seamlessly switched to simulate different weather conditions.
 - **Weather System:** Easily change weather conditions at runtime with Azure's weather system. Complete with lightning effects and sound FX, developers can simulate rain, wind, and thunderstorms with ease.
 - **Local Weather Zones:** Azure supports local weather zones, enabling automatic weather changes as the player moves through different regions of the scene.
 - **Cloud System:** Azure features a dynamic cloud system integrated with the weather/profile system. Developers can choose to use third-party cloud shaders or disable clouds for background sky usage.
 - **Curve and Gradient System:** Azure introduces extensive use of curves and gradients for unparalleled customization. Adjust properties dynamically throughout the day to achieve unique weather conditions and atmospheric effects.
 - **Override Properties:** Create custom properties to control various aspects of your game based on the time of day. Override existing properties without writing code, allowing for dynamic adjustments to sound effects, terrain shaders, and more.
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- Supports Linear and Gamma Color Spaces.
 - Compatible with All Rendering Paths.
 - Includes All C# Source Code.

Important Warnings:

- Not optimized for mobile devices.
- Currently not compatible with HDRP or volumetric clouds/lighting.
- Not tested on VR platforms and may lack support for certain features.



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标签

平面设计

Unt Assets

3D-Models

- Some assets depicted in images, videos, and demo scenes are not included with the package.

Elevate your game's visuals with Azure[Sky] Dynamic Skybox and unlock unparalleled realism and versatility in your Unity projects.



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