



Unreal Engine - Starry Sky (Engine version 4.26- 4.27, 5.0- 5.2)

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Unreal Engine - Starry Sky: Enhance your projects with beautiful night scenes and a dynamic day & night cycle with this package. Easily integrate a day and night cycle featuring dynamic lighting, a starfield, and a Moon, allowing you to create captivating atmospheres. The clouds cast real-time shadows on the map, and you can even create time-lapses of the starfield and the Moon.

- 5 starfield cube maps types to choose from, including a realistic Milky Way adapted from ESO Panorama: The Milky Way panorama | ESO
- Update: New 16K starfield and Milky Way cube maps added from NASA Deep Star Maps SVS: Deep Star Maps 2020 (nasa.gov)
- Realistic Moon and its phases, textures from NASA: SVS: Moon Phase and Libration, 2018 (nasa.gov)
- SkyAtmosphere Day & Night cycle that considers the latitude
- Dynamic day and night lighting, no need to bake light
- Simulate Earth's rotation speed, enabling you to create time lapses of the night sky with the stars and Moon in motion in the sky
- Customizable volumetric and 2D clouds that interact with atmosphere lighting
- Easy to install, use, and newcomer-friendly



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