Blender Market – Procedural Sky System v0.2.2

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Blender Market – Procedural Sky System v0.2.2: A fully procedural sky system that includes a World node graph, the moon, and sun rigs that can dynamically change between day/night and night/morning. It works in both Eevee and Cycles and can be used as an HDRI alternative. Colors can be fully customizable using an easy ramp configuration that determines sky, cloud, and sun colors. Clouds can be controlled easily as well as animated to simulate shading using highlights and shadows.

Ideal for cartoons, fantasy, and semi-realism. Include turbulence and softness in your images to show wispy clouds. Enhance the intensity and darken shadows to create dramatic skies with storms. It was designed to allow artistic control rather than scientific precision. The sky setting can be infinitely adaptable, but it is carefully designed to ensure that it doesn't produce unrealistic outcomes. Just adjust the parameters and color ramps within the material.

Gfx plugin details of Blender Market – Procedural Sky System
The product is in **category from Blender Market**, for more information about this post, you can click on the home page link in the sidebar.

The Sun Rig makes use of a sun-light object to control the position of a customizable and visible sun inside the shader of the universe. The rig guarantees that the sun's angle is always in line with the scene's center, and thus, it can be put in any position without manually rotating it. The sun's angle becomes the main factor in the evening, day, or morning color modes.

- Fully integrated with Blender's built-in Sun Positon add-on.
- Create your custom settings.
- It comes with 18 different options for presets
- The Viewport quick menu is initiated by using a customized hotkey
- Auto lights automatically activate or disable the Sun as well as the Moon and intensities based on the sun's position
- Modify the colors and shapes of the Sun, Moon, Stars, and Clouds.
- Cell shading in animation style
- There is no need to use shader graphs; all parameters are visible on the world tab.

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