

# Fantasy Skybox



## Introduction

---



## Fantasy Skybox

[Fantasy Skybox](#) contains 34 high-quality skybox. There are hand-painted textures for sun/sunless and moon/moonless. Demo scenes let you navigate through all skyboxes to find which one is the best for your game.

Try [Fantasy Skybox FREE](#) .

---

Copyright © 2015-2018 Gold Experience Team  
<https://assetstore.unity.com/publishers/4162>

# Fantasy Skybox



## Key features

---

- High-quality hand-painted textures.
  - Contains 34 skyboxes.
  - Contains Sun/sunless and moon/moonless skyboxes.
  - Contains demo scene and sample scripts.
  
  - Desktop and mobile friendly.
  - Supports all Unity build player platforms.
- 

Copyright © 2015-2018 Gold Experience Team  
<https://assetstore.unity.com/publishers/4162>

# Fantasy Skybox



## Related URLs

---

### Fantasy Skybox

Fantasy Skybox:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-18216>

Fantasy Skybox FREE:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>

### YouTube

Demo: [https://youtu.be/FI6HHI\\_GtEU](https://youtu.be/FI6HHI_GtEU)

Tutorial: [https://youtu.be/CZwStQ\\_VbN4](https://youtu.be/CZwStQ_VbN4)

### Get to know skybox on Unity3D website

Know what is skybox:

- <https://docs.unity3d.com/Manual/class-Skybox.html>

How do I Make a Skybox?

- <https://docs.unity3d.com/Manual/HOWTO-UseSkybox.html>

# Fantasy Skybox



## Release Note

---

### Version 1.4.0

- Added 2 skyboxes from [Night Skybox](#) package.
- Added and updated demo scenes for each skybox.
- Rearrange folders and skyboxes.
- Removed 512x512px and 256x256px textures.
- Updated Sun/Sunless of 01A\_Day, 01B\_Day, 02A\_Day, 02B\_Day, 03A\_Day, 03B\_Day, 04A\_Day, 04B\_Day, 05A\_Day, 05B\_Day, 06A\_Day, 06B\_Day skyboxes.
- Updated Moon/Moonless of 01A\_Night, 01B\_Night, 05A\_Night, 07A\_Night, 07B\_Night skyboxes.
- Update demo scene and sample scripts.
- Unity 2017.3.1 or higher compatible.

### Version 1.3.8

- Update Skybox parameters.
- Update demo scene.
- Unity 5.6.1 or higher compatible.

### Version 1.3.5

- Update GUI Animator FREE to version 1.1.5.
- Unity 5.5.1 or higher compatible.

### Version 1.3.0

- Fixed; Requested build target group doesn't exist in PlayerSettings validation.
- Update GUI Animator FREE to version 1.1.0.
- Unity 5.4.0 or higher compatible.

## **Version 1.2.6**

- Update GUI Animator FREE to version 1.0.1.
- Unity 4.7.1 or higher compatible.
- Unity 5.3.4 or higher compatible.

## **Version 1.2.5**

- Add Full Screen toggle button.
- Add Settings button and details panels.
- Change texture files now use png instead of tga.
- Fixed GUID conflict with other packages.
- Improve first person player controller.
- Update sample scripts.
- Update Demo scene.
- Unity 4.6.9 or higher compatible.
- Unity 5.3.2 or higher compatible.

## **Version 1.2.3**

- Update sample scripts.
- Update skybox textures.

## **Version 1.2.2**

- Update demo scene.
- Update sample scripts.
- Add UI in demo scene.
- Add GUI Animator FREE.
- Unity 5.0.1 or higher compatible.

## **Version 1.2.1**

- Add 14 skyboxes.
- Update Demo scene.
- Update FSPlayer script.
- Change texture compression.

## **Version 1.2**

- Change packages name to Fantasy Skybox.
- Add 2 skyboxes.
- Rearranged folders for future update.
- Change texture format to True color.

### **Version 1.0.1**

- Update demo scene.
- Update Sunny Player.cs script file.

### **Version 1.0 (Initial version)**

- 10 skyboxes from 5 different designs.
- 1024x1024px texture for each side of skybox.
- Demo scene and script.
- Light & Render settings guide for each skybox.
- Mobile friendly.
- Supports all player platforms.
- Unity and Unity Pro compatible.

# Fantasy Skybox



## How to use Demo Scenes

---

In case you want to see video tutorial for the same topic, [https://youtu.be/CZwStQ\\_vbN4](https://youtu.be/CZwStQ_vbN4) .

1) Unity Menu, select **Top Menu->Edit->Build Settings**.

Hot keys, **Control+Shift+B** on Windows or **Command+Shift+B** on Mac.

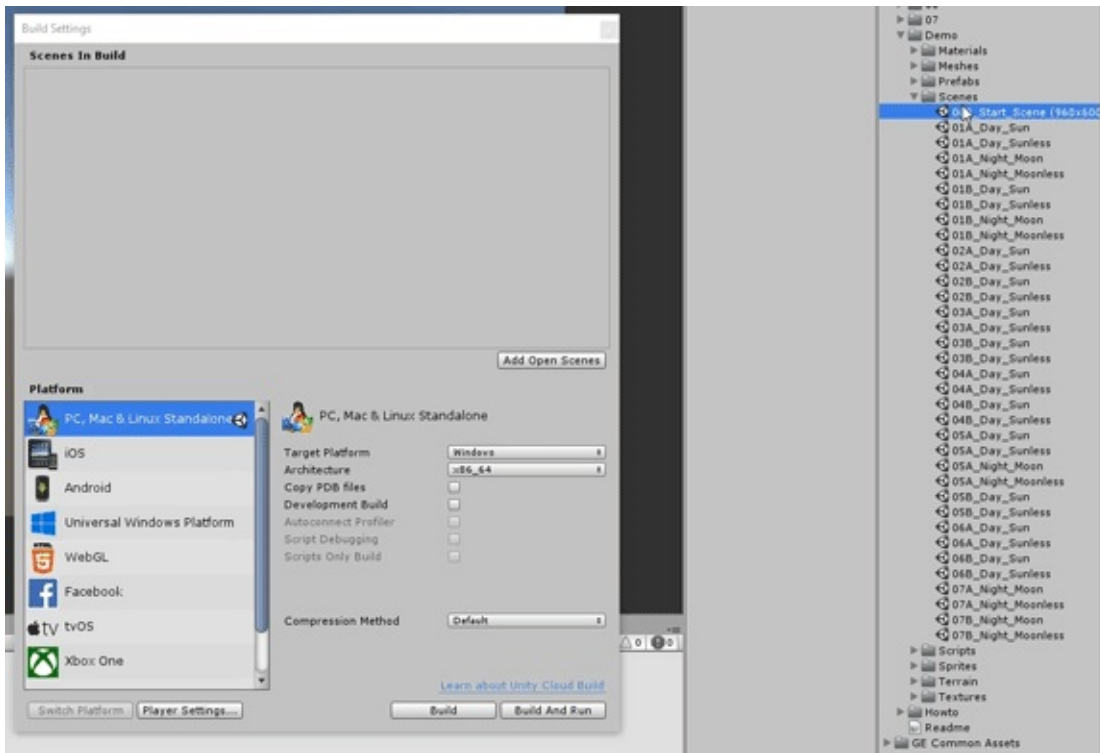
New Scene	Ctrl+N
Open Scene	Ctrl+O
<hr/>	
Save Scenes	Ctrl+S
Save Scene as...	Ctrl+Shift+S
<hr/>	
New Project...	
Open Project...	
Save Project	
<hr/>	
Build Settings...	Ctrl+Shift+B
Build & Run	Ctrl+B
<hr/>	
Exit	

2) Project tab, expand **Fantasy Skybox/Demo/Scenes** folder.





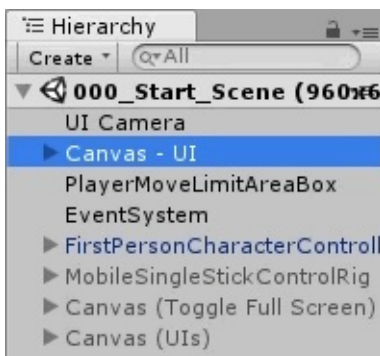
3) Drag all demo scene files into **Scene In Build** on **Build Settings** dialog.



4) Close **Build Settings** dialog.

5) Project tab, open **000\_Start\_Scene** scene. This is start scene where contains sample script, it will load others when you press Play button. Other scenes are for each skybox container.

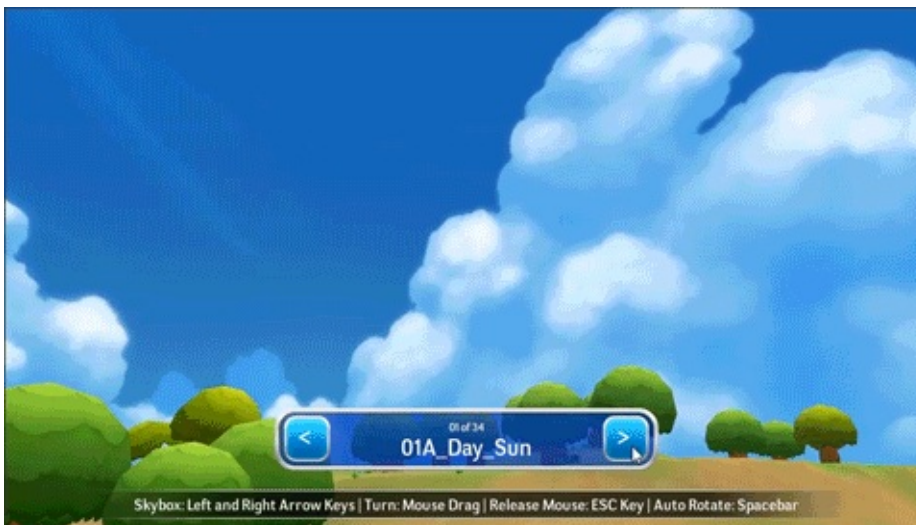
6) In Hierarchy tab, select **Canvas - UI** .



7) In Inspector tab, there are **Camera Mode** where you can toggle **Manual** or **Auto Mode** .



8) Press Play button.

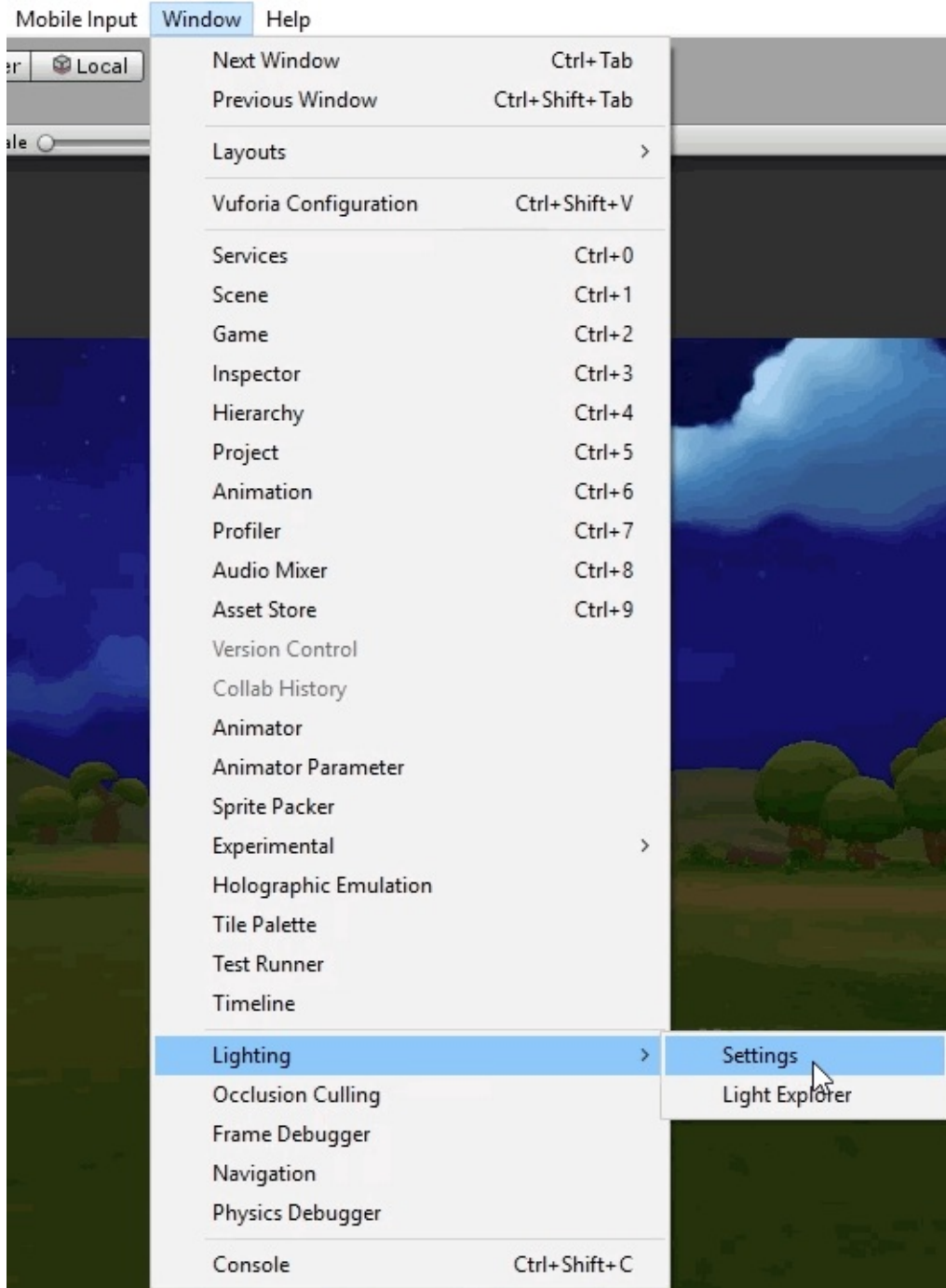


Camera automatically rotates around when you select **Auto Rotate Camera** in **Camera Mode**. Use Left and Right arrow keys to change skybox, Spacebar to switch to **Manual** mode.

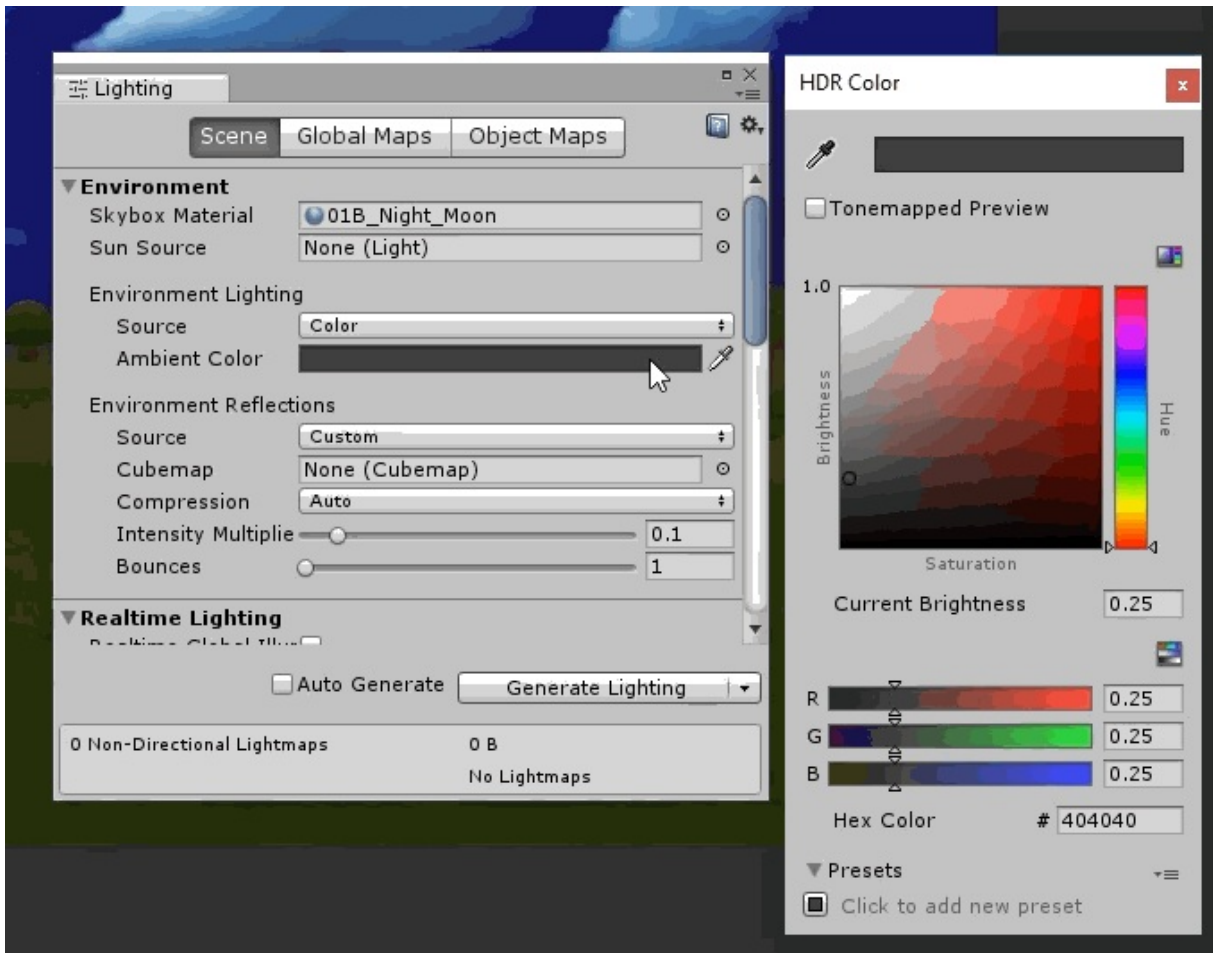


In Manual mode, you use mouse to turn and tilt, Left and Right arrow keys to change skybox, Spacebar to switch to **Auto Rotate Camera** mode.

9) Notice that each scene has different Light and Skybox settings. To access settings, select Mainmenu, Windows, Lighting and Settings.



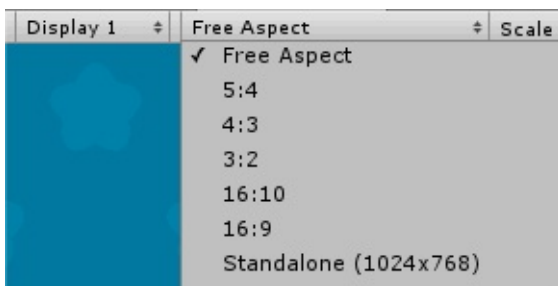
10) In Lighting dialog you will find Environment parameters such as what skybox is using for the current scene or what color for Ambient. You can use this parameter as a guide for scenes of your games.



The following steps are optional, just in case you want to change the Game tab resolution to match with our demo scenes.

1) Add 960x600 resolution to the Game tab.

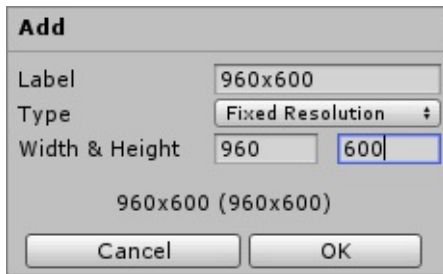
1.1) Click resolution dropdown-list on Game tab.



1.2) Click the small Plus(+) button.



1.3) Dialog appears.



- **Label** text area, type **960x600** .
- **Type** list box, select **Fixed Resolution** .
- **Width & Height** , type **960** and **600** .
- Click OK button.

1.4) Click OK.

2) Change resolution of Game tab to 960x600px.

2.1) Click on drop down list in Game tab.

2.2) Select **960x600** item.



# Fantasy Skybox

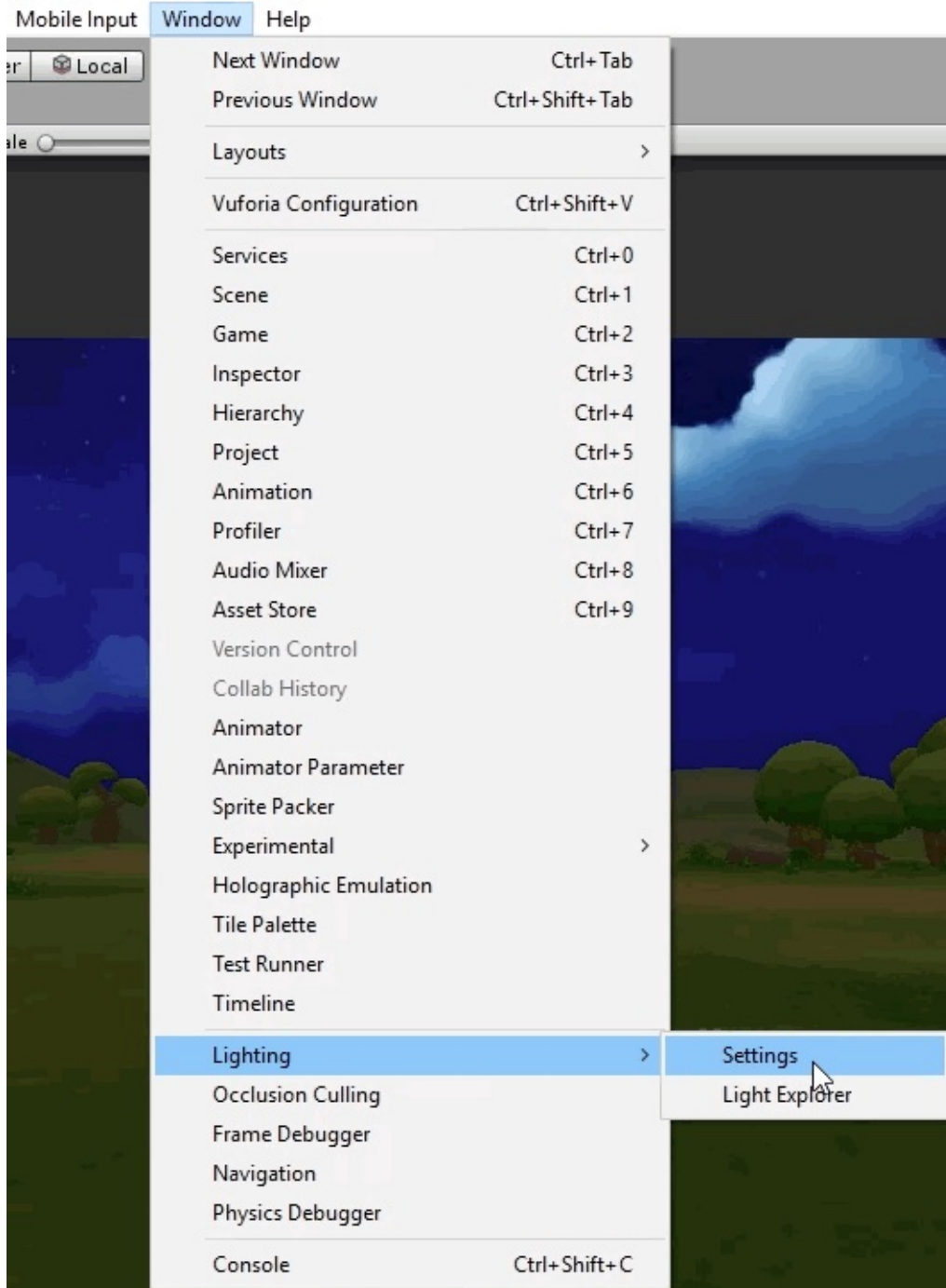


## How to find Skybox Setting of each scene

---

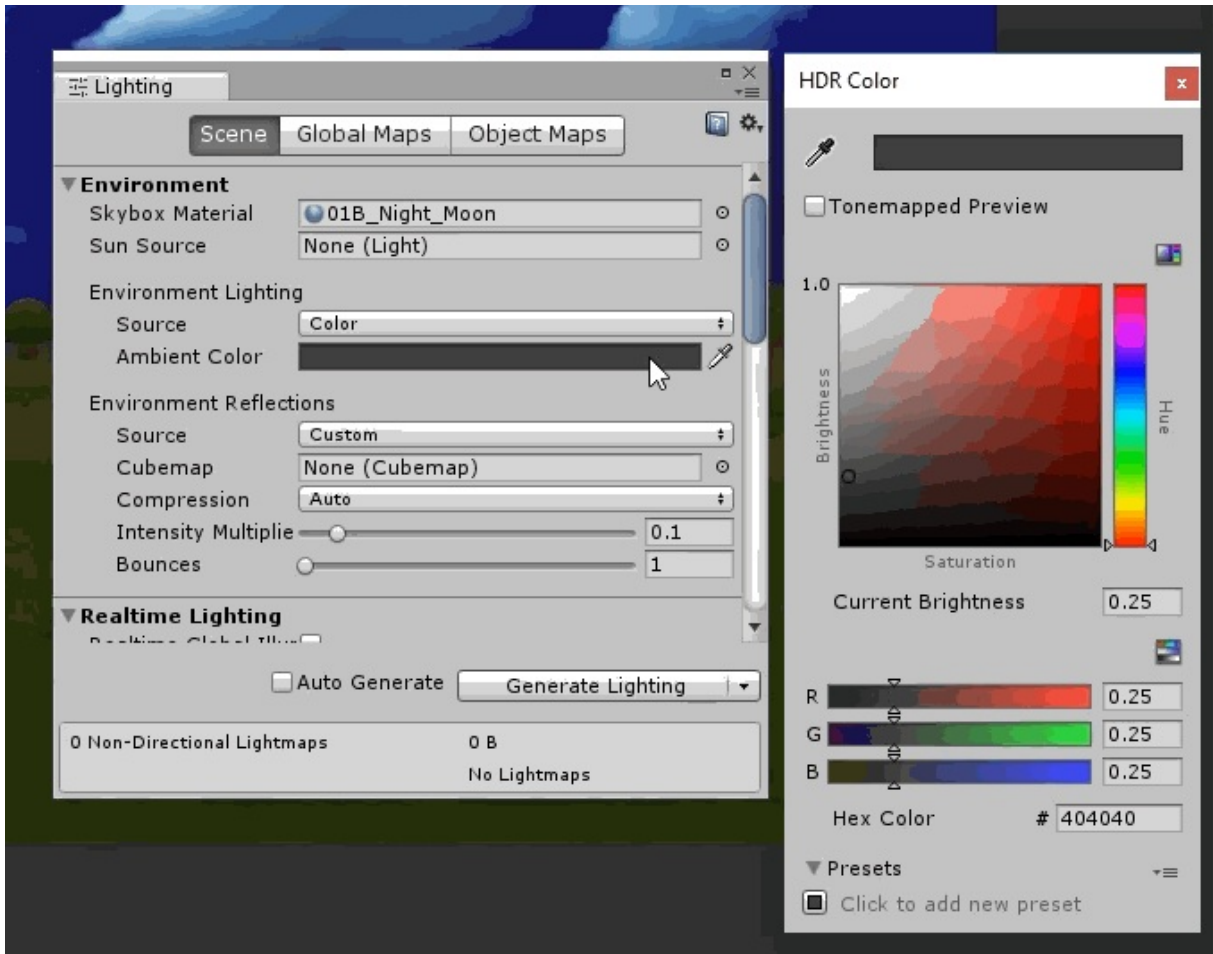
Each demo scene has different skybox and lighting settings. You can find it in Lighting dialog.

1) Select Main menu -> Windows -> Lighting -> Settings.



2) In Lighting dialog you will find Environment parameters such as what skybox is using for the current scene or what color for Ambient. You can use this parameter as a guide for scenes of your games.





Copyright © 2015-2018 Gold Experience Team  
<https://assetstore.unity.com/publishers/4162>