Incremental Day Night Cycle

Introduction

Thank you for purchasing the Incremental Day Night Cycle. This package was developed to provide an all-in-one asset that can be added to any game scene. This asset is completely plug and play and will work immediately when added to your game, providing you with real-time lighting and an in-game clock.

Included

This asset includes prefabs for Environmental Objects, analog and digital clocks, and a basic tree that was made for the demo scene. There are a total of 16 images included for the various Moon Phases. Eight that are semi-transparent and 8 that are cutout (Transparent are used by default but others are included for preference). This project also uses the 50mm flare which is available by default in the Unity Standard Assets package. The demo camera is included as well but should not be used in your game, as it is simply for player control during the demo. The camera object and script attached can be deleted from your project without causing any damage.

Setup

This asset is completely plug-and-play. Simply delete the directional sun from your game scene and drop in the 'EnvironmentObjects' prefab. This prefab is the source of the sun rotation and the time. The main script (DayNightCycle.cs) is attached to the parent object of 'EnvironmentObjects' and is needed as a reference in order for the clocks to work.

While there are prefabs included for the Clock objects, any model can be used for this. As long as your 3D model (Analog Clock) has separate objects for the Hour and Minute hands, they can be set up in the exact same way. Add ClockRotate.cs to the parent object of your clock and you can set up from there. The script also has options for which axis your hand will move, as well as an offset in case the rotation doesn't match the correct time.

Additional Notes

• In order for the ambient color of each day phase to work, 'Environment Lighting' under Lighting Options in your project needs to be set to 'Color'

• Moon Phases and StarSphere Material can be changed to any image without causing issue.

• StarSphere may reset materials on import, simply correct this by changing the StarSphere to use the 'StarSphereMat' Material.

• If the moon appears too brightly, change the Smoothness setting on the material.

• Fog will only be used if Fog is enabled under Environment Lighting Settings.

Conclusion

I hope that you find this Incremental Day Night Cycle to be a great addition to your already awesome game. If you have any issues with this package, find a bug, or need help with set up then please feel free to reach out to me via email at FrodoUndead@gmail.com I will do my very best to help you with any problems you may encounter. Thank you again for your purchase. Happy development! 💻