



ALLSKY

5th EDITION 220+ SKYBOXES



ALLSKY

A full palette of 220+ skyboxes for Unity

- Including Day, Night, Anime, Above the Clouds, Cartoon, Fantasy, Hazy, Epic, Space, Mammatus, Sunless and Moonless categories.
- Various styles: Day, Night, Cartoon, Fantasy, Hazy, Epic, Space, Sunless and Moonless!
- For lighting artists, environment artists and indie developers looking for a wide suite of skies to light their environments.
- Lighting from day to night: Twilight, sunset, multiple times of day, multiple times of night, skylight.
- Many weather and cloud types: Clear, overcast, summery, stormy, autumnal, hazy, epic, foggy, cumulus.
- Skies are provided as 6-sided cubemaps sized from x1024 to x2048 per-side along with an equirectangular cubemap texture from 4k to 16k in size.
- Every sky has an example lighting setup scene.
- Online documentation with a catalogue of skies. Consult before importing.
- For URP and BRP Render Pipelines.

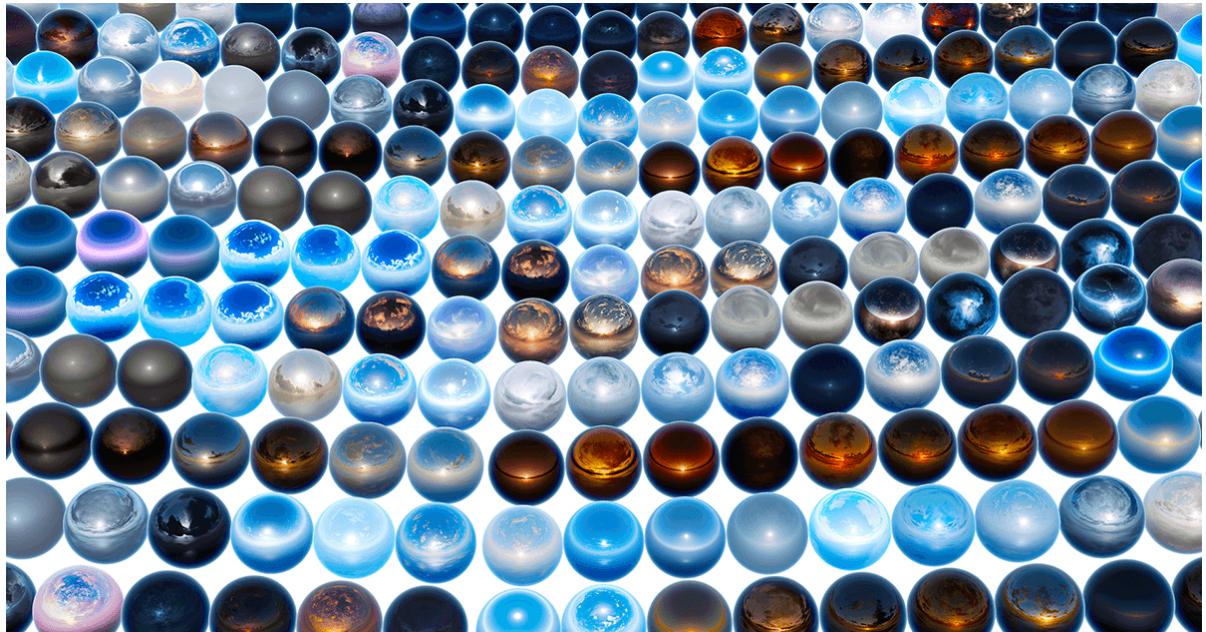
Unity Asset Store

<https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-200-sky-skybox-set-10109>

Live Online Documentation

<https://docs.google.com/document/d/1MMtkBSLw4FEoTNhUvK11DCQhRifKsn09xmuNDkAaok/>

(Recommend setting View->Print Layout to OFF)



IMPORTING

AllSky is a very large asset.

It could take Unity some time to import the complete set of skyboxes!

Full install times, tested on an Intel 6700K i7 and an Intel Core i9 :

- Unity 2021 : approx 9-10minutes.
- Unity 2020 and earlier : approx 20 minutes.

On a Macbook Pro M3 Max

- Unity 6 : approx 3-4 minutes

The sky textures (cubemaps and 6-sided) currently import at 2048 resolution and normal quality compression. This will result in much faster import times for the asset as a whole. But please remember to alter them if you want to maximise quality. Do what is most suited to your project's needs. Read on for more import options.



It is recommended to only import small sets of skies at a time. You can make this choice on the initial asset import dialogue that shows its contents. Ensure only the items you want to import are ticked.

Be sure to import the AllSkyDemoEnvironment if you want to see it in the example scenes.

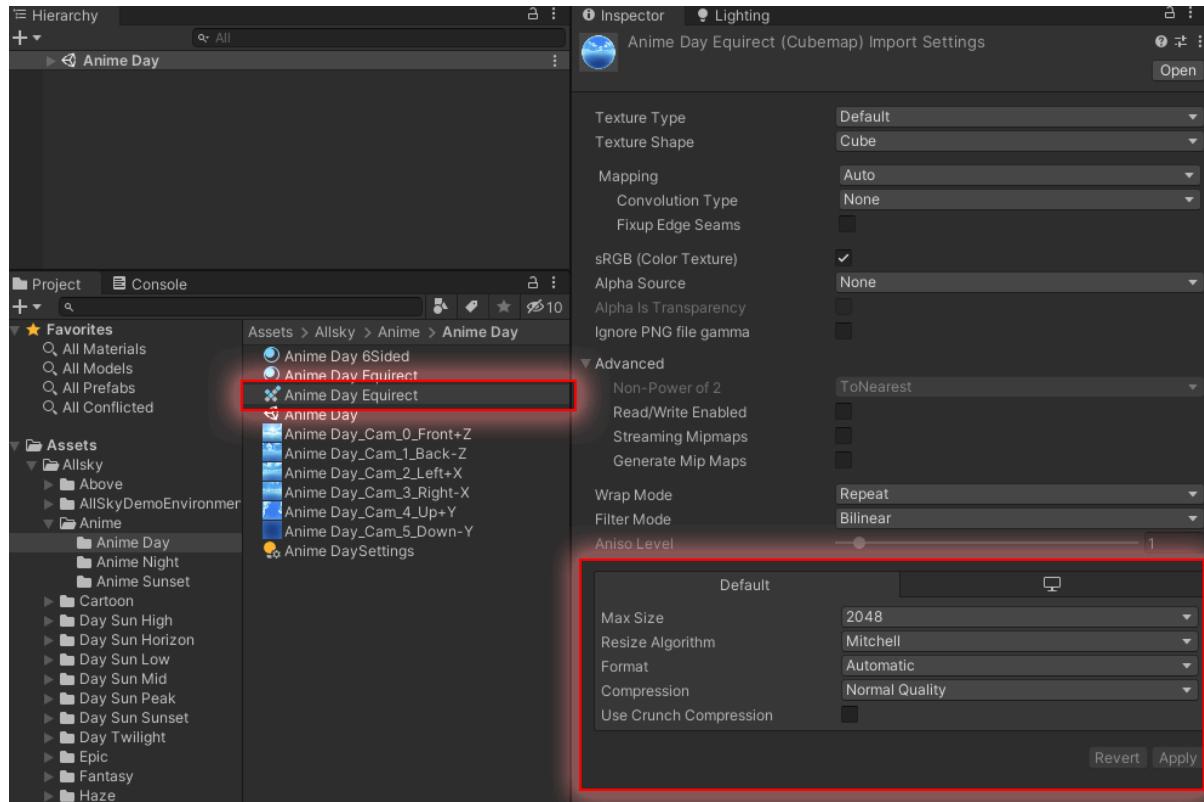
Consult the [SKY CATALOGUE](#) to find skies you want to import.

You might find it useful to create a separate Unity Project and import AllSky there on its own. (Perhaps leave it overnight.) Browse the skies freely there and then copy over those you

want to add to your project. This will help prevent your main project size from increasing too much.

If you have errors regarding importing or decompression of the asset, please consult the [FAQ](#) answer on importing.

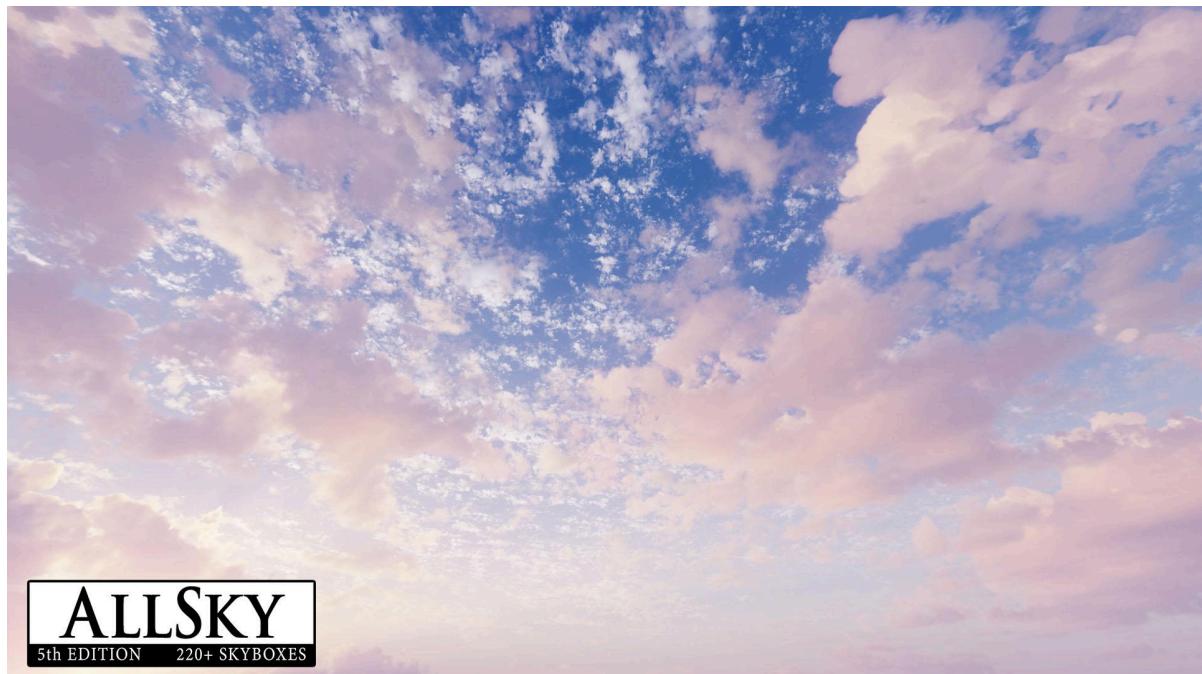
COMPRESSION



If you want to change the compression options simply select a texture or cubemap in the project folder view and edit the settings in the inspector. You can customise them for each platform if you need to.

The import resolution and type of compression used on the sky textures is entirely up to you. It should be set at a level which you feel utilises appropriate amounts of memory for your target game platform, balanced with the amount of compression artifacts that you feel are acceptable.

If you find you have banding you can't eradicate, I strongly recommend you consider adding some form of noise or dithering into your post-processing stage. This helps solve many issues in games with banding. [Unity article on dithering](#).



TECHNICAL

Render Pipelines :

Skyboxes can be used in Unity's URP and Built-In render pipelines.

HDRP no longer supports skybox shaders. (

<https://docs.unity3d.com/Manual/skyboxes-using.html>)

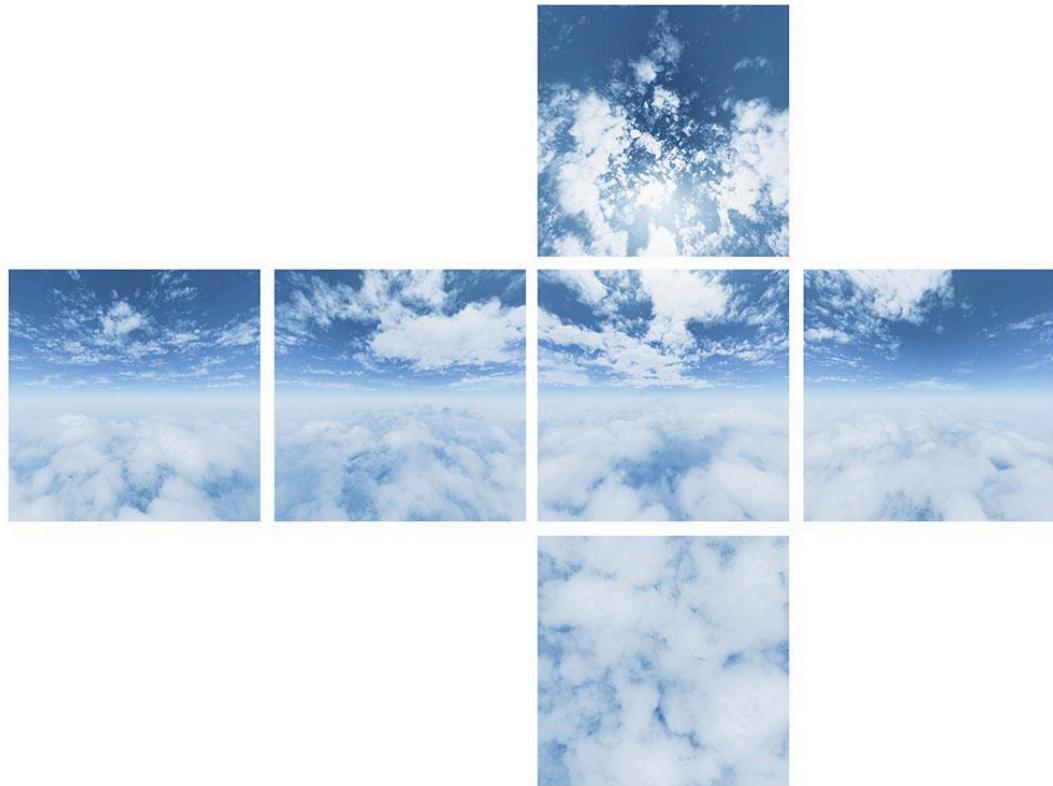
Each sky is provided in two formats :

- An Equirectangular image. Also known as a latitude-longitude or lat-long map. These vary in size up to 16k. The import settings will instruct Unity to create a cubemap using this texture. The default import resolution is 4K, it can go higher if needed but

you may get diminishing returns on quality despite the greater memory usage.



- A set of 6 textures representing each side of the skybox. The source PNG texture resolution per-side ranges from x1024 to x2048. They are imported as textures, with *clamp* enabled to prevent seams. They are then assigned to a 6-sided skybox material.



Equirectangular is the preferred format for most uses. Especially if you want to edit the colour or tone then you will likely want to edit this as it is one single image. Load it in photoshop and make changes to the entire texture at once. If you make any localised changes you will want to take special care on the edges as there is a high chance of distortion or visible seam creation.



Skies are sorted by time of day or style in folders.

Each individual sky has a folder which contains the textures and a material with those textures assigned.

There is also a demo scene with example lighting and fog that you might find useful for reference.

Each sky has two materials, one equirectangular and another 6-sided, which you can set as your scene's current skybox. Please consult the [Unity documentation](#) for your version of Unity if you are unsure how to do this.

Many of the materials are set as '*/mobile/skybox*' shaders - which should be fastest - but you can change them to the other skybox shaders that ship with Unity and set the required textures. Some add tint, exposure and rotation controls.

Texture based skyboxes render extremely fast! They are suitable for all platforms and specifications.

If you find you have banding you can't eradicate, I strongly recommend you consider adding some form of noise or dithering into your post-processing stage. This helps solve many issues in games with banding. [Unity article on dithering](#).

AllSky is quite simple so it should work in any version of Unity. Importing has been tested in Unity 2018 LTS, 2019 LTS, 2020 LTS & Unity 6. Unity 5.6 can import the sky textures and materials.



DEMO SCENE

Each sky also has a demo scene. This shows a simple low-poly environment to demonstrate lighting and fog settings for that sky.

It was lit in the Forward Lighting Rendering Path with Linear lighting Color Space, or for Unity 6 and onwards it was lit in URP.

To see the lighting as intended your project will need a project with those settings. (Under Edit->Project Settings->Player). If you have to change these settings it may be necessary to re-import the sky textures.

The demo scene can benefit from increasing the directional light shadow distance.



WHO

This asset pack is by [Richard Whitelock](#). A game developer, digital artist & photographer with 20+ years in the games industry working in a variety of senior art roles on 20+ titles.



UPDATES

V5.2

- Added a Unity 6 URP specific package of AllSky 5.
- A few small tweaks to default import settings on some skies.

V5.1

- After timing many test imports I have changed the import settings on the sky textures. They now import at 2048 resolution and normal quality. This will result in much faster import times for the asset as a whole. But please remember to alter them if you want to maximise quality. Do what is most suited to your project's needs. See the documentation for other options you might consider when importing.
- Full install times on an Intel 6700K i7 and an Intel Core i9 :
 - Unity 2021 : approx 9-10minutes.
 - Unity 2020 and earlier : approx 20 minutes.
- Documentation PDF updated.

V5.0

- 20 new skyboxes. The new total is 221 skies!
 - Above - Above the clouds. Between the clouds. Among the clouds.

- Anime - Hand painted skies inspired by popular animated movies, such as those by Studio Ghibli.
- Planet - In orbit of an earth-like planet.
- Epic - More generally busy skies.
- Mammatus - Thick layers of cloud reminiscent of this unusual cloud type.
- Added online documentation & sky catalogue.
- Numerous fixes and tweaks. Removed seams. Updated settings. Fixed bugs.

V4.0

- More Skies
 - AllSky now contains over 200 skies.
 - Version4 - A whole new set of very high detail skies with a 16k equirect texture.
 - Space - Some cool new space scenes.
 - Cartoon - More simple gradients for use as a base if you want to add your own clouds.
 - HDRIHaven - A special note : HDRI Haven provides Creative Commons Zero (CC0) HDRI photo-sourced equirectangular textures. I have taken those that showed full and interesting skies and extensively edited them (tonemapped, removed the horizon, graded) and included them in Unity usable formats with demo scenes. Note they are not HDR in the AllSky versions. Those can be downloaded for free at <https://hdrihaven.com>, check them out if you want access to more HDR cubemaps. Support HDRIHaven's patreon if you want to see even more! (now known as PolyHaven)

<https://www.patreon.com/m/polyhaven>
 - Misc - A few new ones here and there and fixes to old skies.
- Equirectangular source textures.
 - Previously all skies were provided in the 6-sided format. Now 99% of skies have their equirectangular equivalent in the folder too.

V3.0

- Even More Skies. 20 extra skies added for a new total of 160!
 - Epic - A selection of absolutely vast and detailed sunsets, storms and cloud formations.
 - Haze - The sun is out but the atmosphere is dense and foggy.
 - Sunless & Moonless - Fulfilled frequent request for skies which have no distinct sun or moon position. These have no sun or moon glare or object on them and clouds which don't portray any distinct illumination direction. They are also pleasingly reminiscent of Sega arcade games - 'Blue Sky Gaming'.
 - Space - Two new space skyboxes. These are fairly dark cloud nebulae and have no stars baked onto them so you can add non-texture resolution dependent stars via your own means (such as particles, shaders or object billboards).
- Skies now import at high resolution.

V2.0

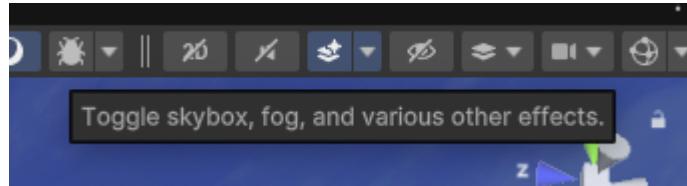
- **New Skies.** 23 extra skies added for a new total of 140!
 - Fantasy skies at different times of day with very dramatic clouds and colours.
 - Cartoon skies in distinctive painterly, watercolour, airbrushed or pixelated styles.
 - Space skyboxes with epic, colourful nebulae.
 - More overcast skies for moody scenes.
- **Lighting Examples.**
 - All 140 skies now have a low poly demo environment with example lighting and fog pass.



FAQ

"I can't see the skies in the Scene View"

Ensure that the 'Effects' toggle for that scene view is enabled and that 'Skybox' is ticked.



“Can I use these skies in commercial games or apps?”

Yes of course! AllSky uses the standard [Unity Store License](#).

For frequently asked questions about licences see the [Asset Store FAQ](#)

Unity say : “we have created a helpful knowledge base article which simplifies the Asset Store Terms: [Can I use assets from the Asset Store in my commercial game?](#)”

“Can I redistribute the sky assets / textures in a non-game / 3D application context?”

The licence and FAQ linked above cover this in detail, but the short answer is : no.

The end user should not be able to access the texture map files outside of your game or app, whether they are un-modified or not.

“I get errors on import. It won’t decompress. Or the import is failing / corrupted.”

Please first read the Unity knowledge base article on this: [I am getting errors in the console when importing an Asset](#) (Archive Link :

<https://web.archive.org/web/20230328235127/https://support.unity.com/hc/en-us/articles/360039196172-I-am-getting-errors-in-the-console-when-importing-an-Asset>)

Does your target disk have enough space to decompress the package?

FIX: Create more space on your target disk - you need at least twice the free space of the original package for this to complete properly.

*Does your Unity Project or UnityPackage exist in a directory with non-English characters in it? **FIX:** Remove the non English characters in that directory.*

*Do you have read\write access to the Unity Package, its parent directory, and your Unity Project’s directory? **FIX:** Assign yourself read / write permissions to these directories. Just to clarify, as this is an issue which is local to your machine set up, this is not really an issue that we can look into.*

“Can I render the skies and use them in video / print / 2D game backgrounds?”

Yes this is fine.

“Can I include AllSky skies with my own asset?”

No. But you can use them in Asset Store promotional artwork as long as a credit is added to the description!

“Do I have to credit or attribute AllSky?”

No. But it is very much appreciated. It’s very cool to see AllSky used in other people’s work.
:)

“Can I commission you to make me a bespoke skybox?”

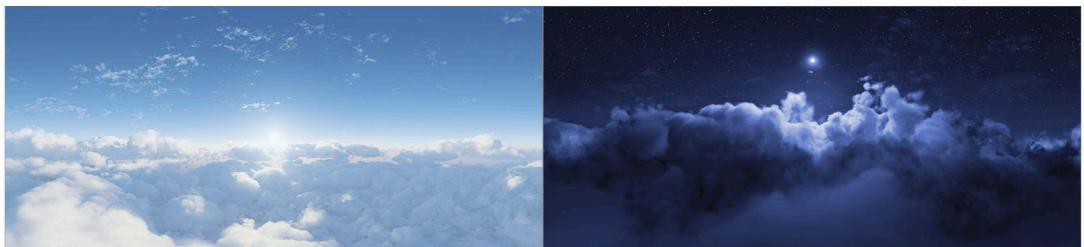
Yes. But when you find out how much that costs you might have a newfound appreciation for the value of AllSky! :)

SKY CATALOGUE



Above Day A Equirect

Above Day B Equirect



Above Day C Equirect

Above Night A Equirect



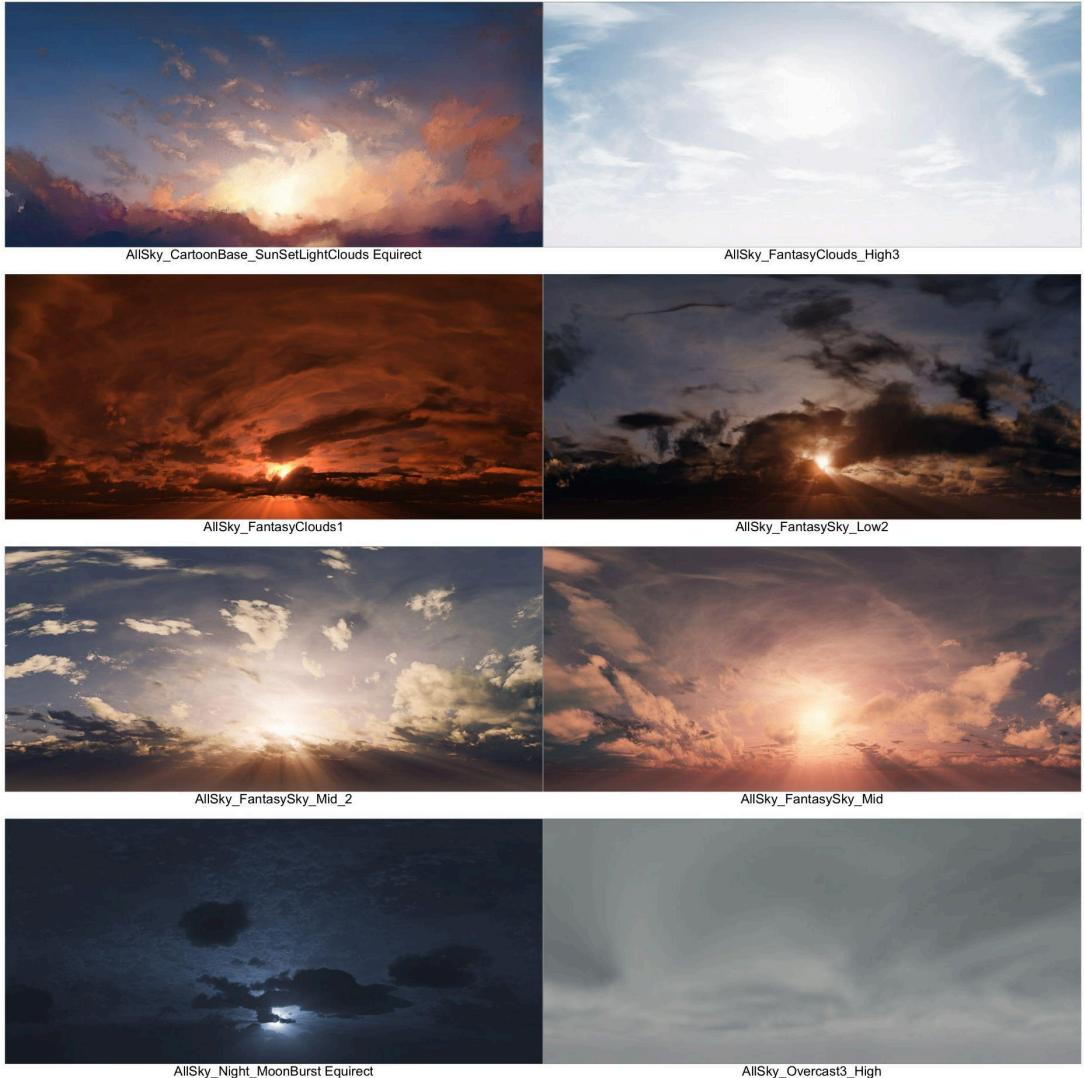
Above Night B Equirect

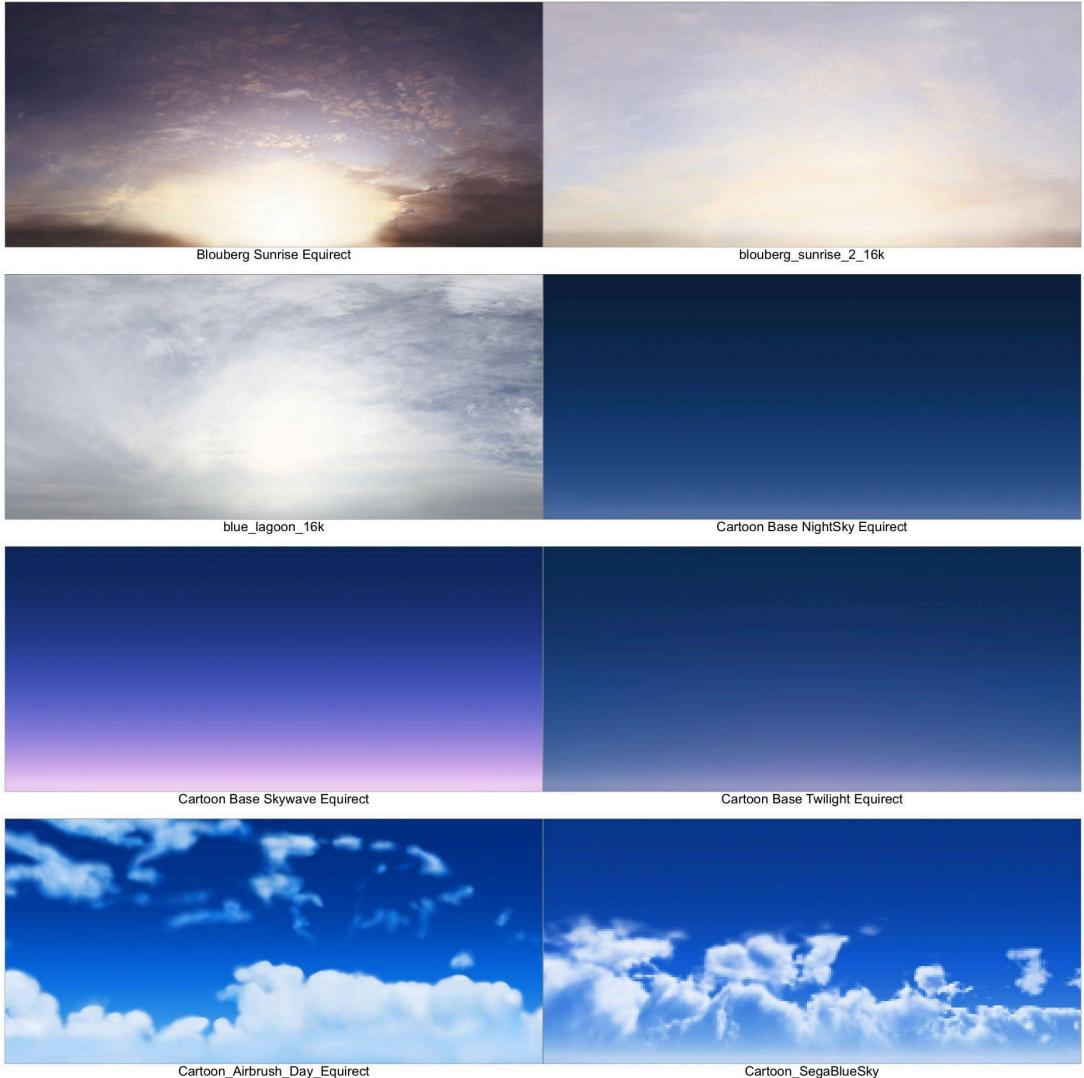
Above Sunset A Equirect

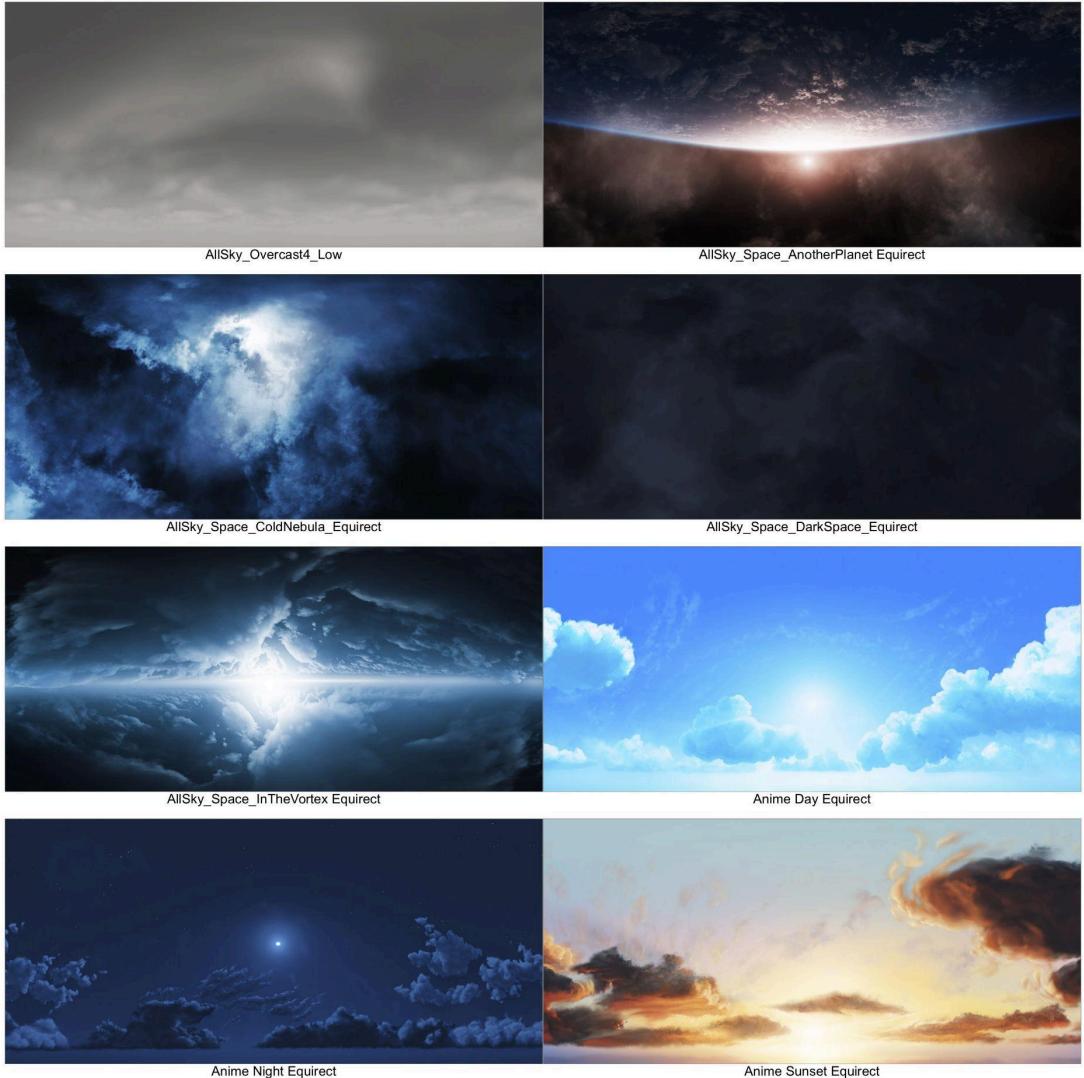


Above Sunset B Equirect

Above Sunset C Equirect









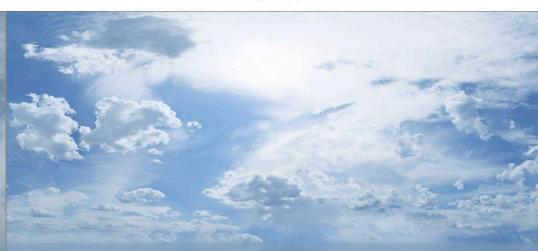
cayley_lookout_16k



cedar_bridge_16k



circus_maximus_1_16k



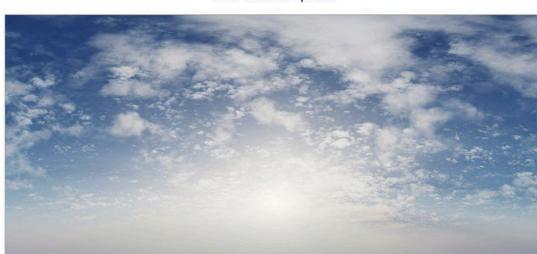
cloud_layers_16k



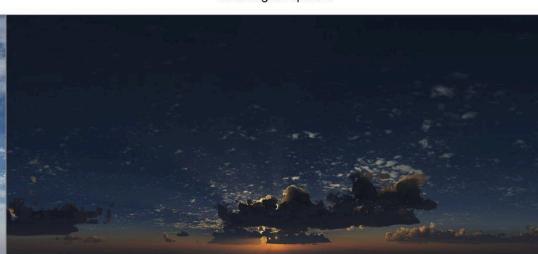
Cold Clouds Equirect



Cold Night Equirect



Cold Sunset Equirect



Cotton Clouds SunSet 1



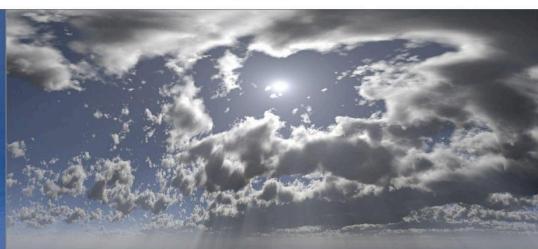
Cotton Clouds SunSet 2 Equirect



Day Sun High Clear



Day Sun High ClearHazy



Day Sun High CloudsLayer 1



Day Sun High CloudsLayer 2



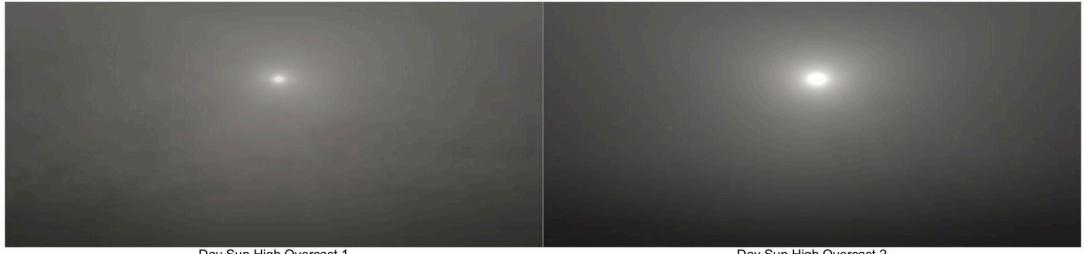
Day Sun High EpicDenseClouds



Day Sun High FogHigh



Day Sun High HorizonRich



Day Sun High Overcast 1

Day Sun High Overcast 2



Day Sun High SimpleCloudLayer

Day Sun High StormyCumulus



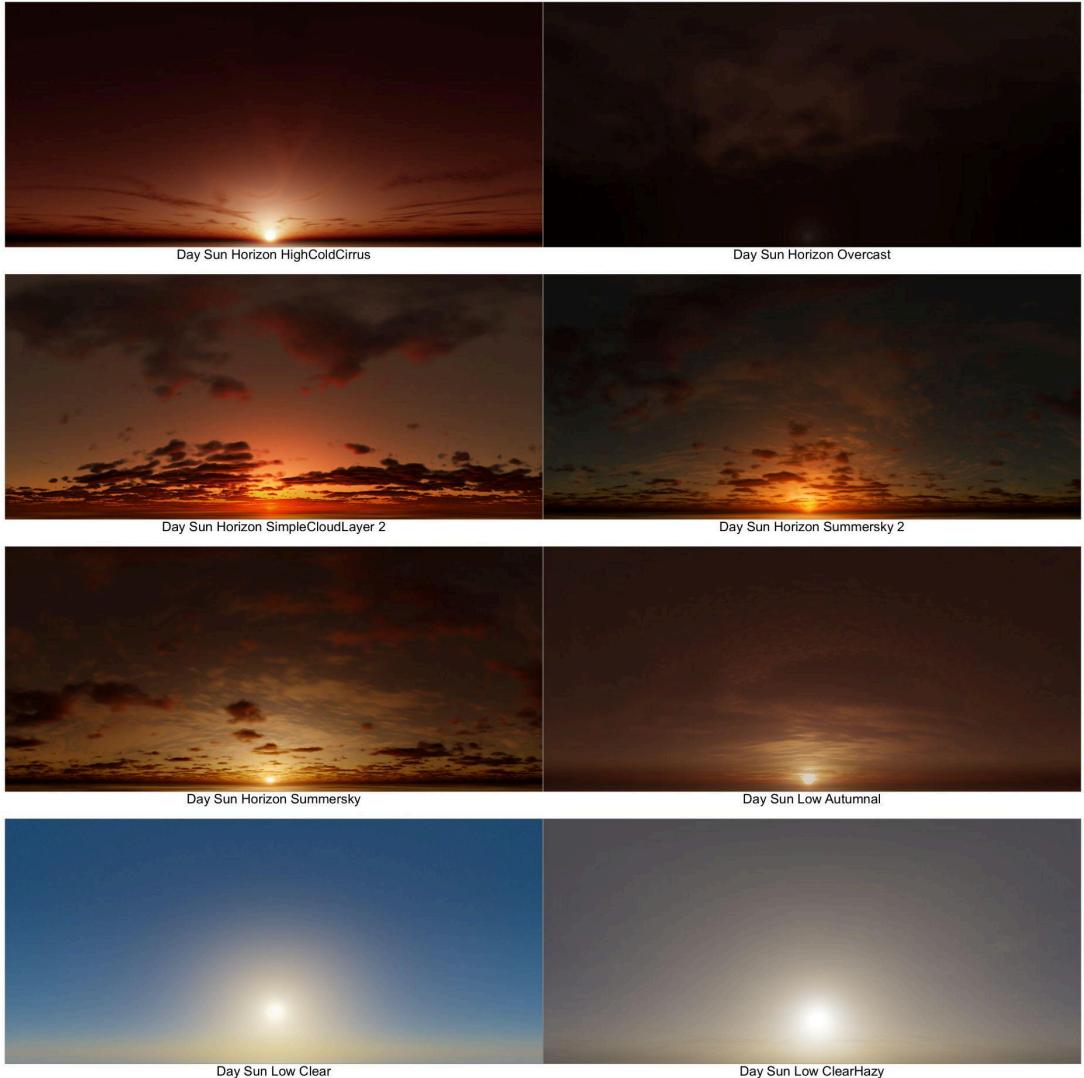
Day Sun High Summersky 2

Day Sun High SummerSky



Day Sun Horizon ClearHazy

Day Sun Horizon FogHigh





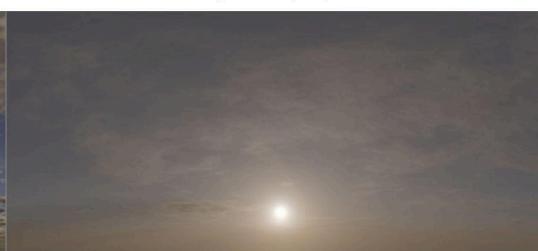
Day Sun Low CrepuscularStyle



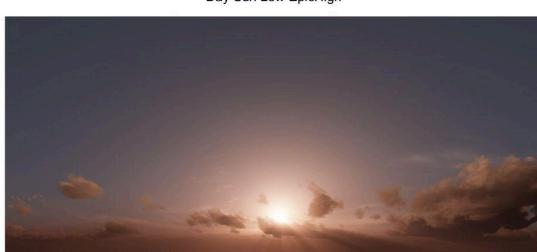
Day Sun Low EpicHigh 3



Day Sun Low EpicHigh



Day Sun Low FogHigh



Day Sun Low HorizonRich



Day Sun Low Overcast 1



Day Sun Low Overcast 2



Day Sun Low SimpleCloudLayer 2





Day Sun Mid CloudsLayered

Day Sun Mid CrepuscularStyle



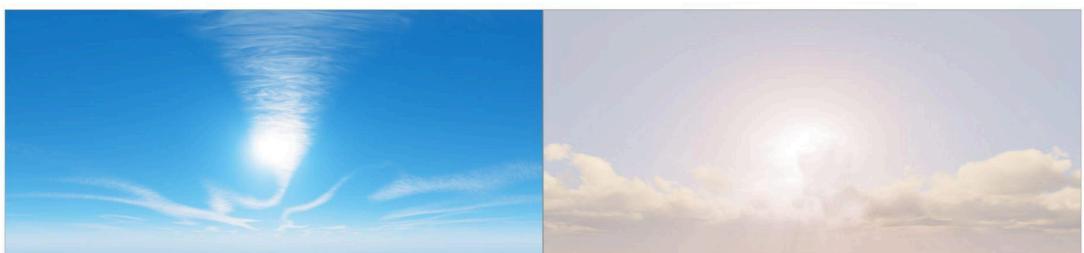
Day Sun Mid EpicHigh 3

Day Sun Mid EpicHigh



Day Sun Mid FogHigh

Day Sun Mid Heavy



Day Sun Mid HighColdCirrus

Day Sun Mid HorizonRich 2



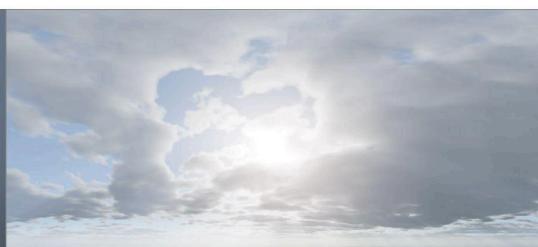
Day Sun Mid HorizonRich



Day Sun Mid Overcast1



Day Sun Mid Overcast2



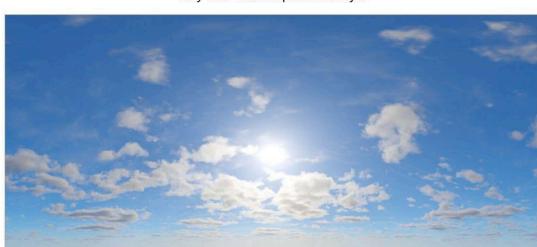
Day Sun Mid SimpleCloudLayer 3



Day Sun Mid SimpleCloudLayer



Day Sun Mid StormyCumulus



Day Sun Mid Summersky 2

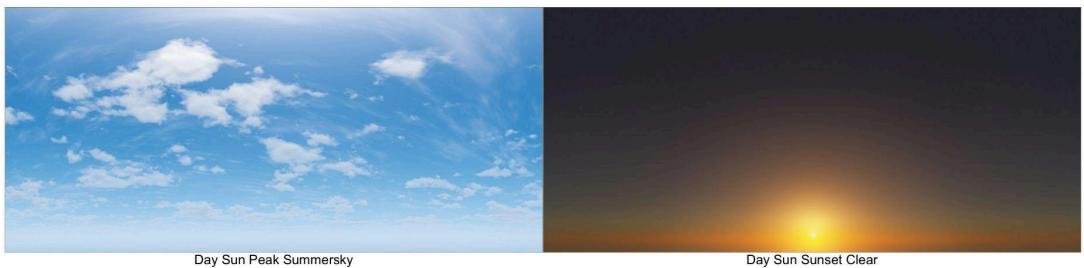


Day Sun Mid SummerSky 3



Day Sun Mid SummerSky

Day Sun Peak Clear



Day Sun Peak Summersky

Day Sun Sunset Clear



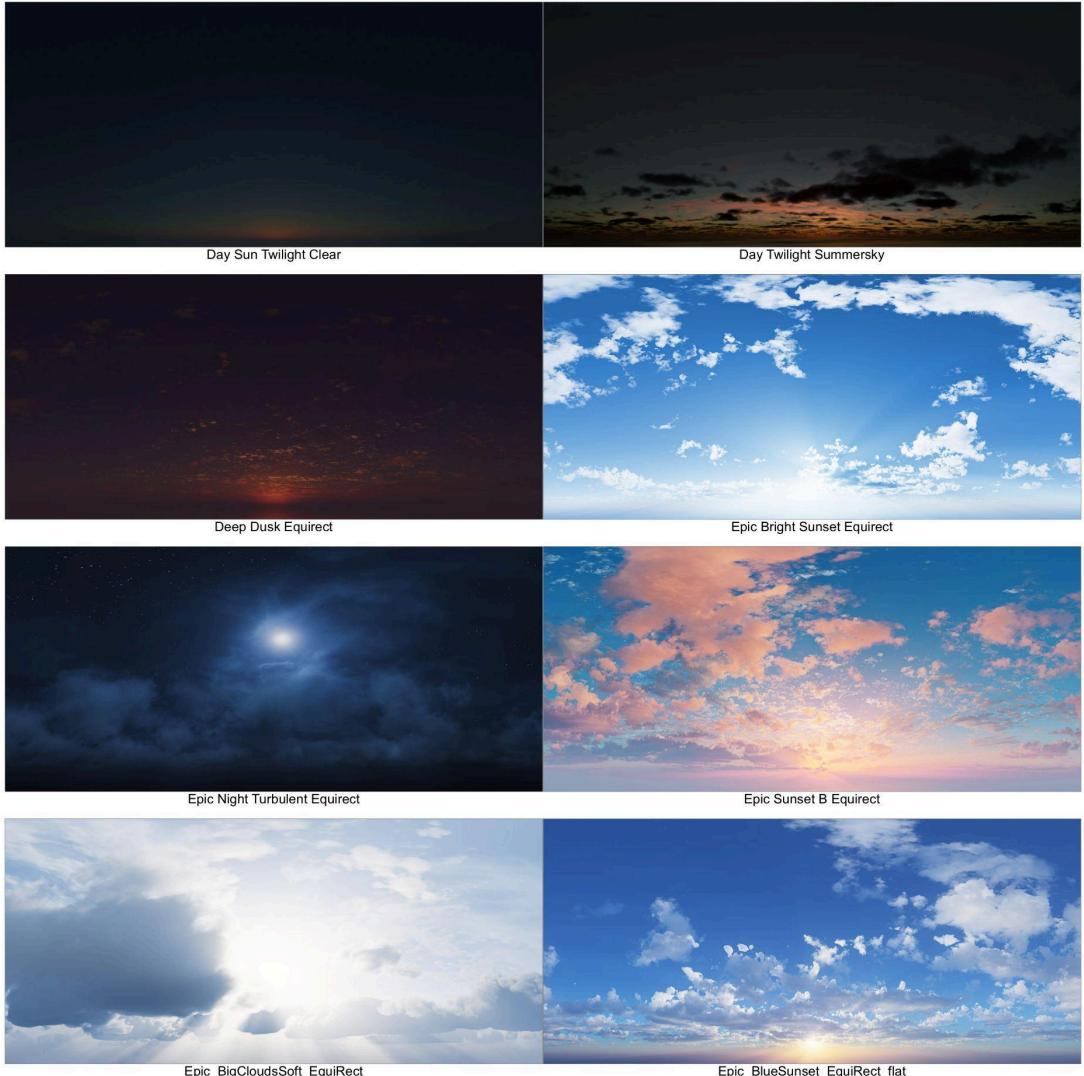
Day Sun Sunset EpicHigh 3

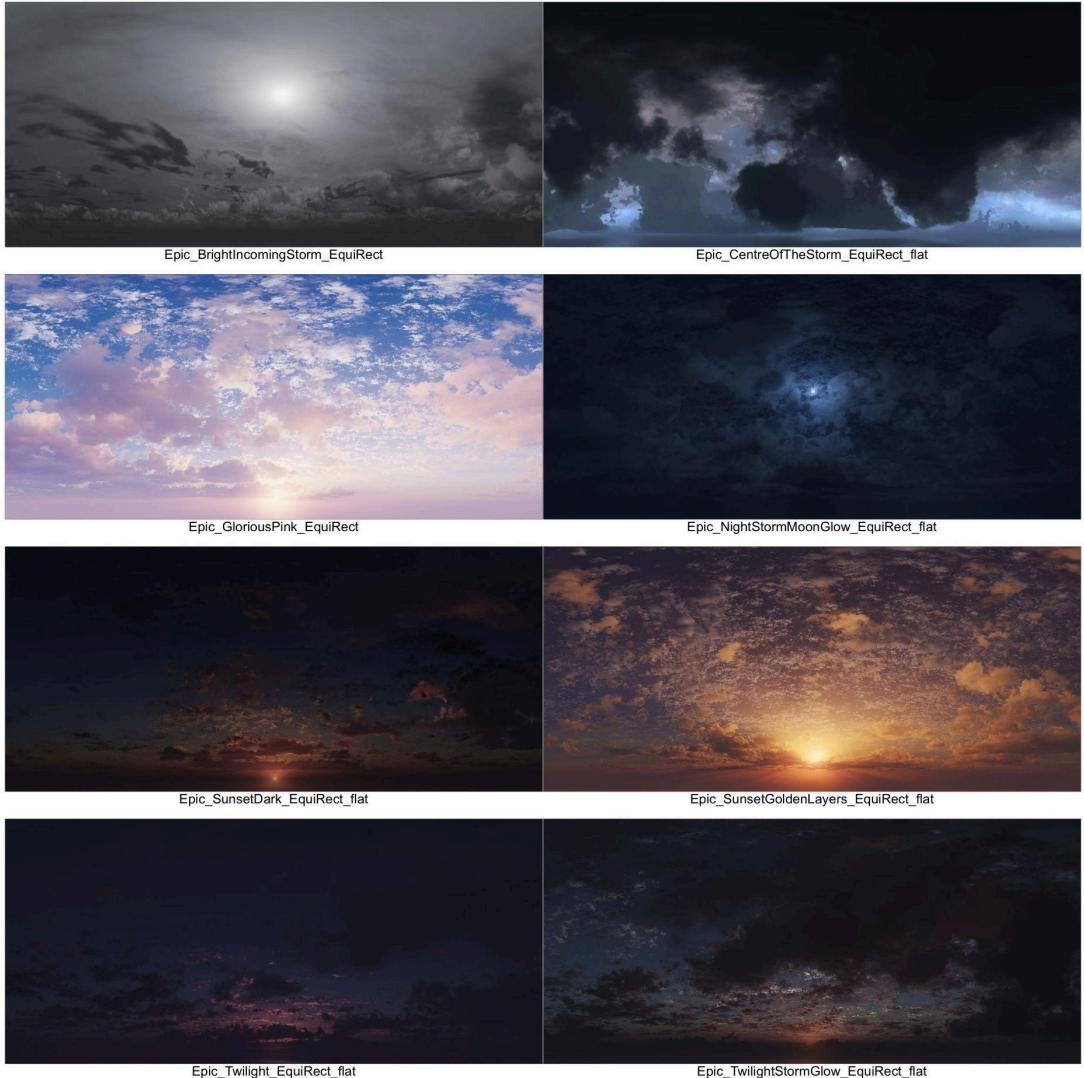
Day Sun Sunset SimpleCloudLayer 2



Day Sun Sunset SummerSky 3

Day Sun Sunset Summersky







FantasySky_Fire



FantasySky_Heavy_1



FantasySky_High



FantasySky_Night_2 Equirect



FantasySky_Night1



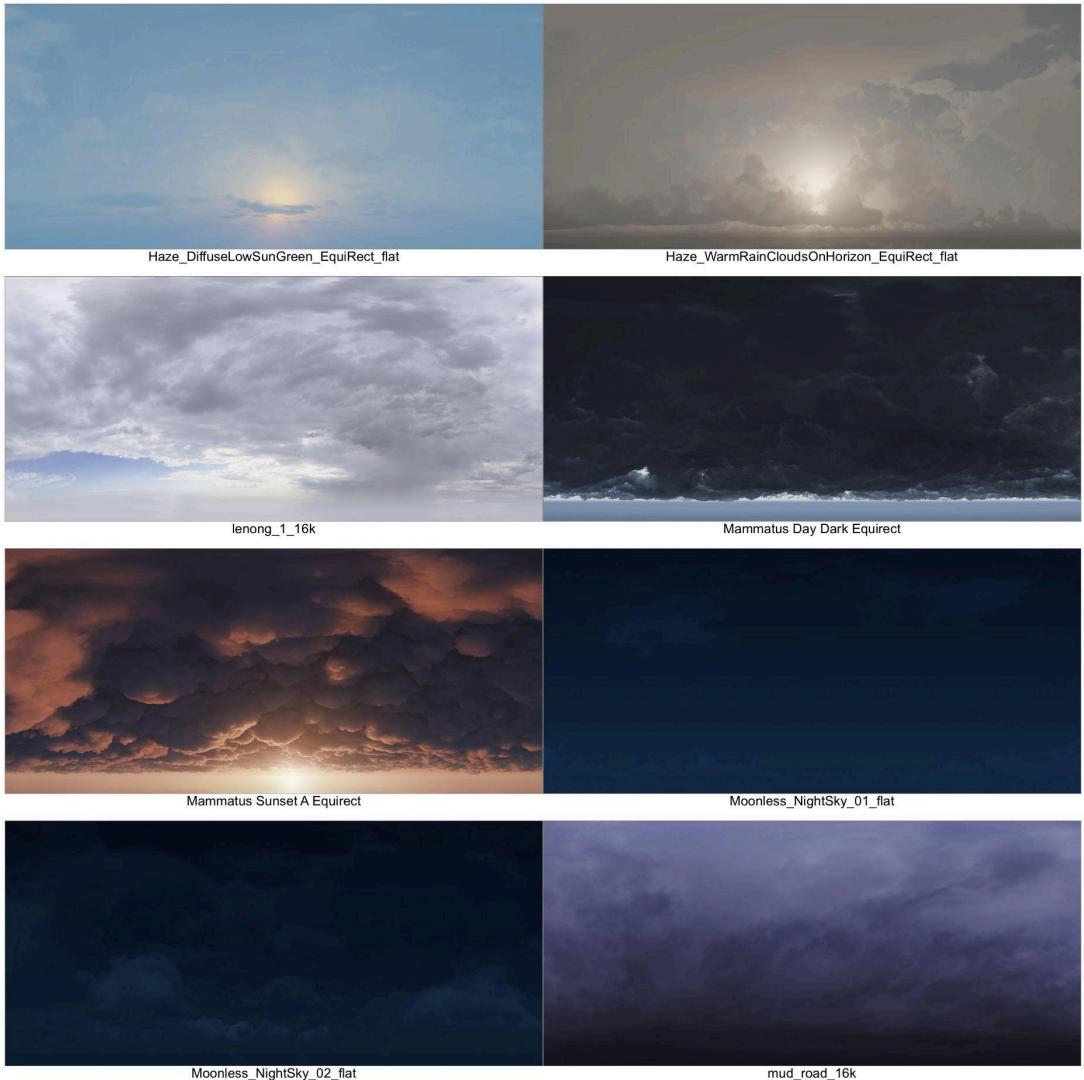
fish_hoek_beach_16k



furry_clouds_16k



Haze_ColdIncomingSnow_EquiRect





Night Moon High Clear



Night Moon High HorizonRich 2



Night Moon High SimpleCloudLayer 2



Night Moon High SummerSky 3



Night Moon Low Clear



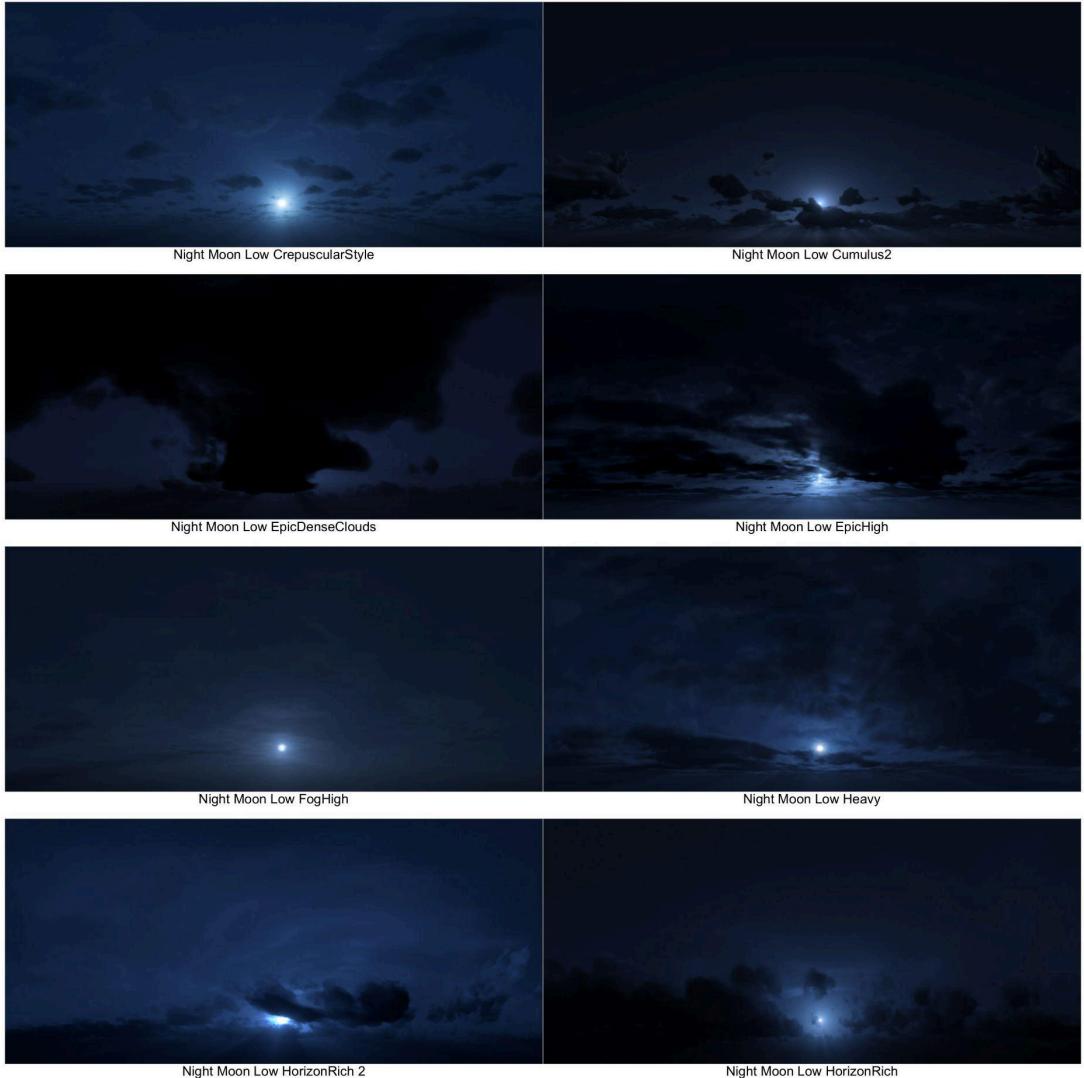
Night Moon Low ClearHazy



Night Moon Low CloudsLayer

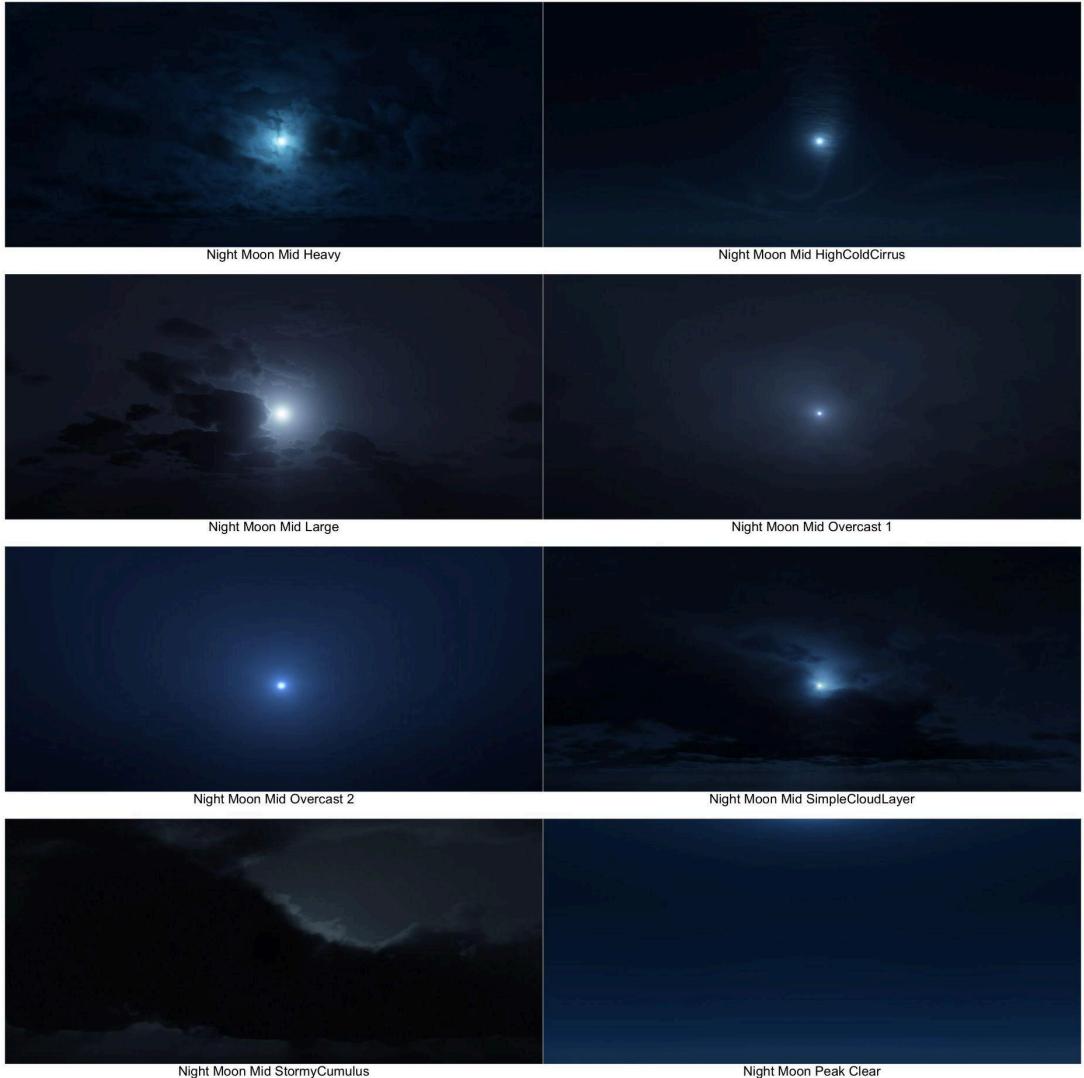


Night Moon Low CloudsLayered











Night Moon Peak Summersky



Night Moon Rise Clear



Night Skyglow Autumnal



Night Skyglow clearhazy



Night Skyglow crepuscularstyle



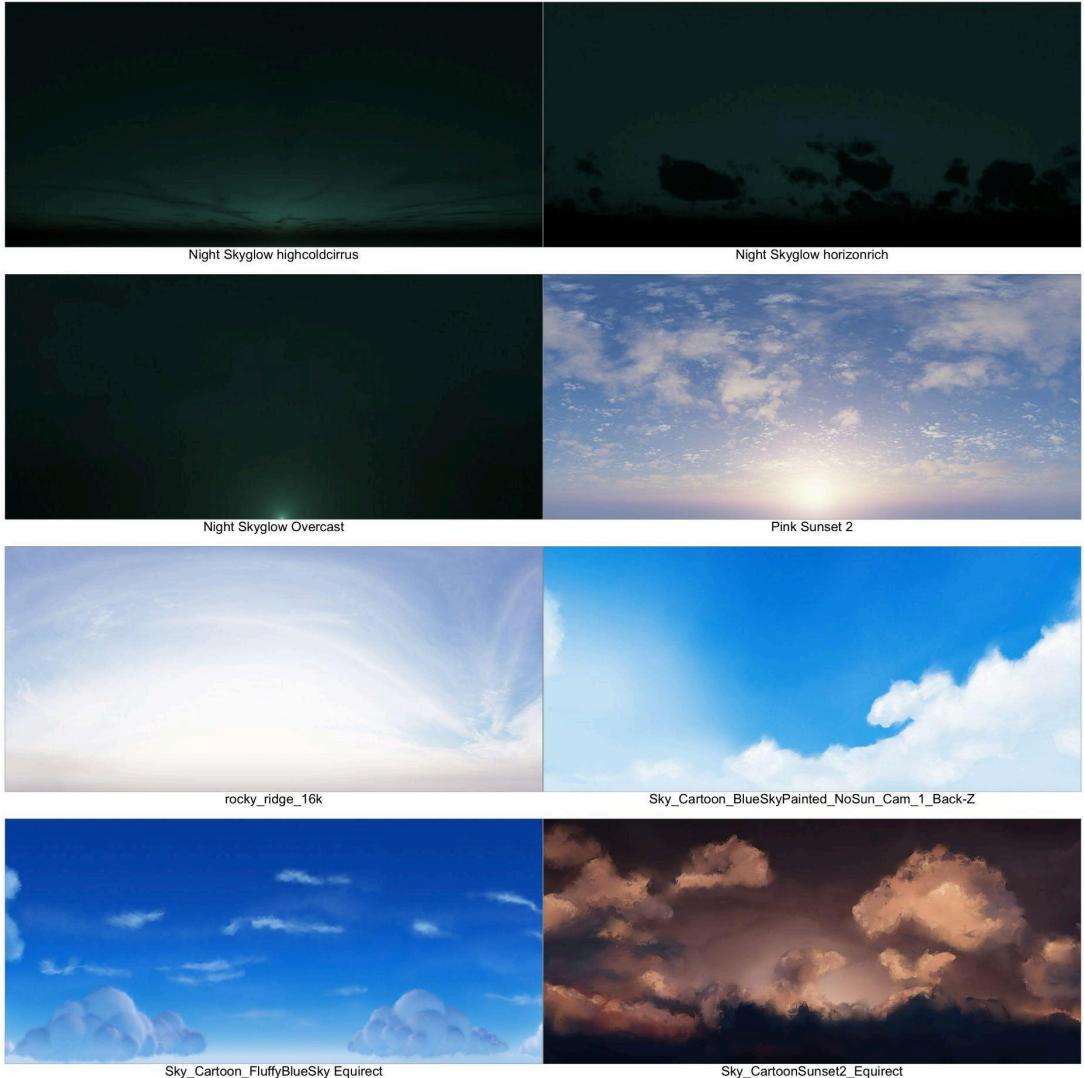
Night Skyglow epichigh

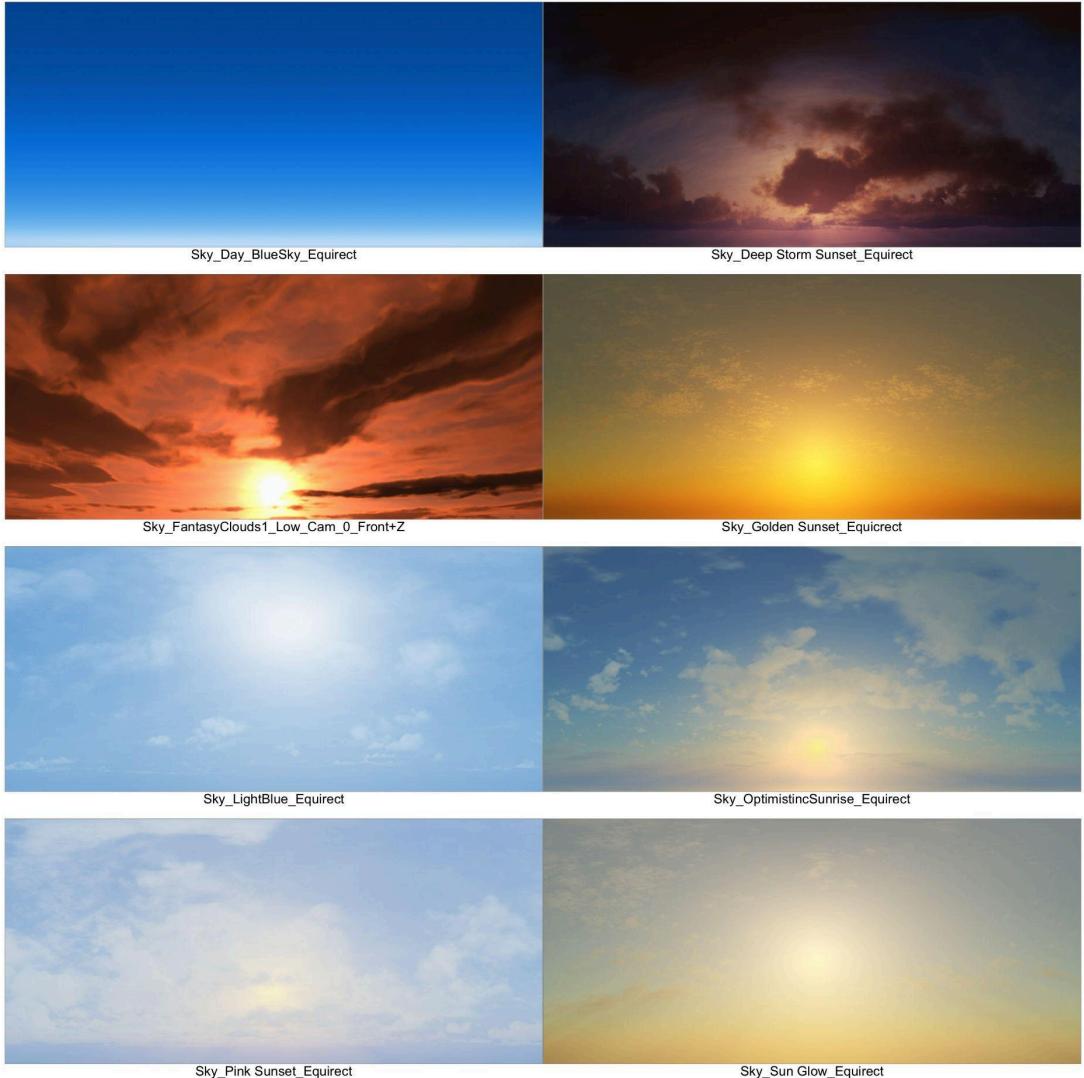


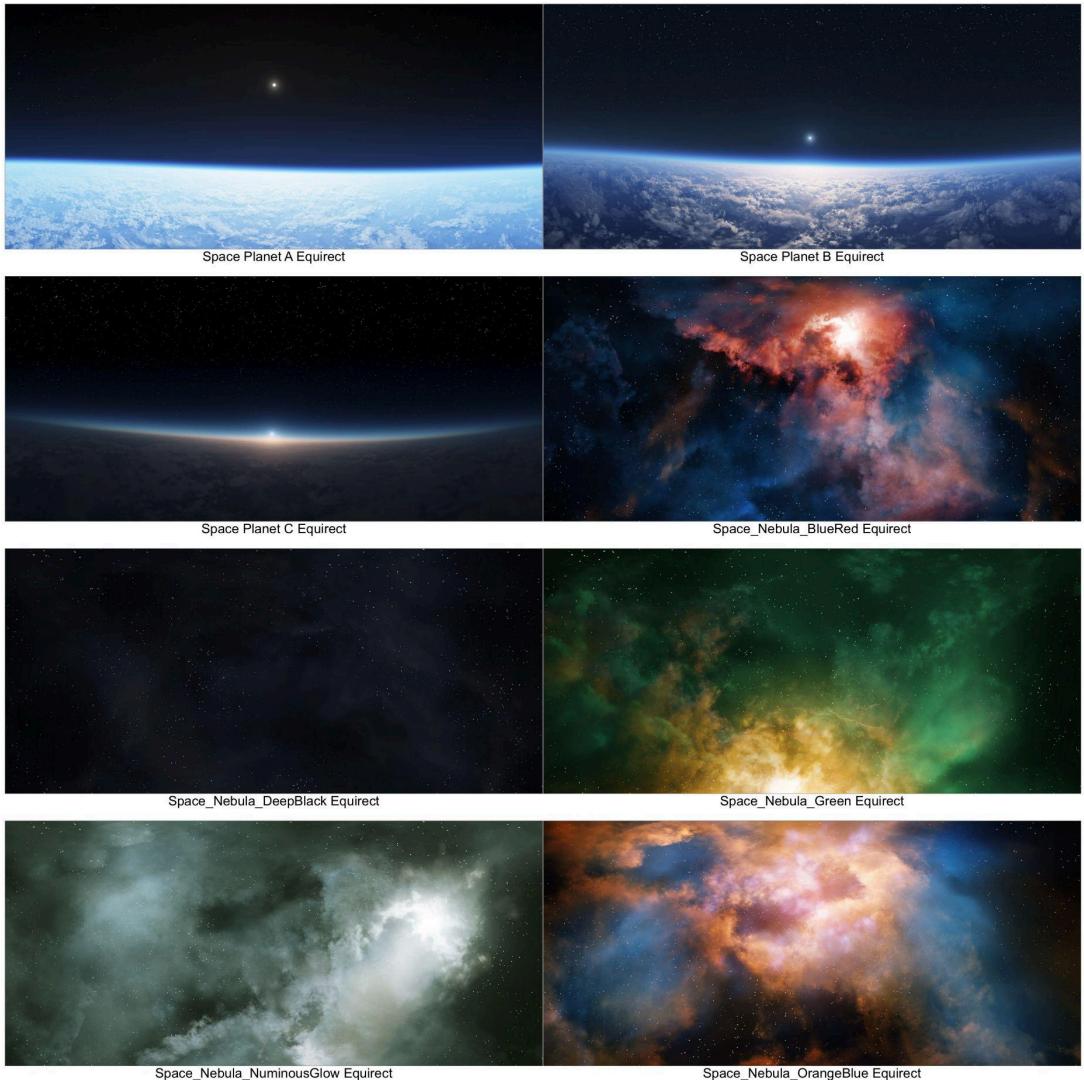
Night Skyglow foghigh



Night Skyglow heavy









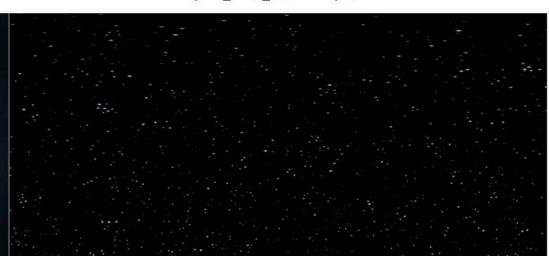
Space_Nebula_Red Equirect



Space_Neon_Starless Equirect



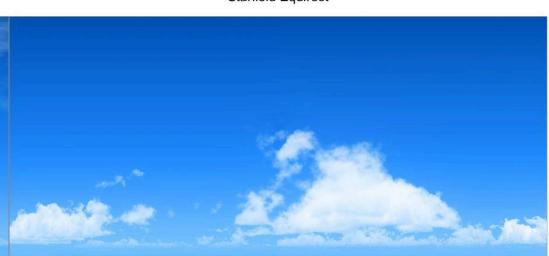
Space_VortexCloud_Starless Equirect



Starfield Equirect



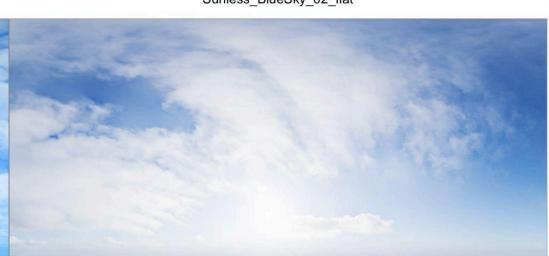
Sunless_BlueSky_01_flat



Sunless_BlueSky_02_flat



Sunless_BlueSky_03_flat



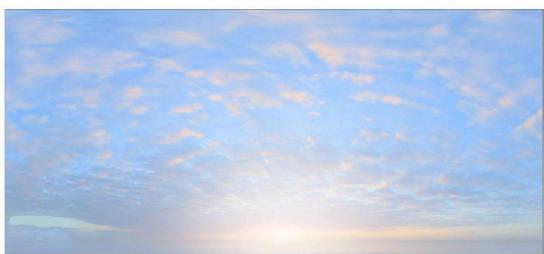
table_mountain_1_16k



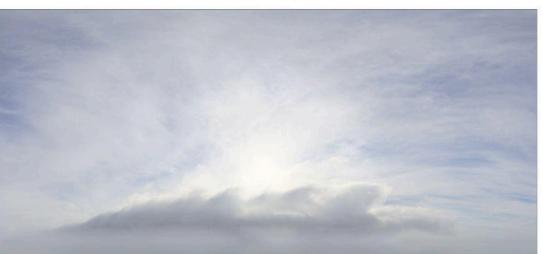
the_sky_is_on_fire_16k



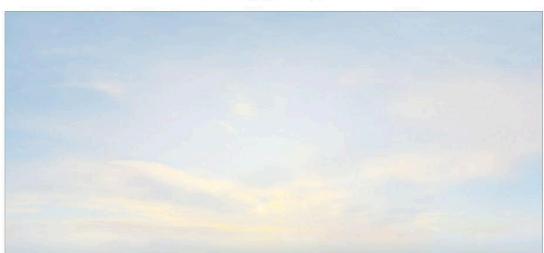
tiber_island_16k



umhlanga_sunrise_16k



white_cliff_top_16k



winter_lake_01_16k

ALLSKY

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