



# 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, skyglow.
- 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/1MMtkBSLw4FEoTnnUvK11DCQhRiflKsn09xmuNDkAaok/>

*(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!**

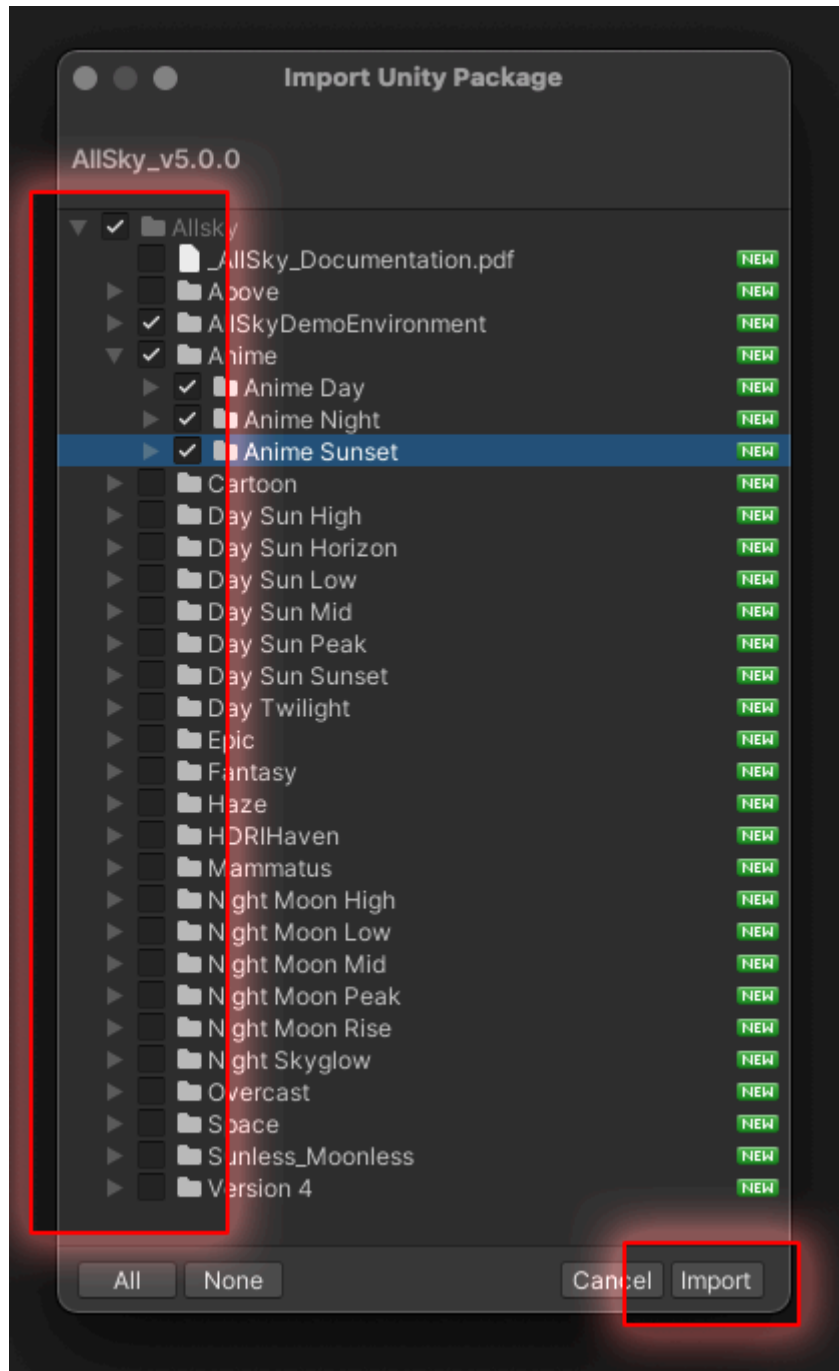
Full install times, tested on an Intel 6700K i7 and an Intel Core i9 :

- 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.**

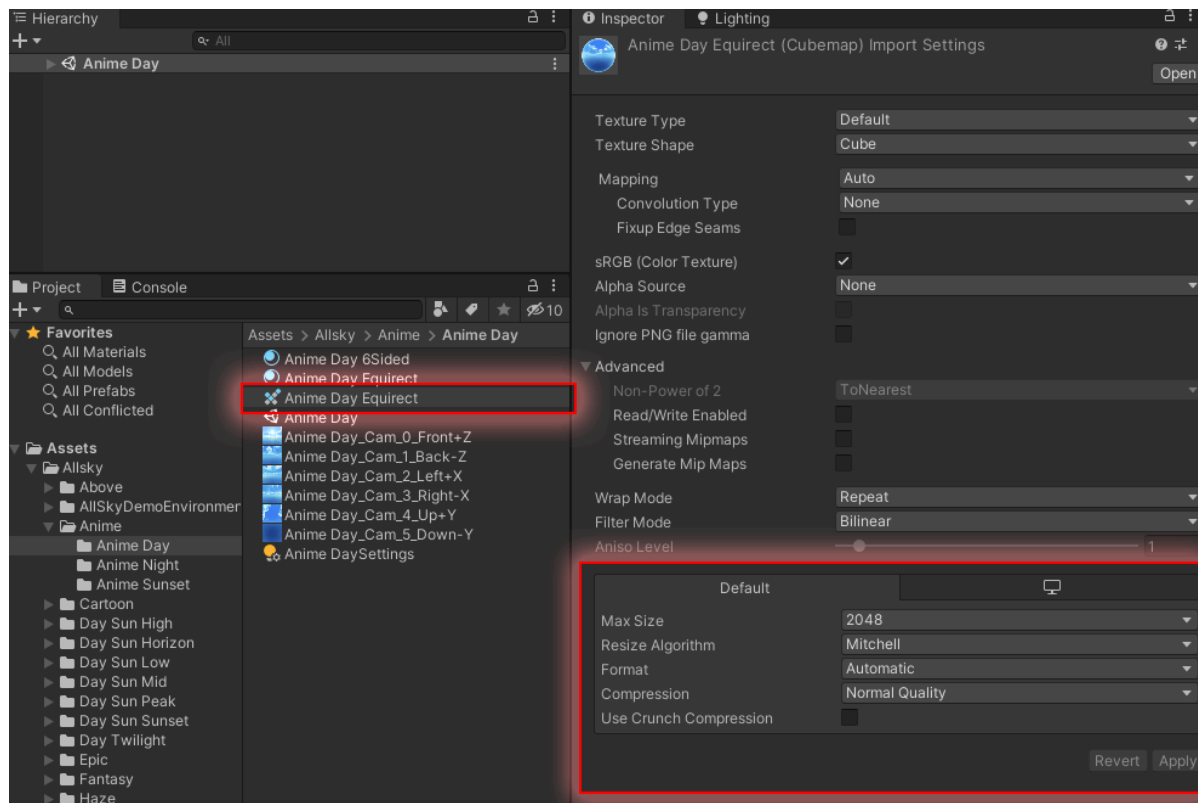
Consult the [SKY CATALOGUE](#) to find skies you want to import.

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

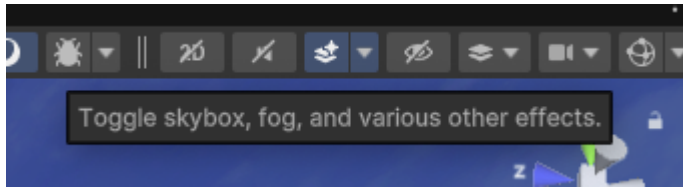
- New Skies. 23 extra skies added for a new total of 140!
  - Fantasy skies at different times of day with very dramatic clouds and colours.
  - Cartoon skies in distinctive painterly, watercolour, airbrushed or pixelated styles.
  - Space skyboxes with epic, colourful nebulae.
  - More overcast skies 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

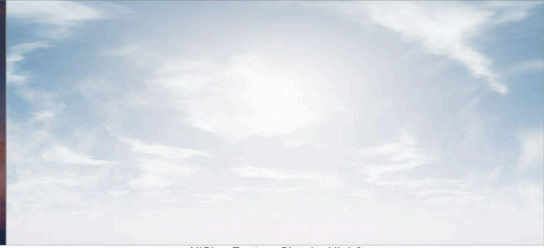


Above Sunset B Equirect

Above Sunset C Equirect



AllSky\_CartoonBase\_SunSetLightClouds Equirect



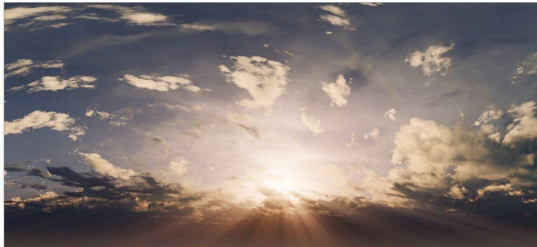
AllSky\_FantasyClouds\_High3



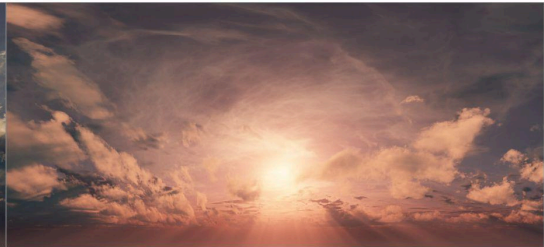
AllSky\_FantasyClouds1



AllSky\_FantasySky\_Low2



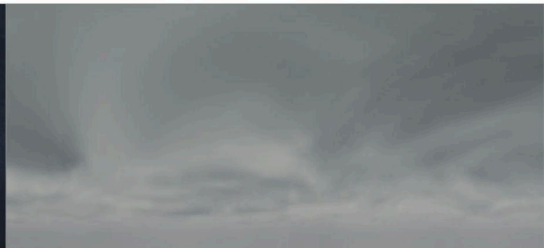
AllSky\_FantasySky\_Mid\_2



AllSky\_FantasySky\_Mid

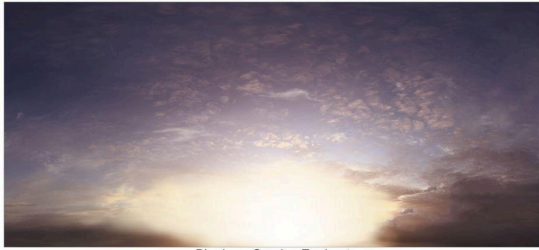


AllSky\_Night\_MoonBurst Equirect



AllSky\_Overcast3\_High

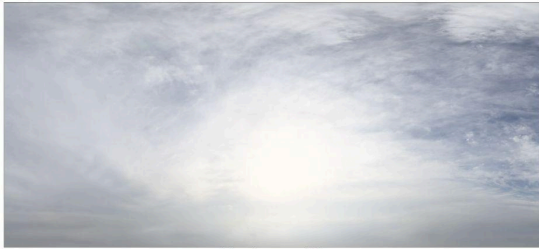




Blouberg Sunrise Equirect



blouberg\_sunrise\_2\_16k



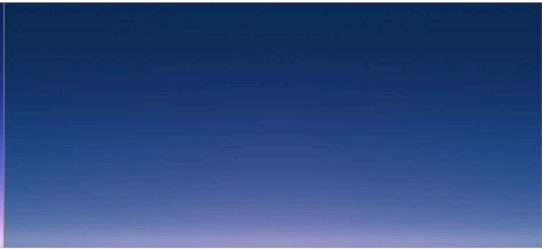
blue\_lagoon\_16k



Cartoon Base NightSky Equirect



Cartoon Base Skywave Equirect



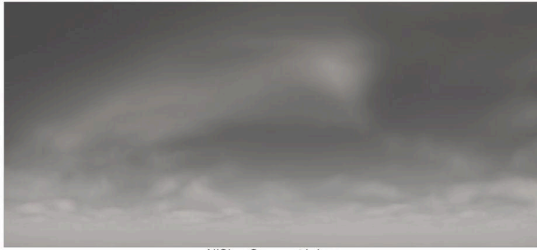
Cartoon Base Twilight Equirect



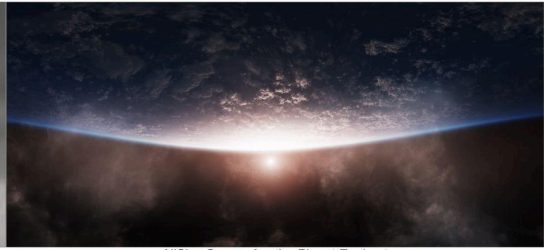
Cartoon\_Airbrush\_Day\_Equirect



Cartoon\_SegaBlueSky



AllSky\_Overcast4\_Low



AllSky\_Space\_AnotherPlanet Equirect



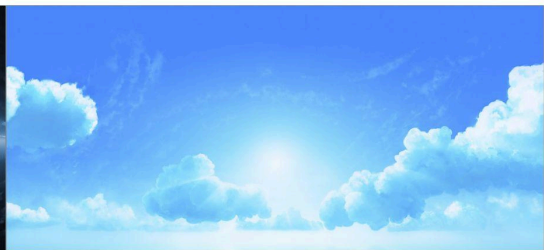
AllSky\_Space\_ColdNebula\_Equirect



AllSky\_Space\_DarkSpace\_Equirect



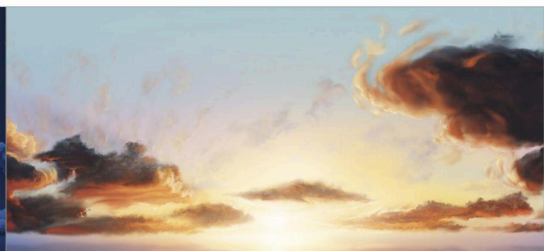
AllSky\_Space\_InTheVortex Equirect



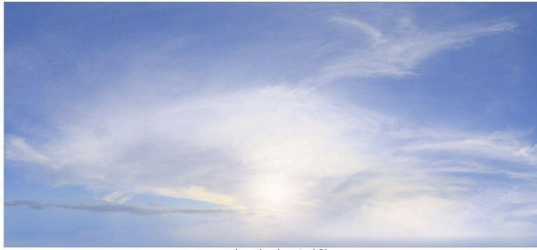
Anime Day Equirect



Anime Night Equirect



Anime Sunset Equirect



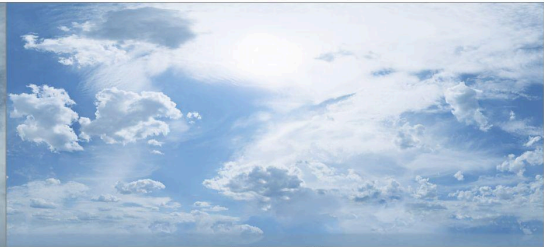
cayley\_lookout\_16k



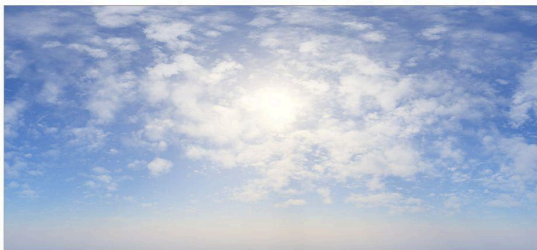
cedar\_bridge\_16k



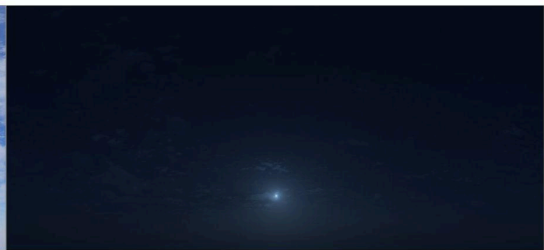
circus\_maximus\_1\_16k



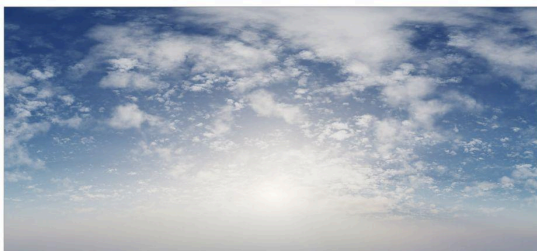
cloud\_layers\_16k



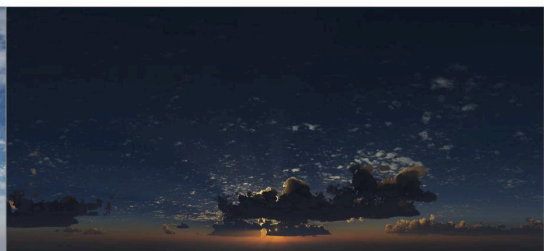
Cold Clouds Equirect



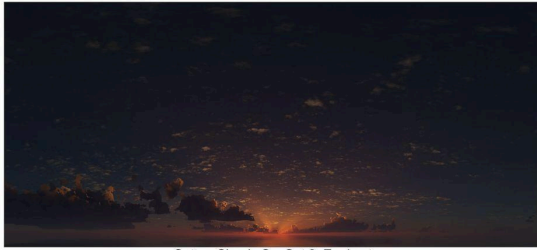
Cold Night Equirect



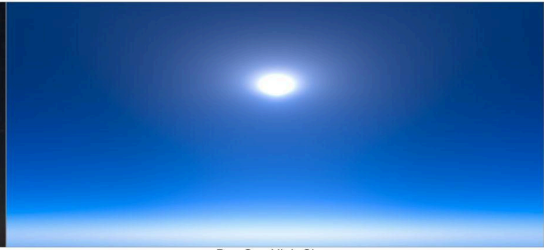
Cold Sunset Equirect



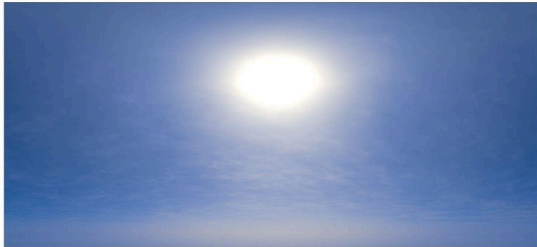
Cotton Clouds SunSet 1



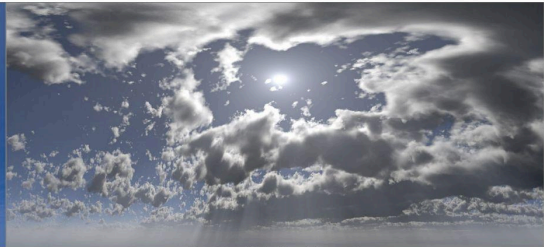
Cotton Clouds SunSet 2 Equirect



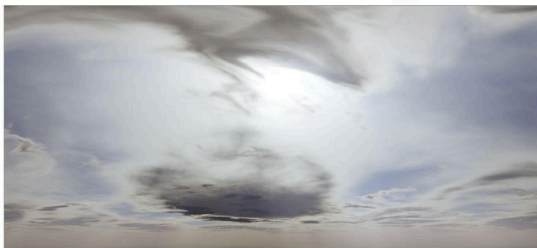
Day Sun High Clear



Day Sun High ClearHazy



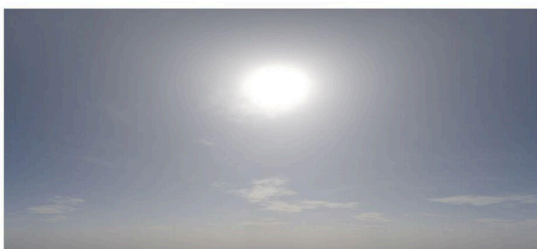
Day Sun High CloudsLayer 1



Day Sun High CloudsLayer 2



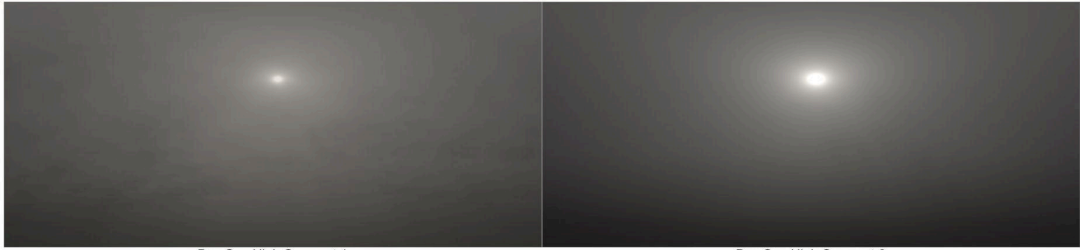
Day Sun High EpicDenseClouds



Day Sun High FogHigh



Day Sun High HorizonRich



Day Sun High Overcast 1

Day Sun High Overcast 2



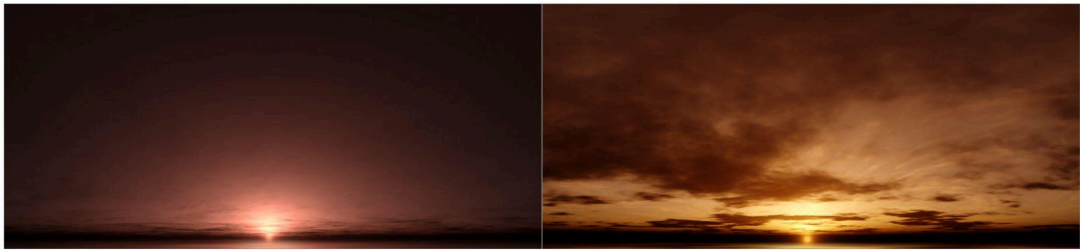
Day Sun High SimpleCloudLayer

Day Sun High StormyCumulus



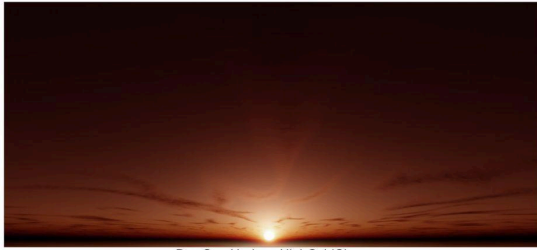
Day Sun High Summersky 2

Day Sun High SummerSky



Day Sun Horizon ClearHazy

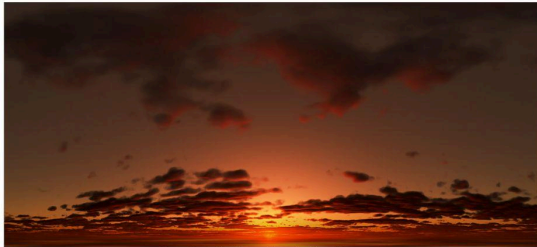
Day Sun Horizon FogHigh



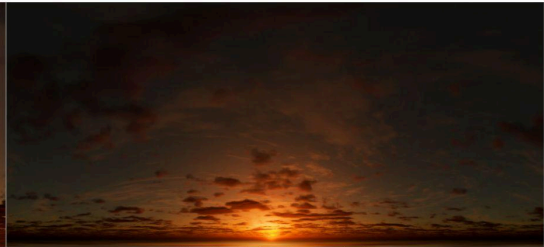
Day Sun Horizon HighColdCirrus



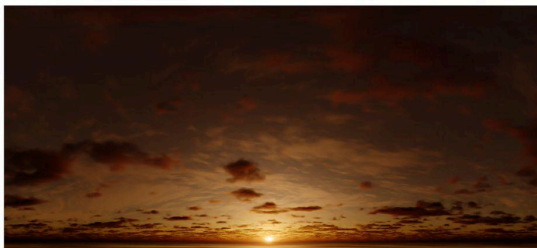
Day Sun Horizon Overcast



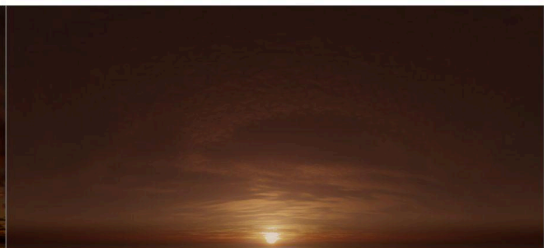
Day Sun Horizon SimpleCloudLayer 2



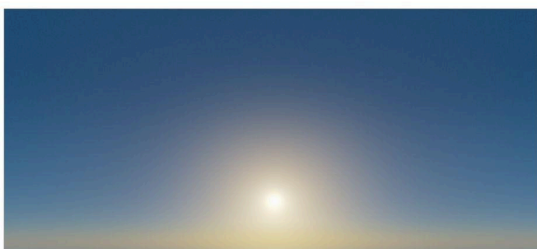
Day Sun Horizon Summersky 2



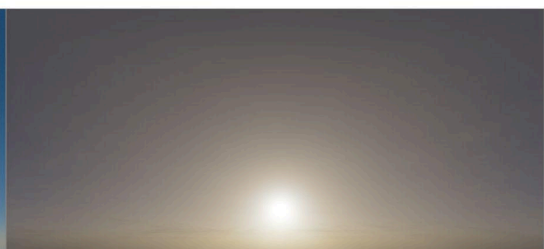
Day Sun Horizon Summersky



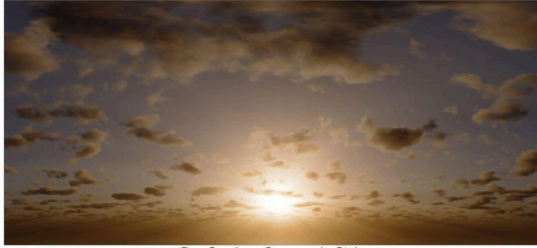
Day Sun Low Autumnal



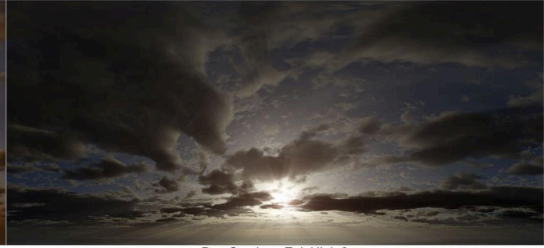
Day Sun Low Clear



Day Sun Low ClearHazy



Day Sun Low CrepuscularStyle



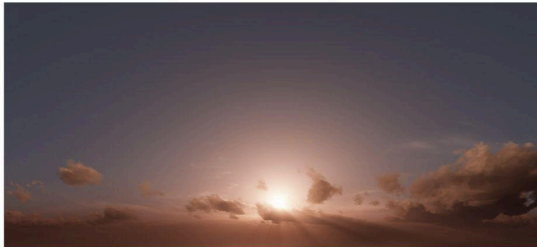
Day Sun Low EpicHigh 3



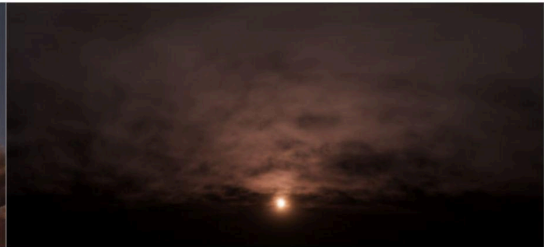
Day Sun Low EpicHigh



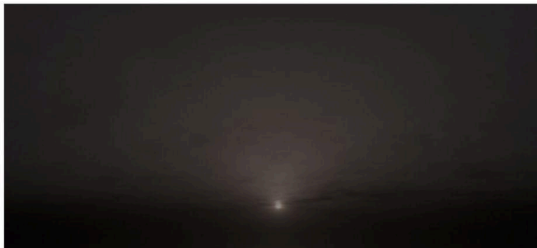
Day Sun Low FogHigh



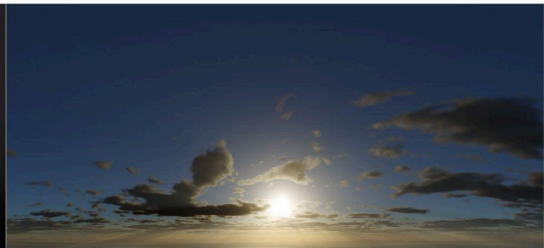
Day Sun Low HorizonRich



Day Sun Low Overcast 1



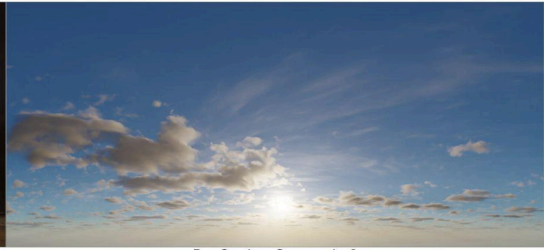
Day Sun Low Overcast 2



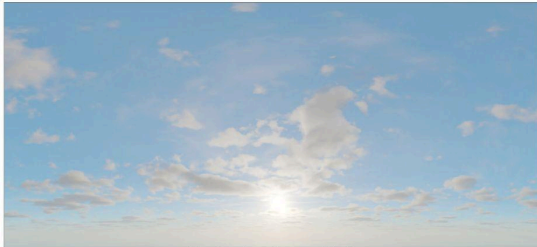
Day Sun Low SimpleCloudLayer 2



Day Sun Low SimpleCloudLayer



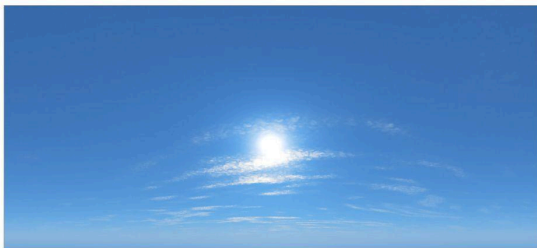
Day Sun Low Summersky 2



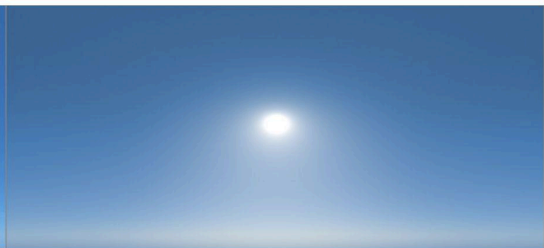
Day Sun Low SummerSky 3



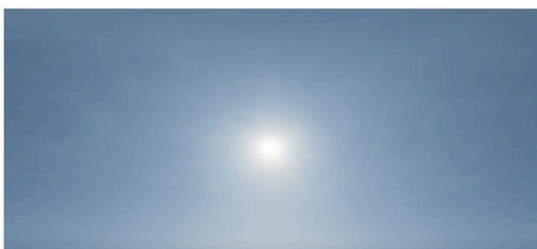
Day Sun Low Summersky



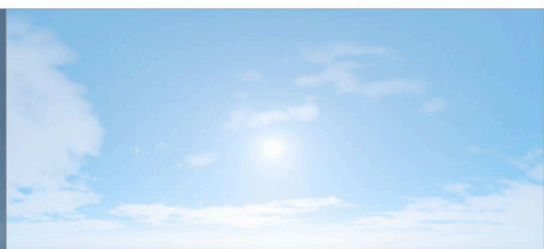
Day Sun Mid Autumnal



Day Sun Mid Clear

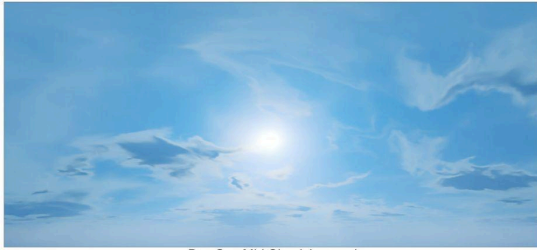


Day Sun Mid ClearHazy

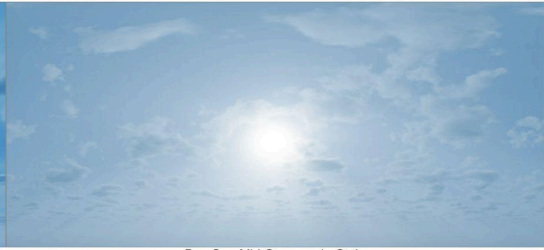


Day Sun Mid Cloudslayer





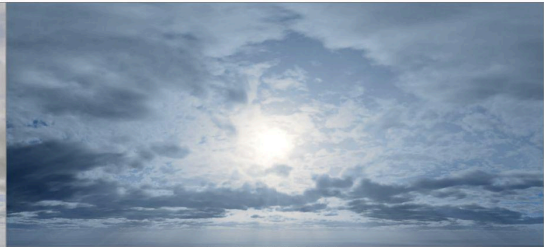
Day Sun Mid CloudsLayered



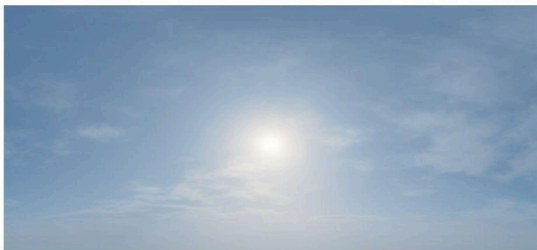
Day Sun Mid CrepuscularStyle



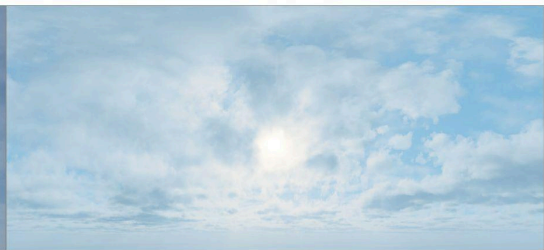
Day Sun Mid EpicHigh 3



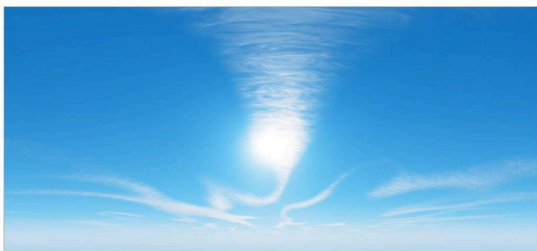
Day Sun Mid EpicHigh



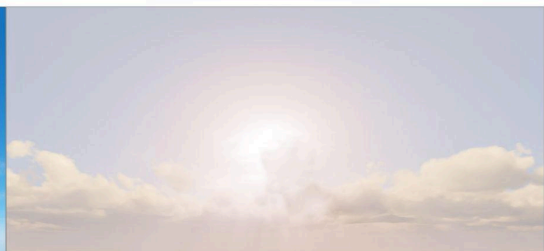
Day Sun Mid FogHigh



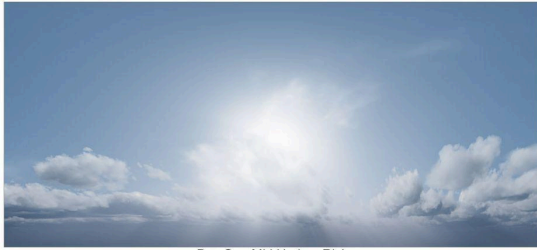
Day Sun Mid Heavy



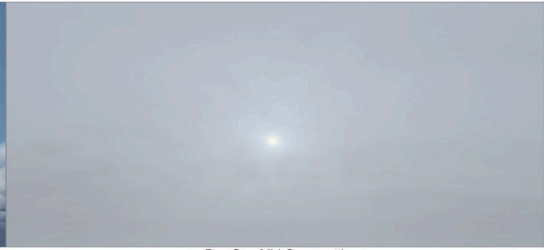
Day Sun Mid HighColdCirrus



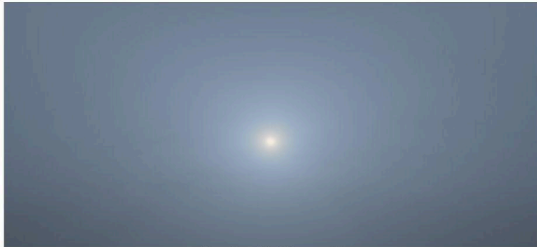
Day Sun Mid HorizonRich 2



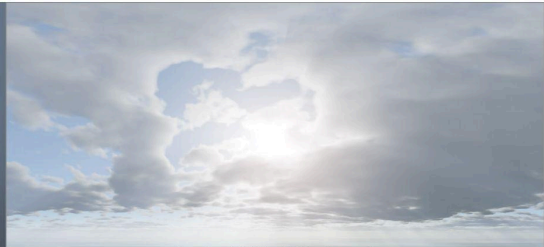
Day Sun Mid HorizonRich



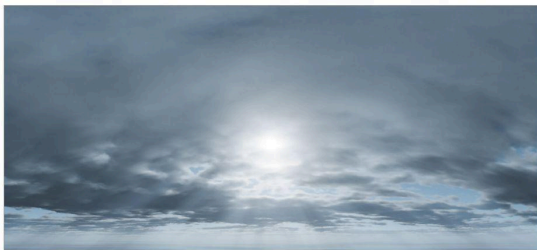
Day Sun Mid Overcast1



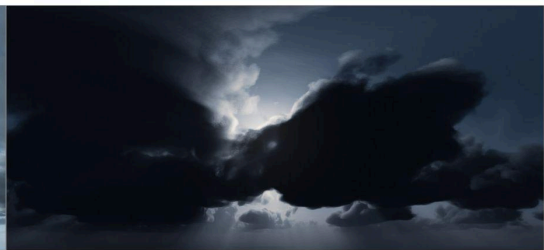
Day Sun Mid Overcast2



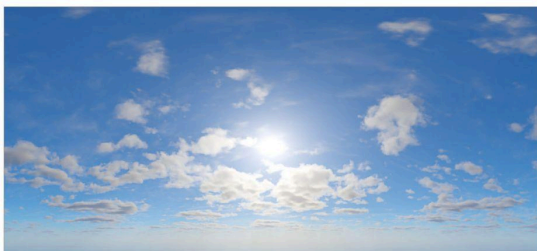
Day Sun Mid SimpleCloudLayer 3



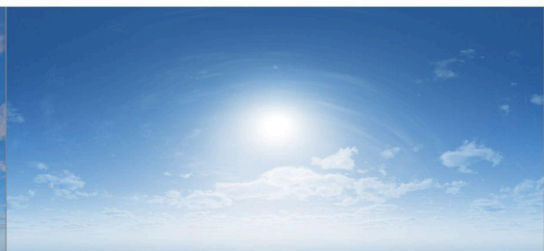
Day Sun Mid SimpleCloudLayer



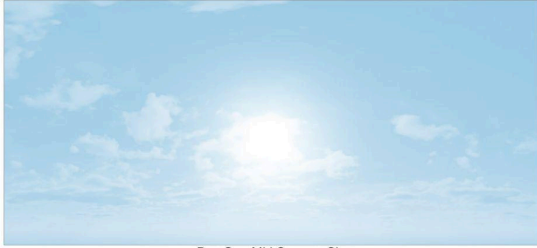
Day Sun Mid StormyCumulus



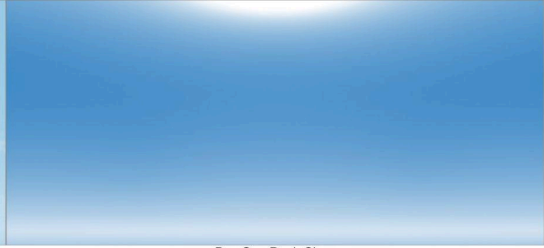
Day Sun Mid Summersky 2



Day Sun Mid SummerSky 3



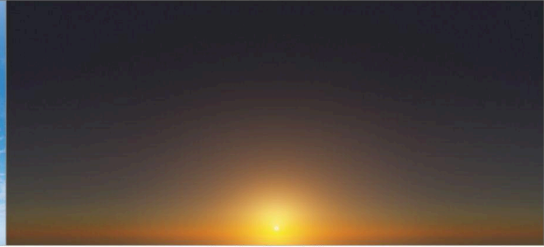
Day Sun Mid SummerSky



Day Sun Peak Clear



Day Sun Peak Summersky



Day Sun Sunset Clear



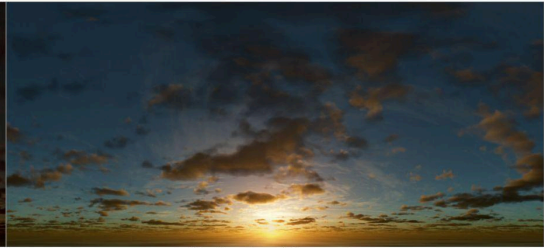
Day Sun Sunset EpicHigh 3



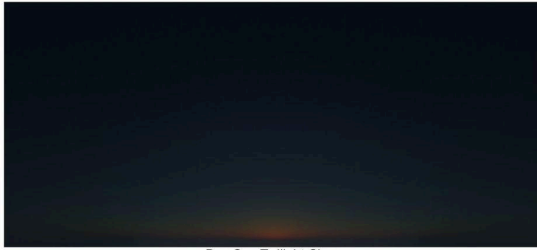
Day Sun Sunset SimpleCloudLayer 2



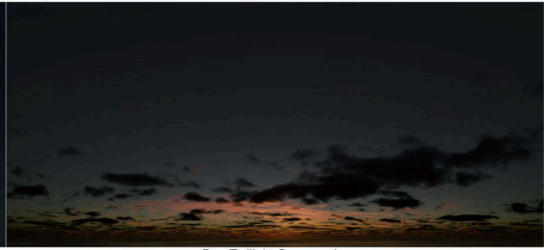
Day Sun Sunset SummerSky 3



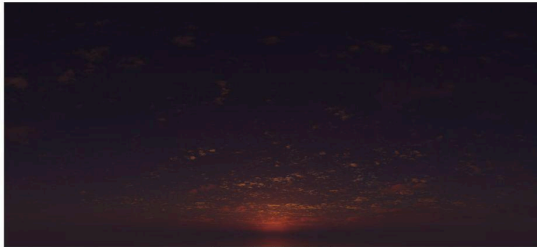
Day Sun Sunset Summersky



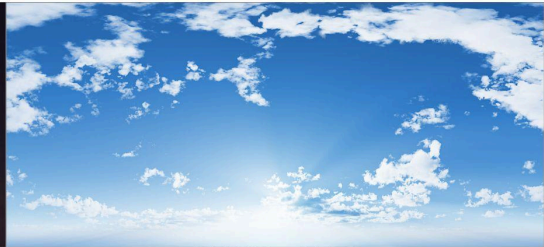
Day Sun Twilight Clear



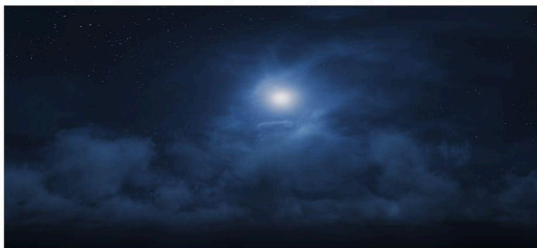
Day Twilight Summersky



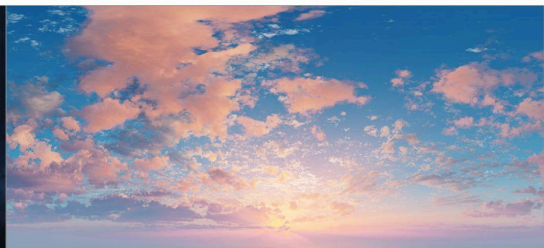
Deep Dusk Equirect



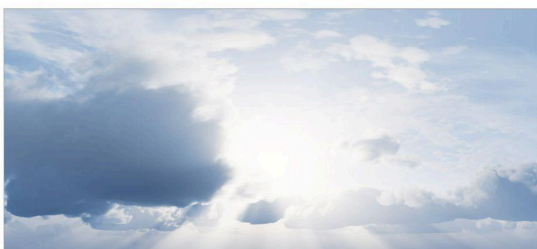
Epic Bright Sunset Equirect



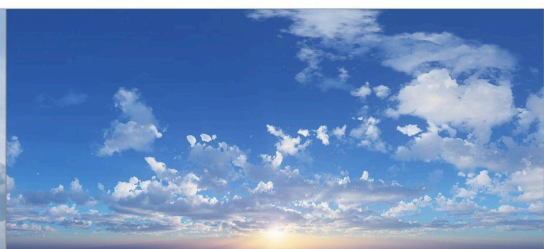
Epic Night Turbulent Equirect



Epic Sunset B Equirect



Epic\_BigCloudsSoft\_EquiRect



Epic\_BlueSunset\_EquiRect\_flat



Epic\_BrightIncomingStorm\_EquiRect



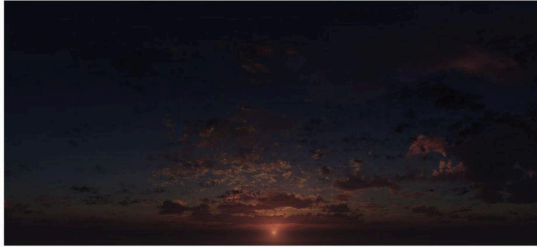
Epic\_CentreOfTheStorm\_EquiRect\_flat



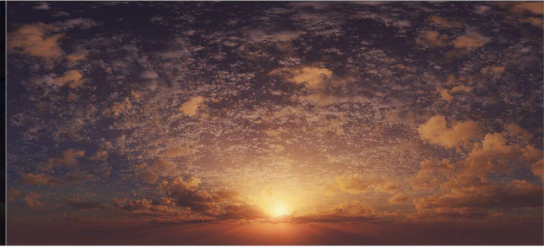
Epic\_GloriousPink\_EquiRect



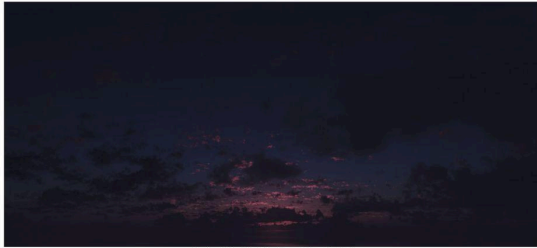
Epic\_NightStormMoonGlow\_EquiRect\_flat



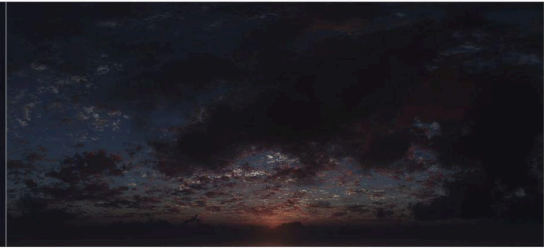
Epic\_SunsetDark\_EquiRect\_flat



Epic\_SunsetGoldenLayers\_EquiRect\_flat



Epic\_Twilight\_EquiRect\_flat



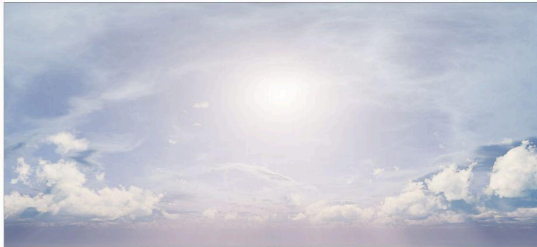
Epic\_TwilightStormGlow\_EquiRect\_flat



FantasySky\_Fire



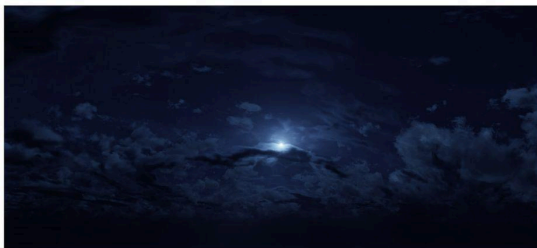
FantasySky\_Heavy\_1



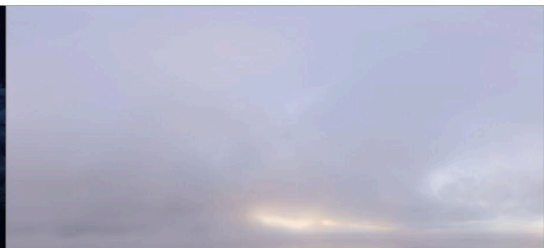
FantasySky\_High



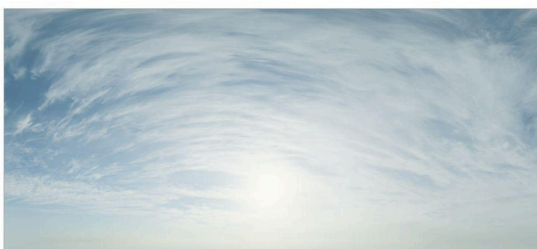
FantasySky\_Night\_2 Equirect



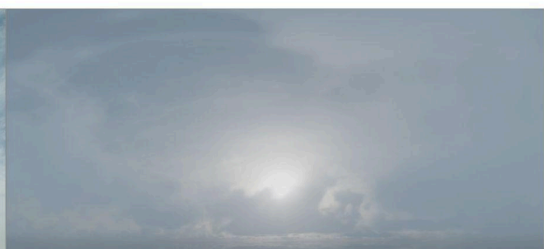
FantasySky\_Night1



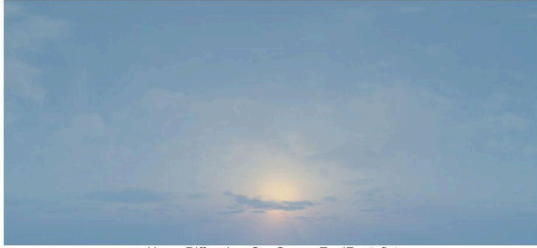
fish\_hoek\_beach\_16k



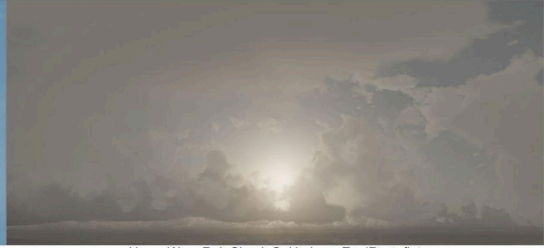
furry\_clouds\_16k



Haze\_ColdIncomingSnow\_EquiRect



Haze\_DiffuseLowSunGreen\_EquiRect\_flat



Haze\_WarmRainCloudsOnHorizon\_EquiRect\_flat



lenong\_1\_16k



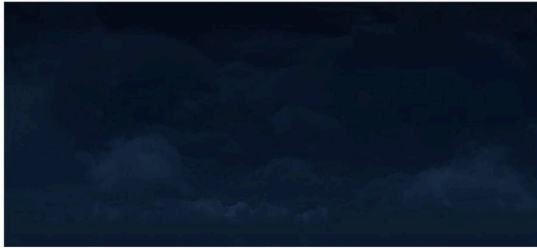
Mammatus Day Dark Equirect



Mammatus Sunset A Equirect



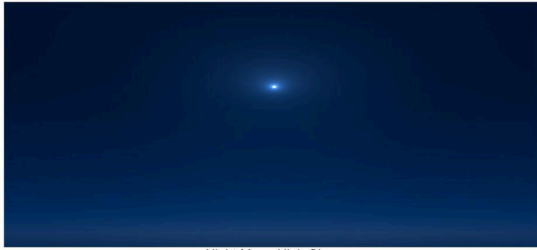
Moonless\_NightSky\_01\_flat



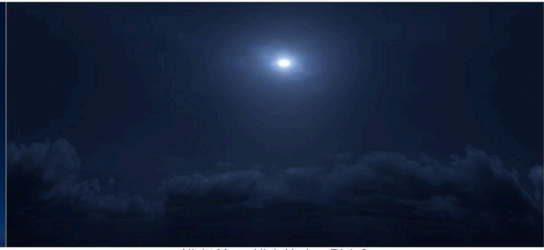
Moonless\_NightSky\_02\_flat



mud\_road\_16k



Night Moon High Clear



Night Moon High HorizonRich 2



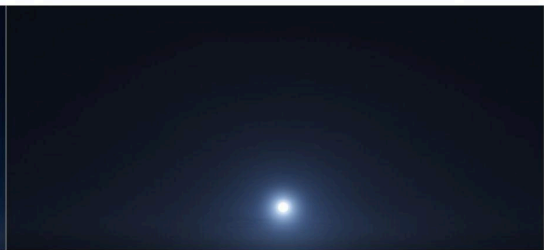
Night Moon High SimpleCloudLayer 2



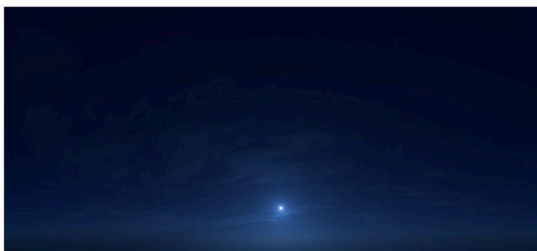
Night Moon High SummerSky 3



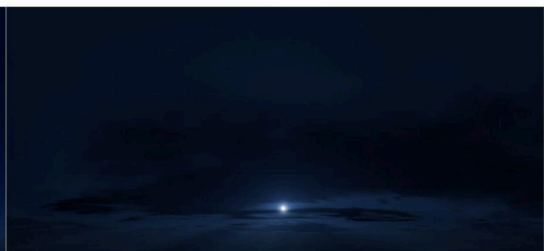
Night Moon Low Clear



Night Moon Low ClearHazy



Night Moon Low CloudsLayer

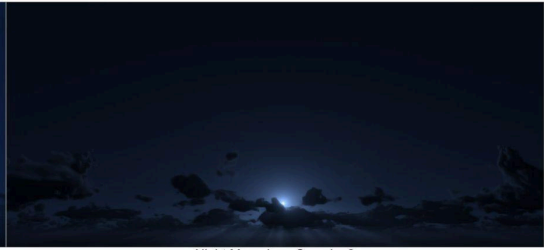


Night Moon Low CloudsLayered





Night Moon Low CrepuscularStyle



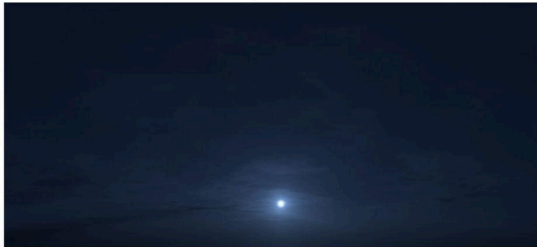
Night Moon Low Cumulus2



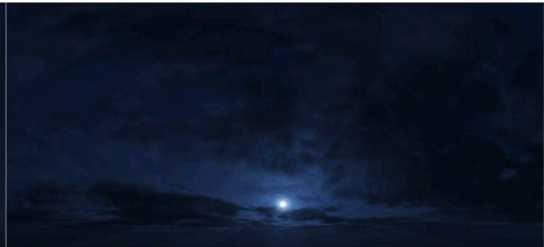
Night Moon Low EpicDenseClouds



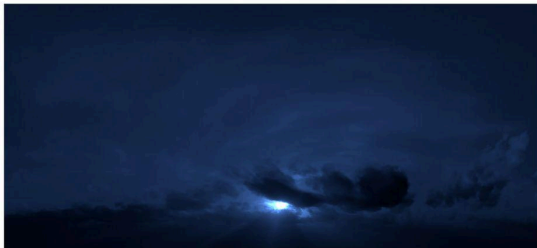
Night Moon Low EpicHigh



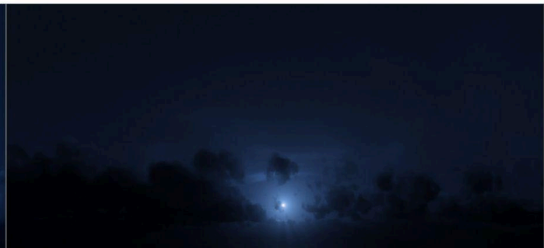
Night Moon Low FogHigh



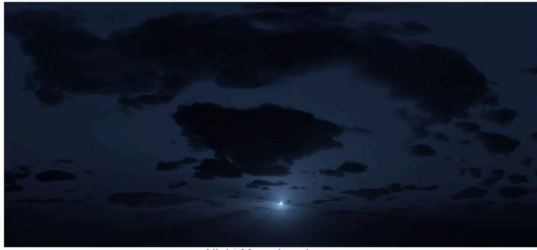
Night Moon Low Heavy



Night Moon Low HorizonRich 2



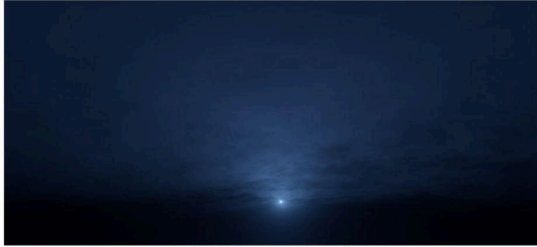
Night Moon Low HorizonRich



Night Moon Low Large



Night Moon Low Overcast1



Night Moon Low Overcast2



Night Moon Low SimpleCloudLayer 2



Night Moon Low StormyCumulus



Night Moon Low Summersky 3



Night Moon Low SummerSky



Night Moon Mid Autumnal



Night Moon Mid BrewingStorm



Night Moon Mid Clear



Night Moon Mid Clouds Layered



Night Moon Mid CrepuscularStyle



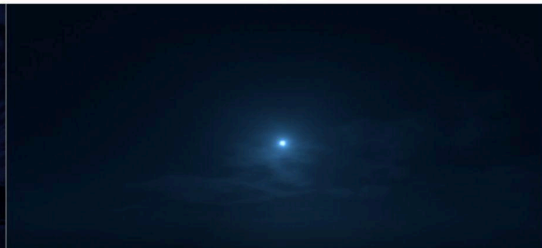
Night Moon Mid Cumulus 2



Night Moon Mid EpicDenseClouds



Night Moon Mid EpicHigh



Night Moon Mid FogHigh



Night Moon Mid Heavy



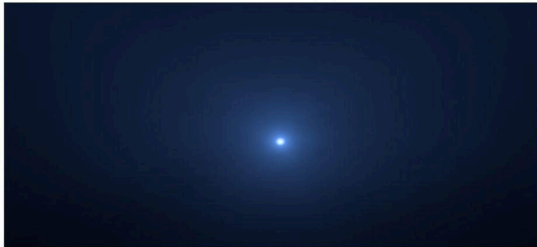
Night Moon Mid HighColdCirrus



Night Moon Mid Large



Night Moon Mid Overcast 1



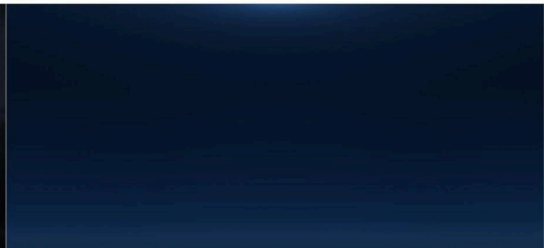
Night Moon Mid Overcast 2



Night Moon Mid SimpleCloudLayer



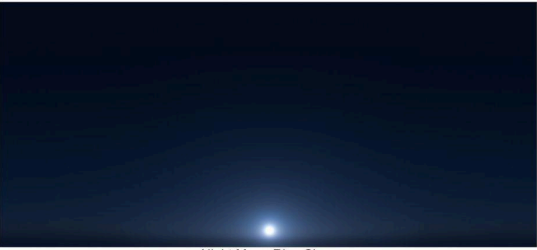
Night Moon Mid StormyCumulus



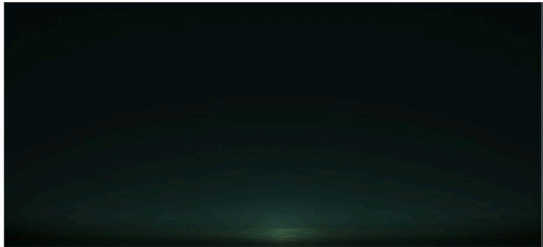
Night Moon Peak Clear



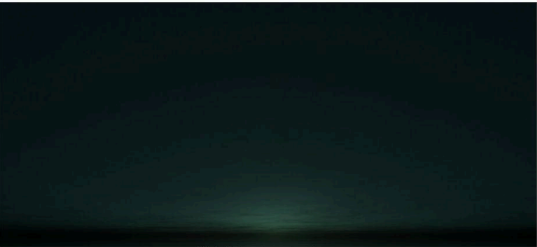
Night Moon Peak Summersky



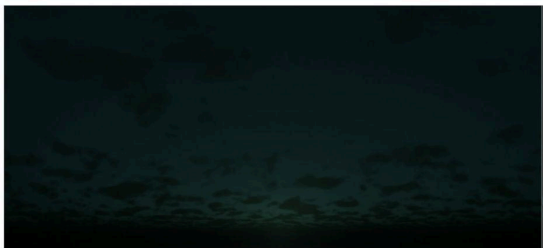
Night Moon Rise Clear



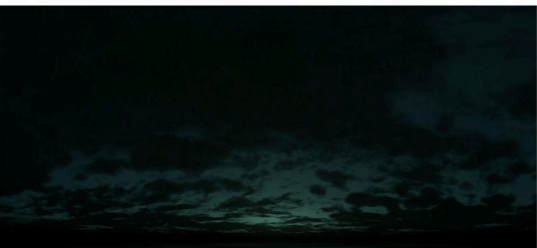
Night Skyglow Autumnal



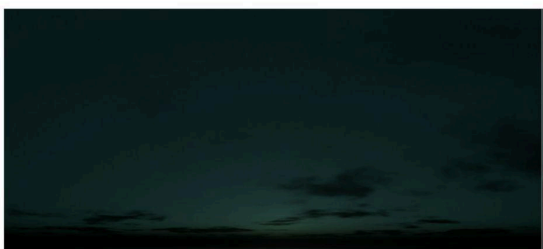
Night Skyglow clearhazy



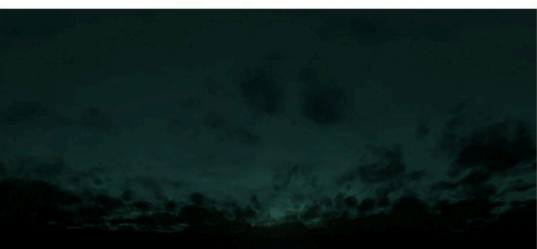
Night Skyglow crepuscularstyle



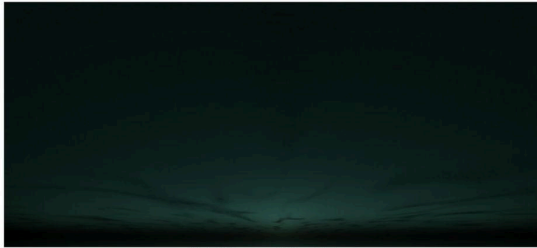
Night Skyglow epichigh



Night Skyglow foghigh



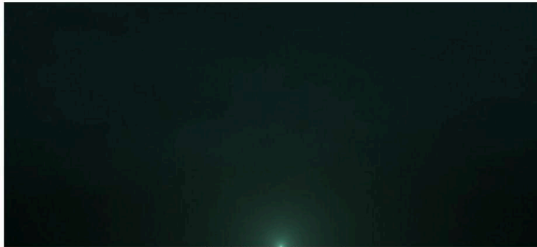
Night Skyglow heavy



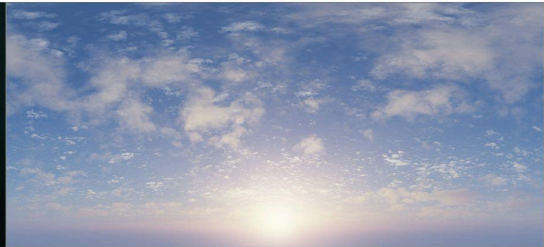
Night Skyglow highcoldcirrus



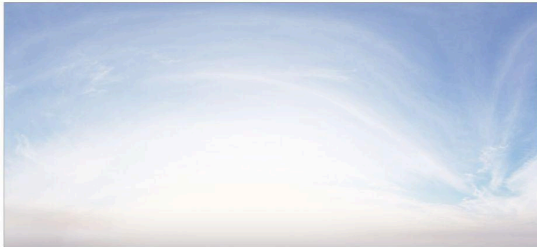
Night Skyglow horizonrich



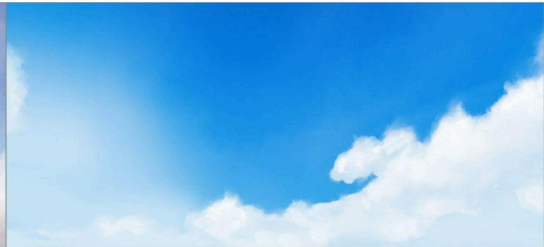
Night Skyglow Overcast



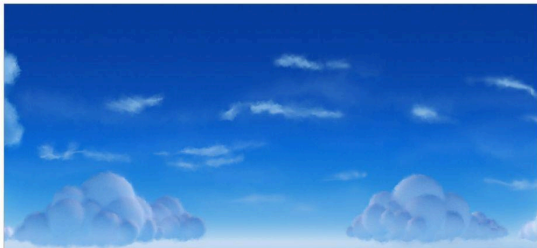
Pink Sunset 2



rocky\_ridge\_16k



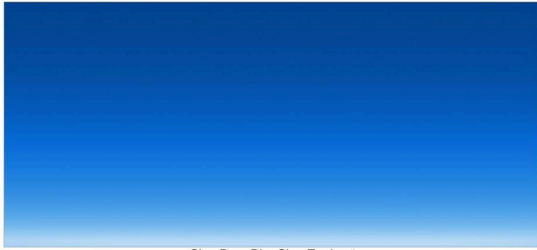
Sky\_Cartoon\_BlueSkyPainted\_NoSun\_Cam\_1\_Back-Z



Sky\_Cartoon\_FluffyBlueSky Equirect



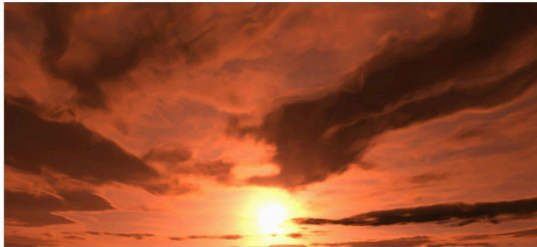
Sky\_CartoonSunset2\_Equirect



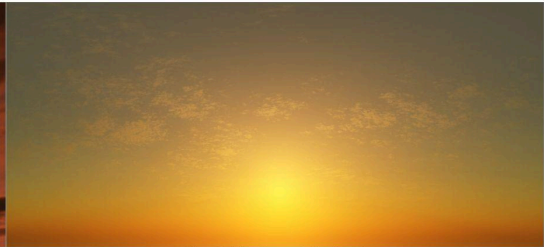
Sky\_Day\_BlueSky\_Equirect



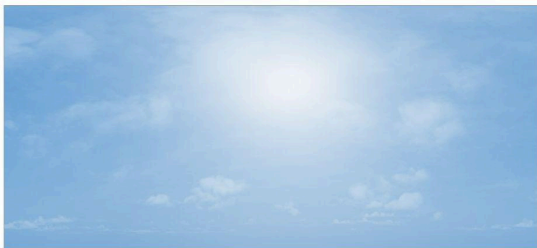
Sky\_Deep Storm Sunset\_Equirect



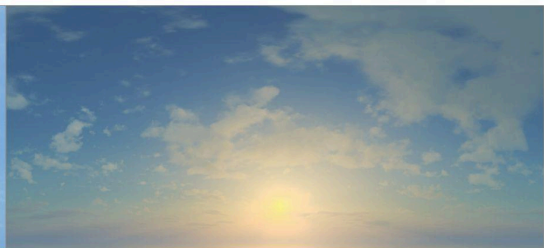
Sky\_FantasyClouds1\_Low\_Cam\_0\_Front+Z



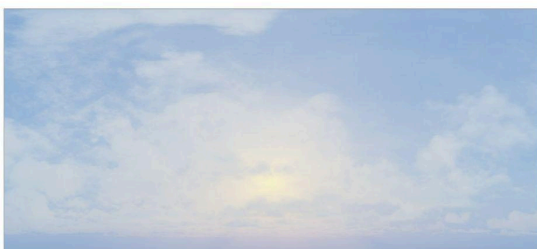
Sky\_Golden Sunset\_Equirect



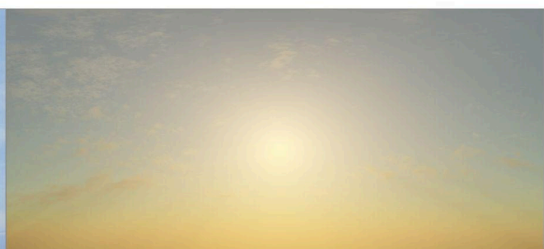
Sky\_LightBlue\_Equirect



Sky\_OptimisticSunrise\_Equirect



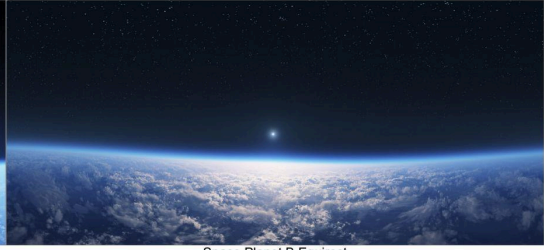
Sky\_Pink Sunset\_Equirect



Sky\_Sun Glow\_Equirect



Space Planet A Equirect



Space Planet B Equirect



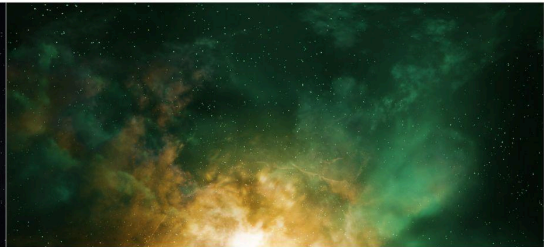
Space Planet C Equirect



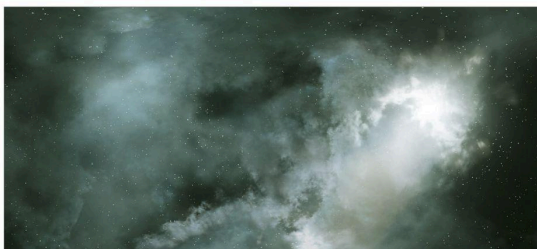
Space\_Nebula\_BlueRed Equirect



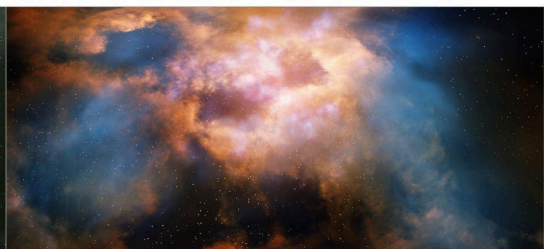
Space\_Nebula\_DeepBlack Equirect



Space\_Nebula\_Green Equirect



Space\_Nebula\_NuminousGlow Equirect



Space\_Nebula\_OrangeBlue Equirect

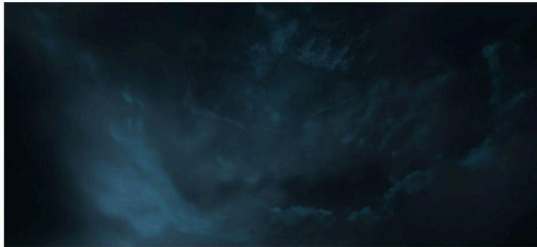




Space\_Nebula\_Red Equirect



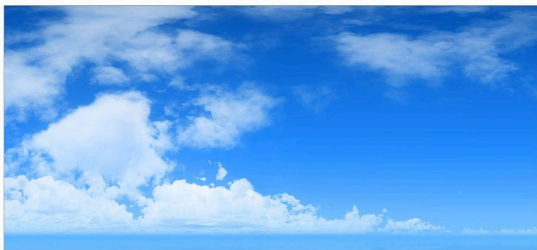
Space\_Neon\_Starless Equirect



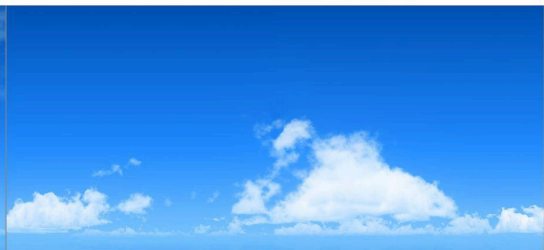
Space\_VortexCloud\_Starless Equirect



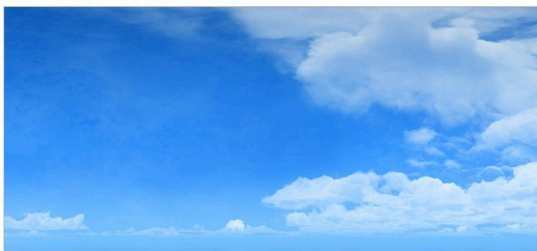
Starfield Equirect



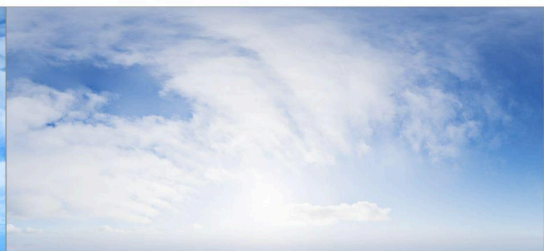
Sunless\_BlueSky\_01\_flat



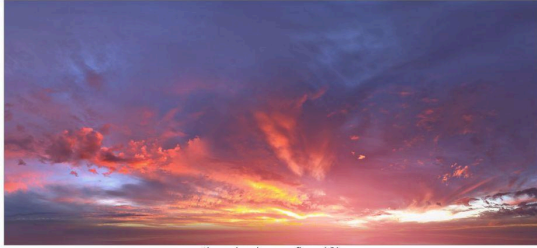
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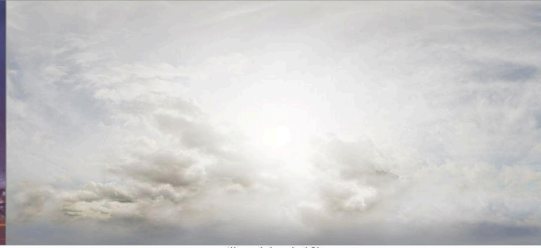
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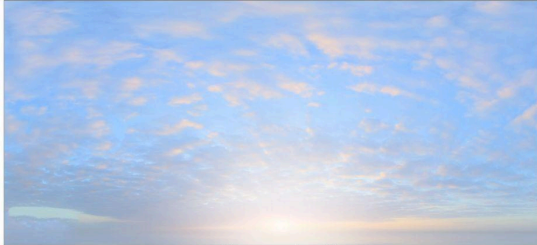
table\_mountain\_1\_16k



the\_sky\_is\_on\_fire\_16k



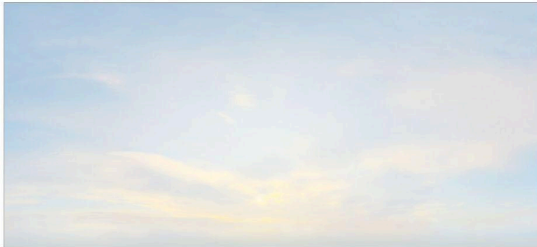
tiber\_island\_16k



umhlanga\_sunrise\_16k



white\_cliff\_top\_16k



winter\_lake\_01\_16k

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