Sky Box

Descripción

Files: SkyBox.shader

Path: "CGF/Shaders/Skybox"

Shader menu: "CG Framework/Skybox/Sky Box"

Description

Unity shader CG Framework/Skybox/Sky Box.

Reference

- **Sky Type** – Sky Type.
- **Color (RGB)** – Color (RGB).
- **Settings** – Settings of the sky.
    - **Exposure** – Adjusts the brightness of the skybox.
    - **Rotation X** – Manages the pitch of the skybox.
    - **Rotation Y** – Manages the yaw of the skybox.
- **Cubemap Texture (HDR)** – Cubemap Texture (HDR).
- **Spherical Texture (HDR)** – Spherical Texture (HDR).
- **Mapping Layout** – Mapping Layout.
- **Image Type** – Image Type.
- **Mirror on Back** – Mirror on Back.
- **3D Layout** – 3D Layout.
- **Scroll** – Scroll.
- **Scroll Speed** – Scroll Speed.

Use

Assign the shader from `CG Framework/Skybox/Sky Box` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.