Sky Gradient

Descripción

Files: SkyGradient.shader

Path: "CGF/Shaders/Skybox"

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

Description

Unity shader CG Framework/Skybox/Sky Gradient.

Reference

- **Color** – Colors of the sky.
  - **Sky Ramp (RGB)** – Sky texture ramp.
  - **Top Color (RGB)** – Color of the top part of the sky.
  - **Bottom Color (RGB)** – Color of the bottom part of the sky.
  - **Gradient Steps** – Shading steps of the color gradient.
- **Settings** – Settings of the sky.
  - **Intensity** – Intensity of the skybox color light.
  - **Exposure** – Adjusts the brightness of the skybox.
  - **Rotation X** – Manages the pitch of the skybox.
  - **Rotation Y** – Manages the yaw of the skybox.

Use

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