



Unity Asset - HDRP Time Of Day - Lighting, Weather & Clouds v1.2.2

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Introducing HDRP Time of Day, your solution to creating stunning outdoor scenes in Unity with dynamic lighting, volumetric clouds, and weather effects seamlessly integrated into one comprehensive system.

Say goodbye to the frustration of tweaking countless lighting settings, especially when dealing with the complexities of a day-night cycle and atmospheric effects like clouds and weather. With HDRP Time of Day, you can achieve breathtaking results without the headache.

- **HDRP Day-Night Cycle:** Watch as lighting, sky, and post-processing effects smoothly transition to reflect the time of day, creating immersive environments that evolve realistically over time.
- **Customizable Lighting:** Fine-tune essential lighting parameters throughout the day using intuitive curves and gradients, ensuring your scene looks its best in every lighting condition.
- **Weather Effect System:** Experience the realism of rain, snow, and sandstorms, with the flexibility to extend the system to include your own custom weather effects. (Note: Terrain weather effects require a compatible shader, such as GTS)
- **Reflection Probe Support:** Maintain visual fidelity with a dynamic reflection probe system that adapts to changing lighting conditions, providing rich and balanced scene depth.
- **Profile-Based Management:** Save and reuse your preferred settings across scenes and projects, streamlining your workflow and ensuring consistency.
- **Native HDRP Compatibility:** Seamlessly integrate HDRP Time of Day with other HDRP features and effects, maximizing the potential of Unity's rendering capabilities.
- **Night Sky Simulation:** Enjoy a mesmerizing night sky complete with stars and a moon, adding another layer of realism to your outdoor environments.
- **Local Override Volumes:** Fine-tune specific areas of your scene with local override volumes, giving you precise control over lighting and atmospheric effects.

Plus, with integration support for Gaia Pro 2021 and GTS - Gtype Terrain Shader, you can effortlessly extend weather effects across your entire scene for a truly immersive experience.

Transform your outdoor scenes from ordinary to extraordinary with HDRP Time of Day. Say hello to effortless realism and captivating visuals in Unity like never before.



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