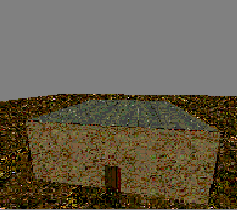
**Sky**

**Yo back again!!  
Before starting get youself a couple of chips and chocolat cause this wont be that easy!!  
But we all wanna see our work so, better move on!  
  
Los gets! (Let's go!)  
  
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Make a giant room around everything you've made, mine is 1024 on 1024 on 512 units.  
You can make the walls as thick as you want, so long as nothing overlaps!!!  
Now open the "sky"texture set and choose a sky texture, choose one of the following textures, only these work!!!**

http://www.geocities.ws/driesvanmeert/1.jpghttp://www.geocities.ws/driesvanmeert/2.jpghttp://www.geocities.ws/driesvanmeert/3.jpghttp://www.geocities.ws/driesvanmeert/4.jpg

http://www.geocities.ws/driesvanmeert/5.jpghttp://www.geocities.ws/driesvanmeert/6.jpghttp://www.geocities.ws/driesvanmeert/7.jpghttp://www.geocities.ws/driesvanmeert/8.jpg

**And ofcourse, to the floor, a floor texture! To the outside of your rooms put another wall texture.  
Now, that is done, we can't get outside, so delete the wall of the right room, and duplicate the wall with the door, rag it to the right place, and youre done!!!  
This is how mine looks:**



**The sky doesn't looks like a sky yet! That's complete normal, in the game it'll look like sky!!  
I wont let you see a pic from this map in the game! That's a surprise in case that you download it!**