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| **Sky Box's** |
| **What we are going to do:** |
| Going to make a beautiful sky! |
|  |
| **Get Going!** |
| Make a room 1024x1024x512, put grid on 8 and hallow it out!  Then go to "textures" "sky" and choose one! The trick is you have to find one w/a shader file to it! or it will not look like a sky. Here are the ones I found to be a sky:   |  |  |  |  | | --- | --- | --- | --- | |  |  |  |  | |  |  |  |  |   Okay, Apply any 1 of these textures to your whole room!  http://web.archive.org/web/20030325193212/http://users.1st.net/kimberly/Tutorial/Sky/textured.jpg  Now Select the bottom texture/floor, and apply a ground texture.  http://web.archive.org/web/20030325184027/http://users.1st.net/kimberly/Tutorial/Sky/ground.jpg  Then put in a player start, some lights, or a [SunFlare](http://web.archive.org/web/20031020033241/http:/users.1st.net/kimberly/Tutorial/sun.htm), and your good to go! Compile and test!  This is what it should look like!  http://web.archive.org/web/20030325182521/http://users.1st.net/kimberly/Tutorial/Sky/done.jpg  GOOD JOB!  **http://web.archive.org/web/20031020033241im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg** |

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