

Sky Box's

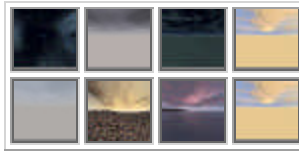
What we are going to do:

Going to make a beautiful sky!

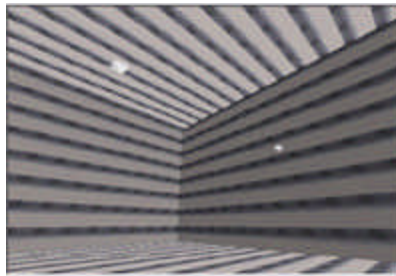
Get Going!

Make a room 1024x1024x512, put grid on 8 and hallow it out!

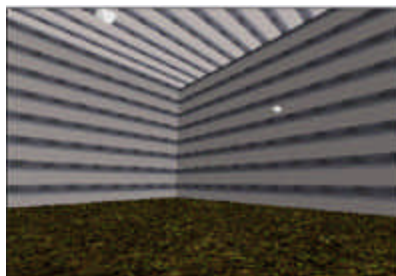
Then go to "textures" "sky" and choose one! The trick is you have to find one w/a shader file to it! (it will not look like a sky. Here are the ones I found to be a sky:



Okay, Apply any 1 of these textures to your whole room!

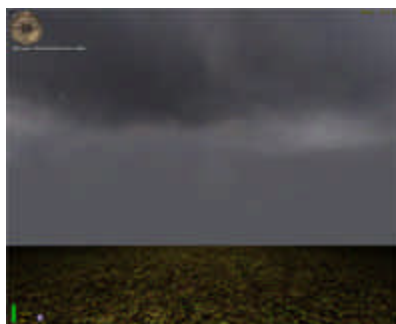


Now Select the bottom texture/floor, and apply a ground texture.



Then put in a player start, some lights, or a [SunFlare](#), and your good to go! Compile and test!

This is what it should look like!



GOOD JOB!



