



Space Skybox 4096

By Lyas Studio



Introduction on this artwork

- The skybox was done in Photoshop CS4 and it's suitable and tested on every kind of space environments, which needs more details on environment.
- There are many layers onto each other to make a more realistic space look.

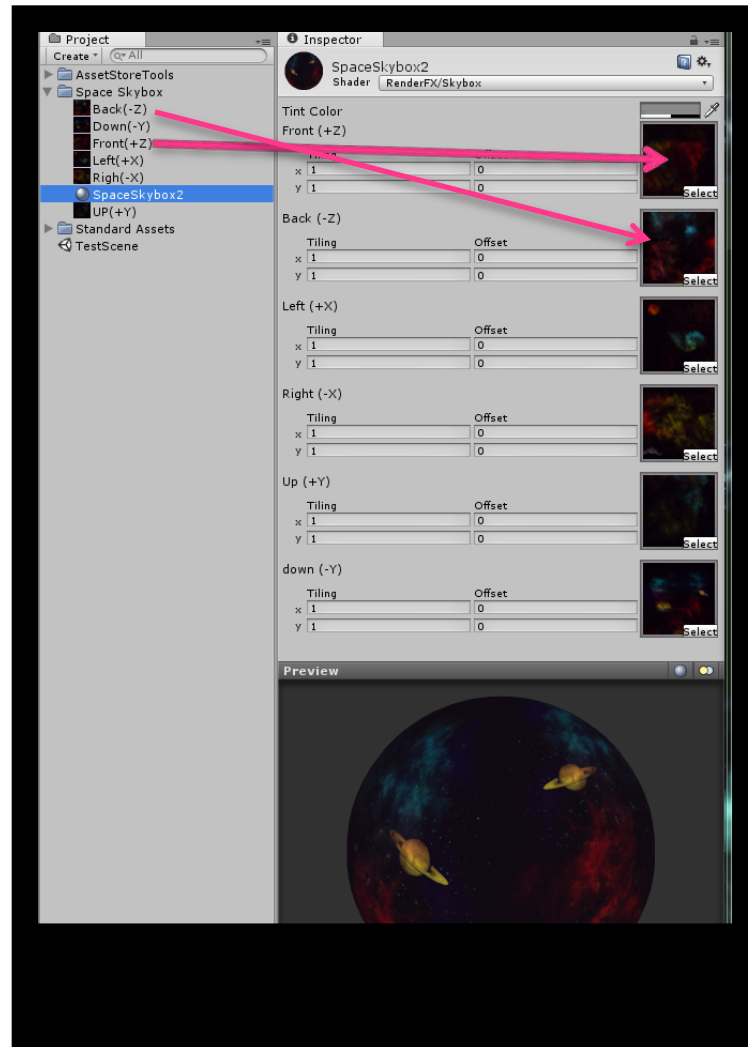
How to assign it?

- In the main folder there are 6 textures and 1 material of skybox which needs to be assigned in:

Edit-> Render Setting-> Skybox Material

First of all you must make sure that all the textures (Front, Back, Left, Right, Up and Down) are assigned properly to the material of Skybox. The material of Skybox has 6 different texture slots which are the places for the textures inside the folder.

Sample of The textures which has been assigned





Hope you like it

Any question:
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