Cartoon Skybox Generator v.1.0
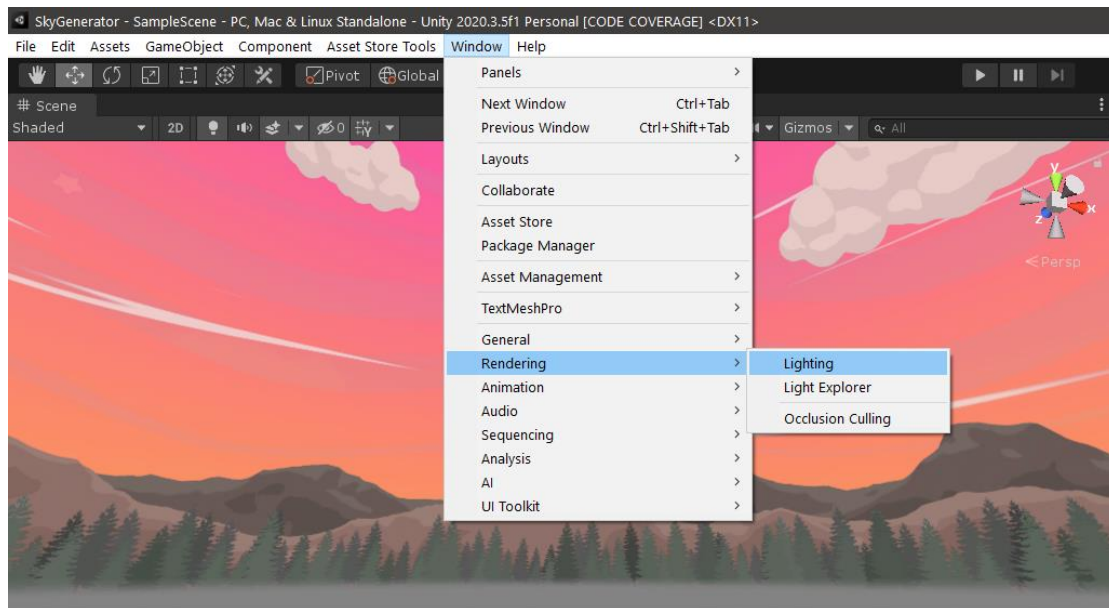
by Hami Cihat SERTCAN 05/2021

Tutorial Video:
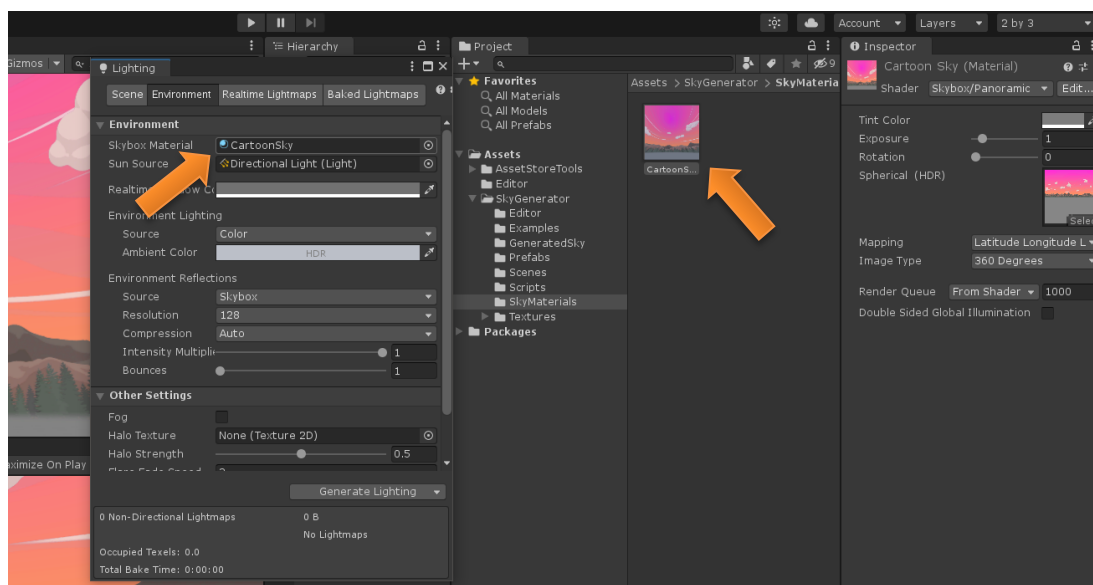
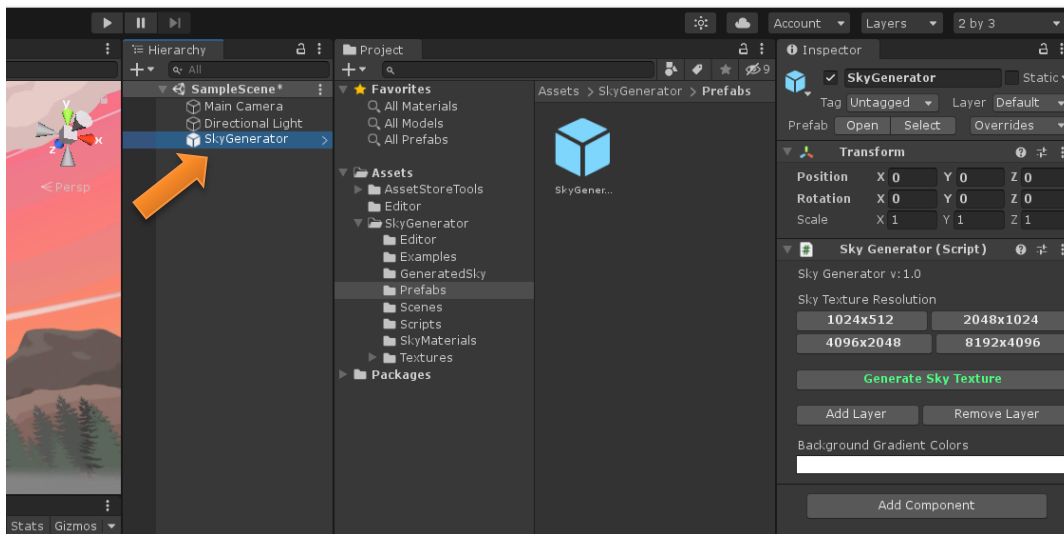https://youtu.be/hwwOvgSArs8

How to use?
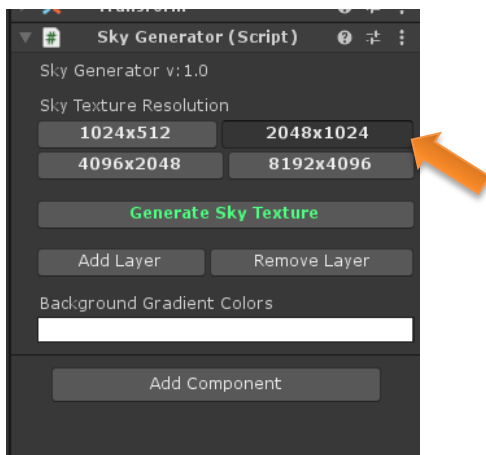
1- Open Lighting window

2- Add the "CartoonSky" material to the Skybox material section under the environment tab
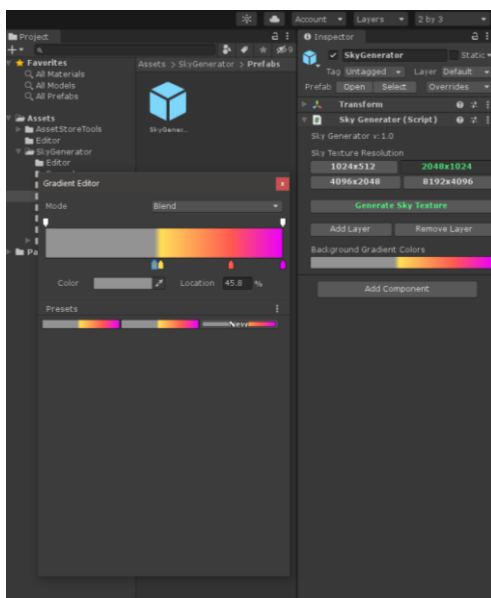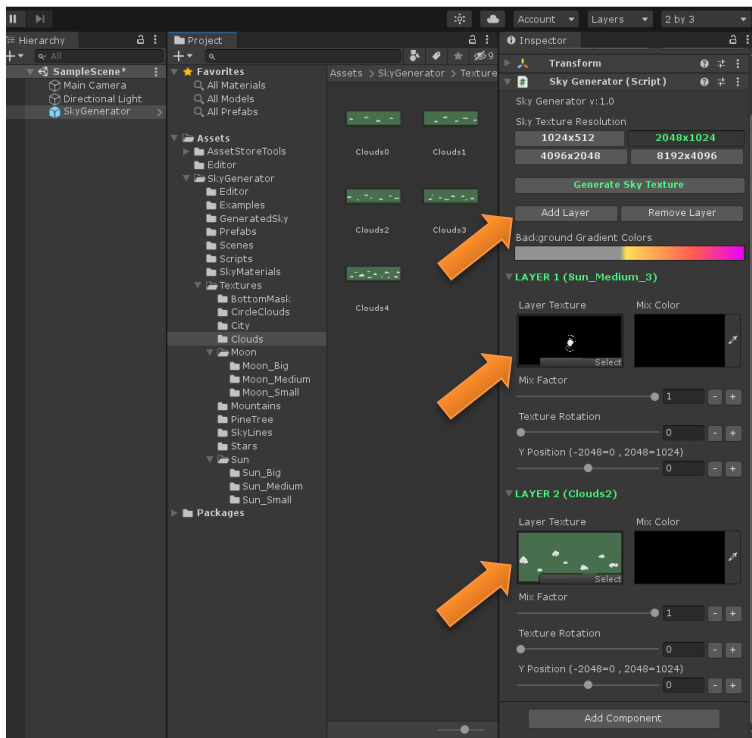
3- Add the skyGenerator to your scene

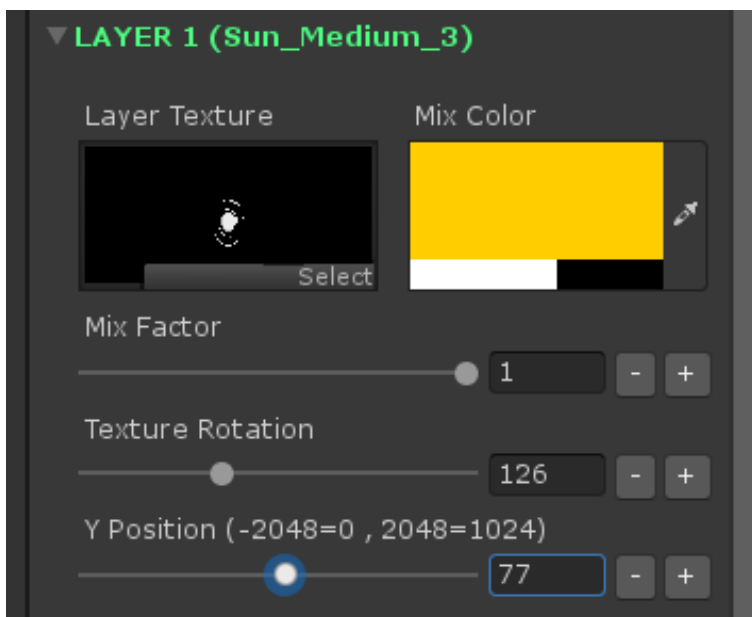3- Set the resolution of the output texture (Default 2048x1024 px)

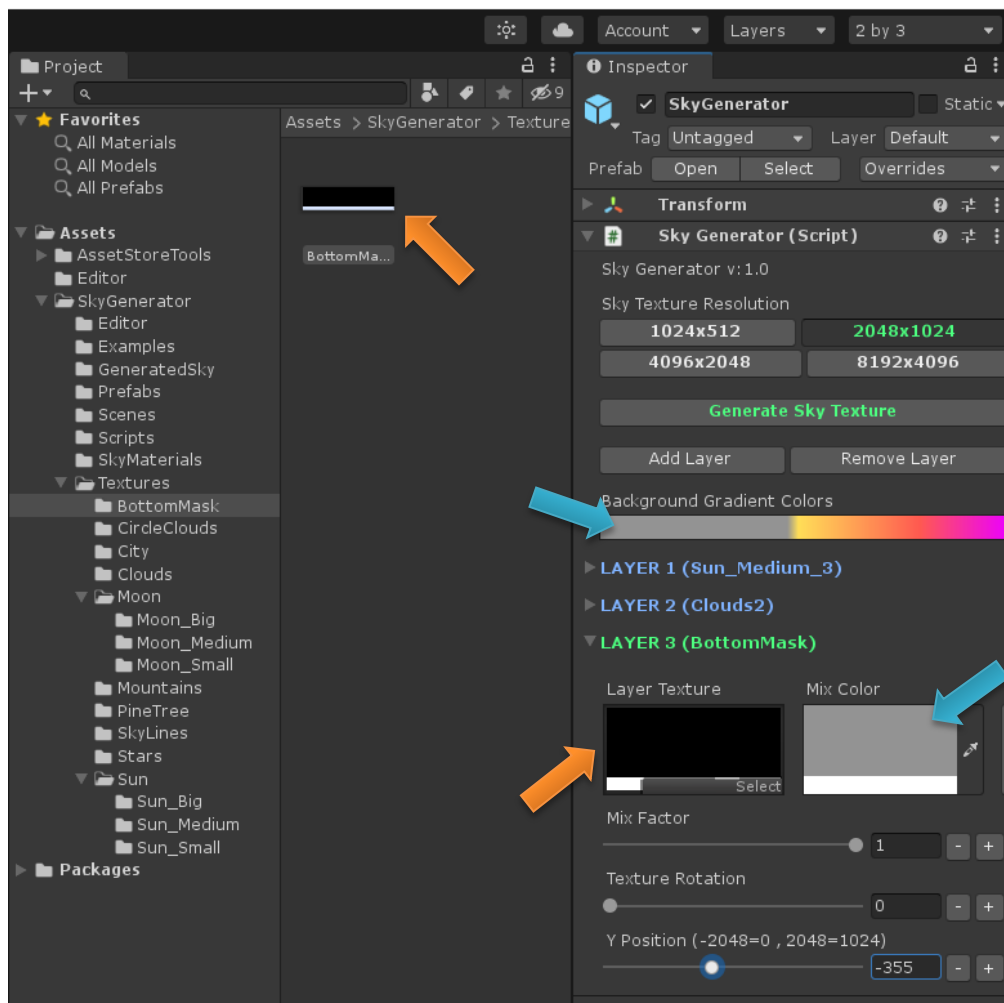4- Set the gradient color palette

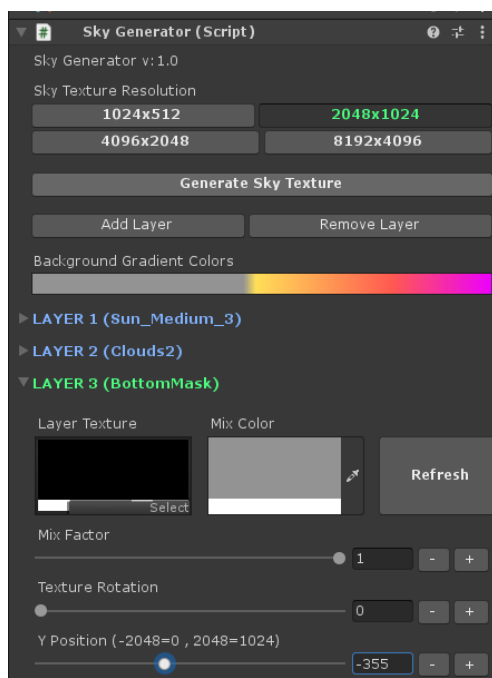## 5- Add layers and set the layer fields (Use Textures)

6- Set the layer: color, mix ratio, rotation and y position

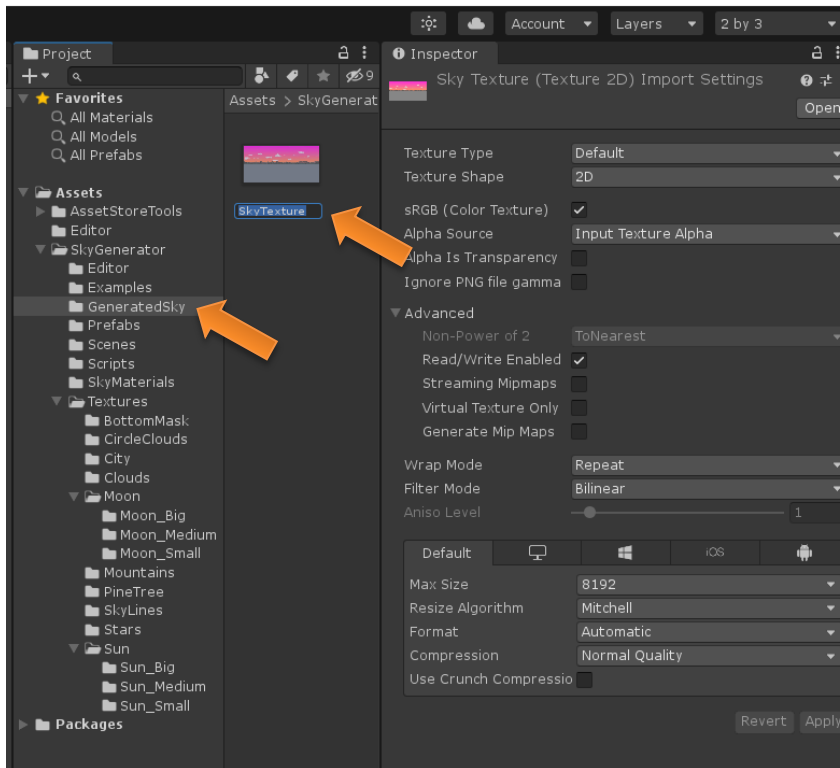7- Add bottom mask layer and set color and y position (mix color alpha must be 1)

7- Push the "Generate Sky Texture" Button or "Refresh" Buttons

Save Result:

Rename the "SkyTexture" texture in the GeneratedSky file (the code creates a new texture named SkyTexture each time)

Texture Settings: