

# The Skysphere Component

This component works very similarly to the built-in skybox functionality, but it allows you to directly use cylindrical (equirectangular) textures instead.

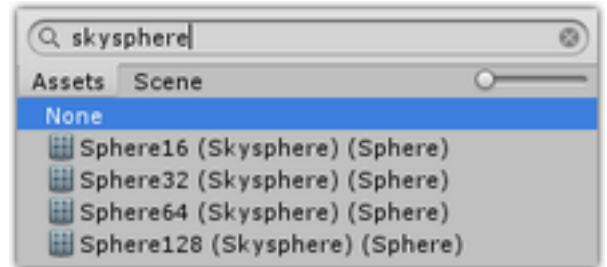
Note: This component creates a mesh and automatically scales it to the size of your camera's far clipping plane, so you don't need to manually modify the scale of it.

## Skysphere Mesh

If you click the 🔍 find button and type '**skysphere**' into the mesh search box you'll see a list of prepackaged skysphere meshes as seen on the right.

The number at the end of the mesh name (e.g. Sphere**128**) indicates the detail level of the mesh.

Note: For higher performance, you should use the lowest level detail mesh you can get away with.



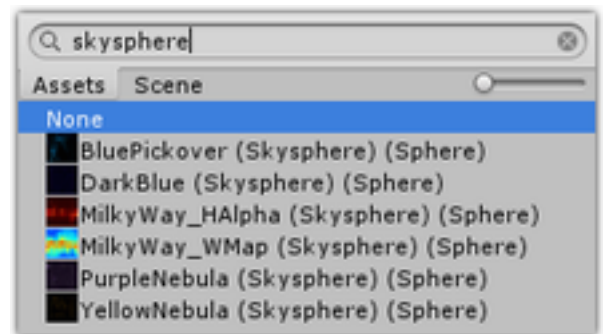
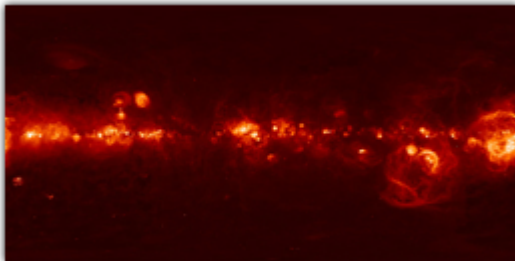
## Render Queue

This field allows you to change the render queue used by the skysphere material. Consult the official Unity documentation if you're unsure what this means.

## Texture

If you click the 🔍 find button and type '**skysphere**' into the texture search box you'll see a list of prepackaged skysphere textures as seen on the right.

Note: These textures must be created with a cylindrical (equirectangular) projection like the one below.



## Observer

If your scene contains a main camera then this field will automatically be filled in. If not, then make a camera and either change its tag to **MainCamera**, or drag it into this field.