Graphics 1: How to set up the Spacescape skybox in the example:

1. Rotate “Right” by 180 degrees
2. Rotate “Left” by 180 degrees
3. Rotate “Back” by 180 degrees
4. Rotate “Front” by 180 degrees
5. (So, yes, rotate everything, except “Top” and “Bottom” by 180 degrees)
6. Switch “Back” and “Front”

This assumes:

* Right == pos X
* Left == neg X
* Top == pox Y
* Bottom == neg Y
* Front = pos Z
* Back == neg Z