

# Sky Texture Node

The *Sky Texture* node generates a procedural sky. It's typically used in combination with the [World Output Node](#).



## Inputs

### Vector

Texture coordinate to sample texture at; defaults to Generated texture coordinates if the socket is left unconnected.

## Properties

### Sky Type

Sky model to use.

#### Preetham

Based on the 1999 [paper](#) by Preetham et al.

#### Hosek/Wilkie

Based on the 2012 [paper](#) by Hosek and Wilkie.

#### Nishita

Improved version of the 1993 [model](#) by Nishita et al.

Note that this sky type is quite bright and makes the image look overexposed with the default scene settings. You can reduce the Exposure setting in Properties ▸ Render ▸ Film to fix this.

### Sun Direction

Sun direction vector.

### Turbidity

Atmospheric turbidity.

- 2: Arctic like
- 3: clear sky
- 6: warm/moist day
- 10: hazy day

### Ground Albedo

Amount of light reflected from the planet surface back into the atmosphere.

### Sun Disc Cycles Only

Enable/Disable sun disc lighting.

### Sun Size

Angular diameter of the sun disc (in degrees).

### Sun Intensity

Multiplier for sun disc lighting.

### Sun Elevation

Rotation of the sun from the horizon (in degrees).

### Sun Rotation

Rotation of the sun around the zenith (in degrees).

### Altitude

The distance from sea level to the location of the camera. For example, if the camera is placed on a beach then a value of 0 should be used. However, if the camera is in the cockpit of a flying airplane then a value of 10 km will be more suitable. Note, this is limited to 60 km because the mathematical model only accounts for the first two layers of the earth's atmosphere (which ends around 60 km).

**Air**

Density of air molecules.

- 0 no air
- 1 clear day atmosphere
- 2 highly polluted day

**Dust**

Density of dust and water droplets.

- 0 no dust
- 1 clear day atmosphere
- 5 city like atmosphere
- 10 hazy day

**Ozone**

Density of ozone molecules; useful to make the sky appear bluer.

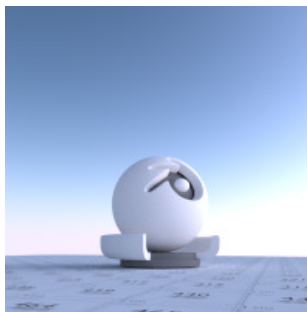
- 0 no ozone
- 1 clear day atmosphere
- 2 city like atmosphere

## Outputs

**Color**

Texture color output.

## Examples



Example of Sky Texture.

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Last updated on 2025-05-10

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