



Totally Cosmic

CREATIVEFLOW SKYBOX ART

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TWEAKING

CREATIVE FLOW SKYBOXES WITH PHOTOSHOP

by

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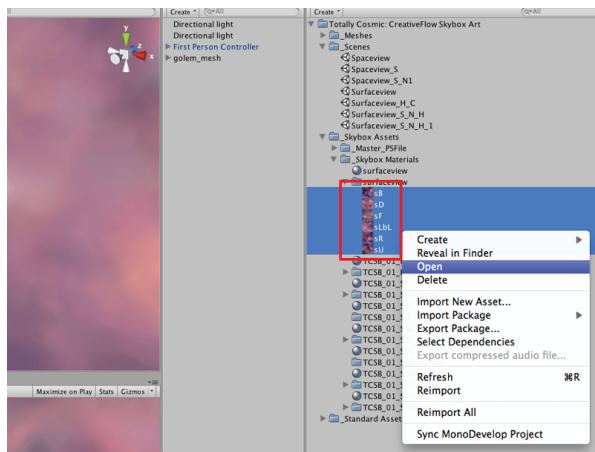
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All original TC skybox image series are constructed and rendered using a selection of 3D software by the artist.

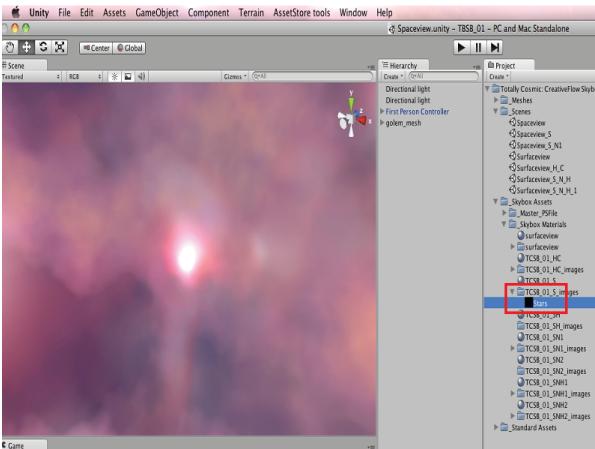
All rendered image planes can be imported into PS for a variety of adjustment through the use of the many image manipulation tools.

Each TC Skybox Art package allows your creativity to flow while producing a variety of customized, beautifully detailed skyboxes.

STEP 1.

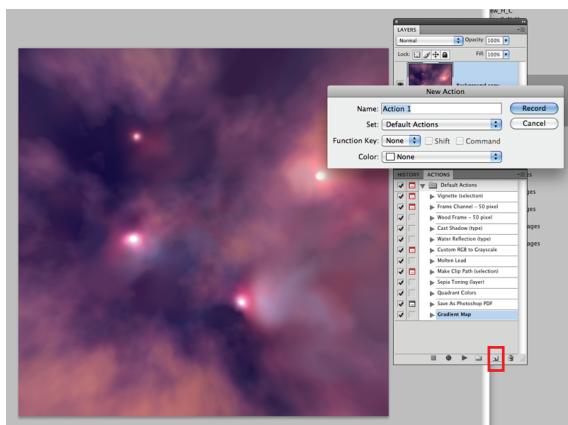


In the Unity project folder, select and open any of the six skybox images located in the **_images** folders into PS.



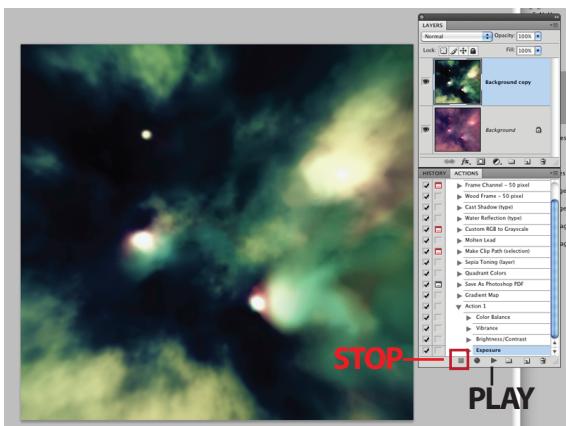
Open the **Stars** image located in the **TCSB_01_S_images** folder.

STEP 2.



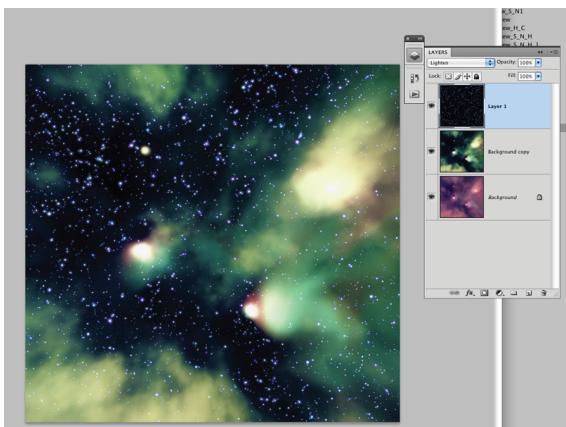
In the PS Layers window (Windows>Layers), Duplicate the original image. Open the Actions dialogue window (Window>Actions) and click the Record Action button.

STEP 3.

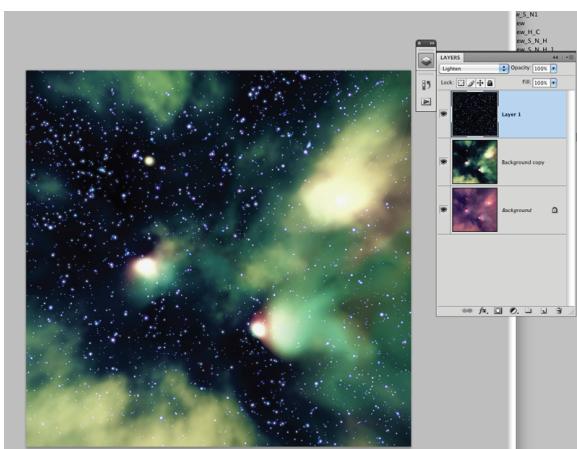


Make all adjustments to achieve your desired effect and remember to click the stop recording button.

With the new Action layer selected, the remaining images can be tweaked identically by clicking the Action play button. Individual combinations of Actions can be recorded or deleted as necessary.

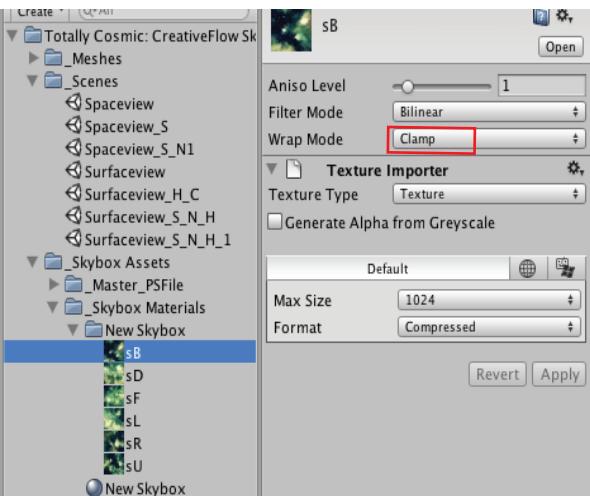


If the stars were eliminated after the adjustments were completed, copy the **Stars** image and paste the image as a new layer above the tweaked nebula layer in each image file. Experiment with the various Layer adjustments. **Lighten** was used on the current image sequence.

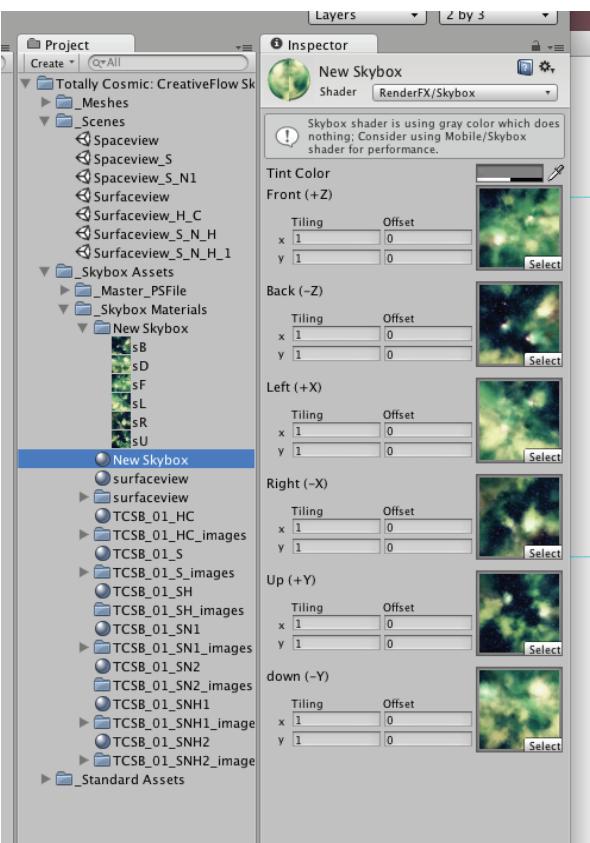


Flatten the layers in each file and Save As each image in a new folder using the original panel designation of each image (F, B, U, D, L, R).

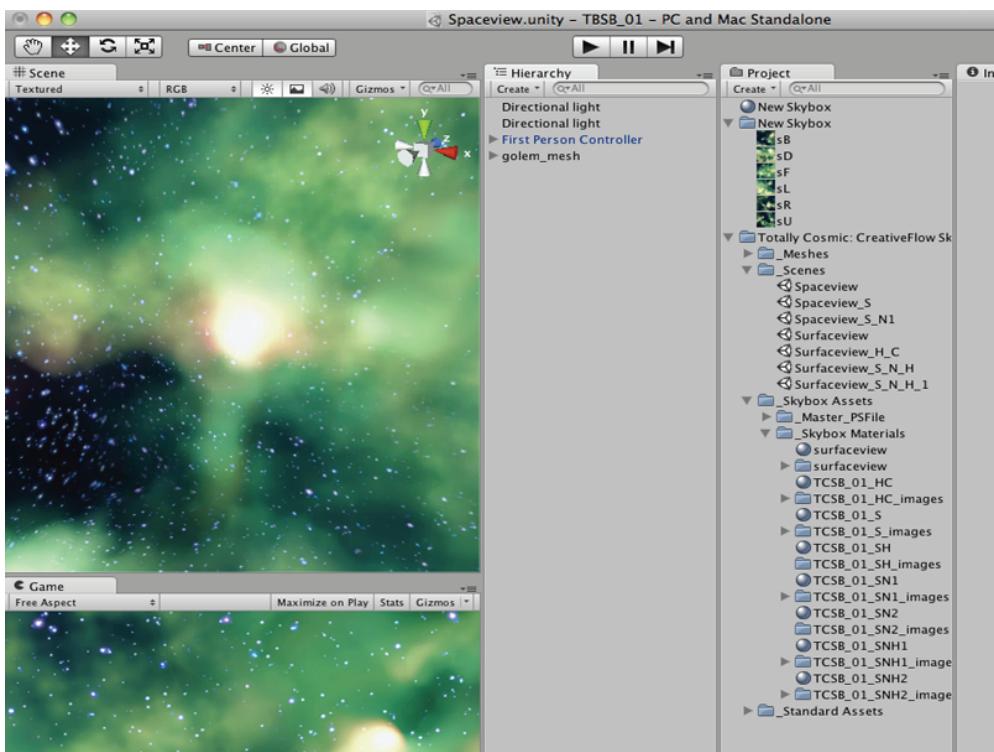
The new images can be imported into Unity.



Select each panel image and change the *Wrap Mode* to **Clamp**.



Create a new Material. The Shader type should be *RenderFX>Skybox*. Drag each image into the corresponding skybox pane.



Select the new skybox material (Edit > Render Settings > Skybox Material) to view your new skybox.

NOTE: When tweaking the surface skybox images, adjust the Fog Color in the Render Settings dialogue to correspond with the current haze color of the skybox images.