

Adam deGrandis' Skybox Art Pack

version 1.0



A Note From Adam

Thanks for purchasing the Skybox Art Pack! If you liked these skies and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, www.adamdegrandis.com. Thanks again!

Installation of the Skybox Art Pack

Installation of the pack is easy. Simply Drag or copy/paste the "AdamdeGrandisSkyboxPack" folder included in the .zip to the game\art\skies\ directory of your project.

Use of the Skybox Art Pack

Each sky included in the pack - Blue Sky, Overcast, Stormy Sky, Sunset, Sunrise, and Warzone Sky - each have their own unique Skybox, Sun, and BasicClouds, which work together to create the final sky as seen in screenshots. To use one of these skies in your level, simply copy and paste the appropriate mission items from the SkySettings.txt file into your level's .mis file using your preferred text editor or IDE. For example, if you want your level to use the Blue Sky, copy all the items in the Blue Sky section of the SkySettings file and paste them into your own mission file. **Be sure to delete any pre-existing Sun, Skybox, or BasicClouds items from your level beforehand.** Failure to do so will result in an improper and incomplete load of the pack's assets.

This procedure is only if you want to utilize the pre-designed sun, cloud, and sky settings. If you don't, you can simply chose one of the pack's skyboxes through the editor as normal.