# SKY DOMES: Self Illuminating environments.

To create a self-illuminating environment you will need to create a sphere or box around your current scene. It should be big enough to contain all of the elements of your scene inside.

Follow these next steps:

1) Select your box/sphere and right click to access the object properties.

2) In the Display Properties section make sure that **By Object** appears in the button just by clicking over the word. This will enable all your display options.

3) In the Display options turn the ☑ Backface Cull on and press OK.
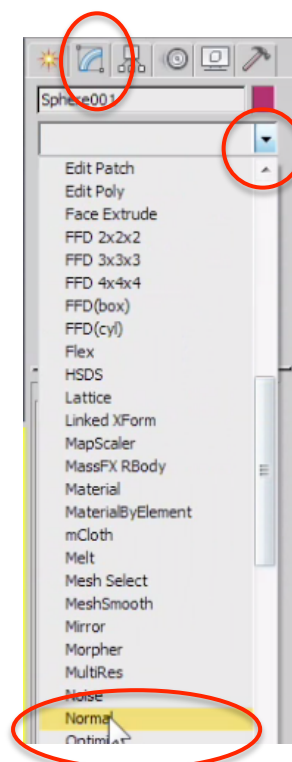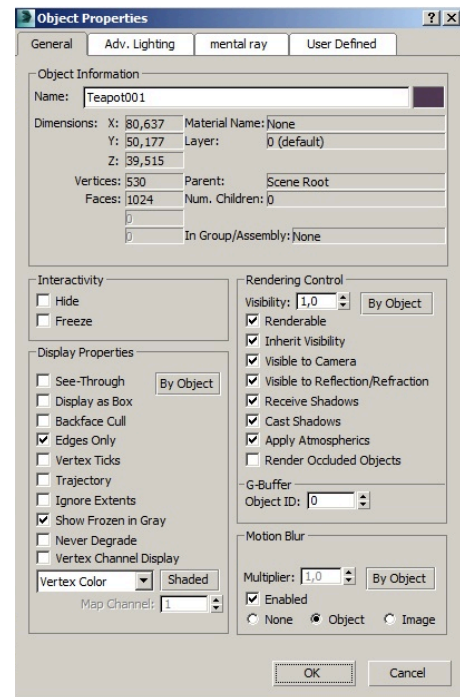
4) With the sphere/box still selected go to the Modify Panel and in the Modifiers list locate a modifier named <mark>NORMAL</mark> and select it. This modifier will flip the skin of the sphere inside out so you are able to apply your image on the inside.

5) With your sphere still selected, open the material editor and select an empty slot to create the sky.

6) Create a new standard **Blinn** material and in de **Diffuse** section click on the map button so the material library opens and select bitmap, this will let you select the image you want as sky from your computer.
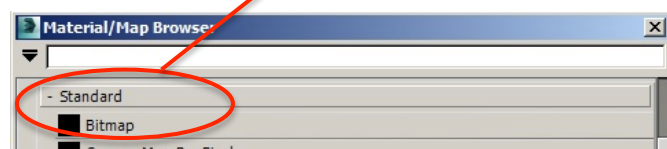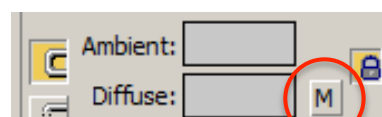
7) In the BIT MAP Options, check the following:

   a. That the coordinates are set to environment.
   b. That the tiling is 1.0 and 1.0. otherwise the map will look as a pattern.
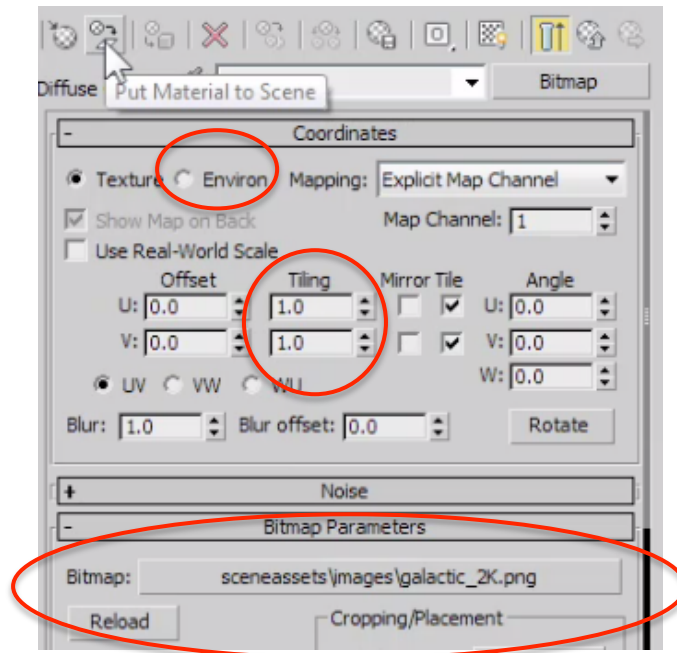
8) If you need to change the picture then click on the Bitmap button in the Bitmap Parameters. Or if it is not displaying properly then reload the image.
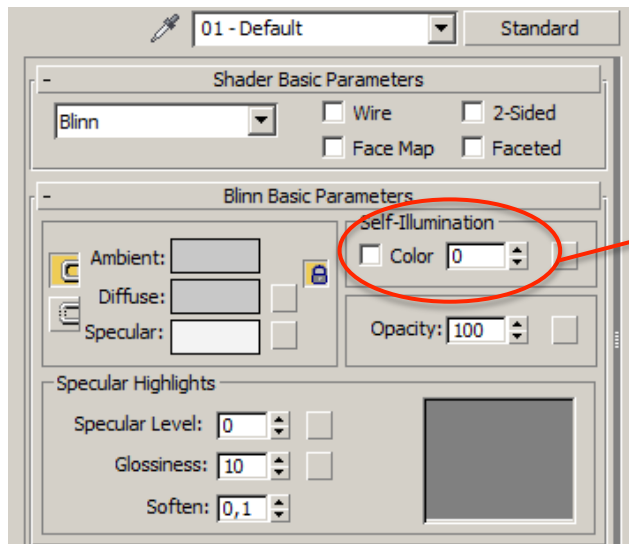
9) Once that you selected your image, go up to the parent material and put the self-illumination color to 100%.

10) When all this setting are ready, just apply the finished material to the sphere and do a test render. It should be working just fine if you followed all the steps carefully.