**Skybox**

**Objective:** We’re going to add a skybox!

1. Create material and name it **Skybox**.
2. Go to the Inspector and find the **Shader** dropdown menu. Change it from **Standard** to **Skybox** **->** **Procedural.**
3. Change the **Sky Tint** color and drag the asset on to your Sky in the **Scene** window.
4. Go to the asset store and find a free skybox asset or make your own!

If we go back to where our Skybox material is here, you can see there's a slot for front, there's a slot for back, and left and so on. This Skybox goes one step further. Thank you very much to the creators of this. They've got a DSGWP already created in here as a material. So I can just go and drag that straight onto my Skybox and boom, look, all of a sudden, our game is looking really different, really cool, really amazing.

1. If you do go to the asset store change the Shader to Skybox/6 sided, import the Skybox and drag and drop on to your scene.

**Background**: Basically, the Skybox is the thing that's sitting around the whole world. And rather than modeling a nice big smooth sphere, we put six sides on a cube on a box around the world and blend them together so that it looks nice and seamless.