

QMS – CARTOON SKYBOX PACK FREE

FAQ

1. What is an equirectangular panoramic skybox?

An equirectangular panoramic skybox is a texture mapping technique that wraps a 360° view around your game scene, creating a seamless environment. It uses a single rectangular image (2048x1024 pixels in this free pack, 8192x4096 pixels in the complete collection) that stretches across the entire sky, providing the illusion of a fully immersive world.

2. Are these skyboxes suitable for both 2D and 3D games?

Absolutely! These skyboxes are designed to complement both 2D and 3D games. Whether you require a background for a 2D environment or a 360° panoramic view for a 3D scene, they integrate seamlessly.

3. Do the skyboxes work with dynamic lighting in Unreal Engine?

Yes, these skyboxes are compatible with both static and dynamic lighting setups in Unreal Engine.

The package includes skyboxes without the sun or moon in the texture, allowing you to pair them with dynamic lighting effects. You can set up your own sun or moon positions to create more immersive day-night cycles, weather transitions, or other custom lighting scenarios.

4. How can I adjust the exposure of the skybox in Unreal Engine?

To modify the exposure (brightness) of the skybox in Unreal Engine:

- Step 1: Open the Material Instance of the desired skybox.
- Step 2: Locate the Exposure slider within the Material Instance settings.
- Step 3: Adjust the slider to increase or decrease the exposure, controlling the skybox's brightness.

5. How can I change the hue of the skybox in Unreal Engine?

To alter the hue (color tone) of the skybox:

- Step 1: Open the Material Instance of the skybox you wish to modify.
- Step 2: Find the Hue parameter slider in the Material Instance settings.
- Step 3: Adjust the slider to shift the hue, customizing the skybox's overall color tone.

6. How do I rotate the skybox in Unreal Engine?

To rotate the skybox orientation:

- Step 1: Open the Material Instance of the current skybox.

- Step 2: Identify the Rotation parameter slider within the Material Instance.
- Step 3: Adjust the slider to rotate the skybox, aligning it with your scene's requirements.

7. Can I request a custom skybox tailored to my game's needs?

Yes! If you have a specific vision or require a skybox that aligns perfectly with your game's atmosphere, please reach out via the support email. Share your ideas, and upon creation, it will be included in the next update of the pack.

8. Are there any restrictions on using these skyboxes in commercial projects?

Once purchased, you are free to use these skyboxes in both personal and commercial projects, including games and animations, without any additional fees or royalties.