Building

Use:
cmake -Bbuild
And then use either visual studio or msbuild on the solution file that cmake generates in the build folder.

Controls

To alter the fragment shader that skybox painter is using, swap out the variable FRAGMENT_SHADER at the beginning of main.cpp and rebuild the program. The program currently only works with shaders with a single texture. The shader can optionally have a uniform float _Time which skybox painter will automatically fill in.

To use the shader from the demo, use starnest.fs for the glsl version, and StarnestSkyboxMask-EDIT.shader for the unity version; this shader has the following credits:
Star Nest algorithm by Pablo Román Andrioli
Unity 5.x by Jonathan Cohen

Use import and export for images in the program GUI. When exporting a texture, you MUST add your own file extension to the end (.png, .jpg) and skybox painter should automatically save the image as the format specified by the extension.

Use the brush menu to select a brush alpha, and a brush colour. Use the alpha of the colour as the blending amount; skybox painter currently only supports traditional alpha blending (SrcAlpha, 1-SrcAlpha). Brush textures can be swapped out as well; in the build folder, find the brushes, and edit one of the 3 textures with your own texture. The alpha of your custom texture will be used as the brush shape.