

# Skysphere

This component allows you to create simple sky spheres.

## Color

This allows you to set the final color tint.

## Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

## Render Queue

This allows you to set which render queue group the sky sphere will be placed in. By default this is set to Transparent, but you can also use Background if you want the sky sphere to render before other transparent objects.

## Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

## Main Tex

This allows you to set the main spherical map applied to the surface.

## Follow Observers

This allows you to force the sky sphere to follow all observers in the scene (e.g. the main camera). This is useful for placing the sky in the background.

## Meshes

This allows you to set the meshes you want to use for the sky sphere. These should be standard spheres with outward facing normals.

## [CONTEXT] Update Material

This option will force the skysphere material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

## [CONTEXT] Update Models

This option will force the skysphere models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.