

The Skysphere Component

This component works very similarly to the built-in skybox functionality, but it allows you to directly use cylindrical (equirectangular) textures instead.

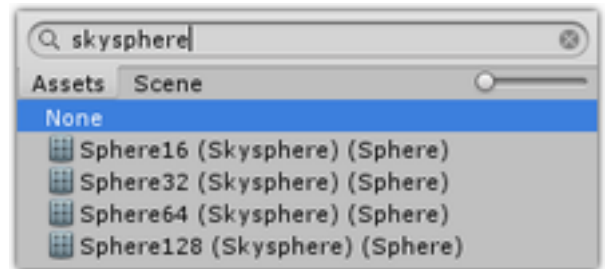
Note: This component creates a mesh and automatically scales it to the size of your camera's far clipping plane, so you don't need to manually modify the scale of it.

Skysphere Mesh

If you click the 🔍 find button and type '**skysphere**' into the mesh search box you'll see a list of prepackaged skysphere meshes as seen on the right.

The number at the end of the mesh name (e.g. Sphere**128**) indicates the detail level of the mesh.

Note: For higher performance, you should use the lowest level detail mesh you can get away with.



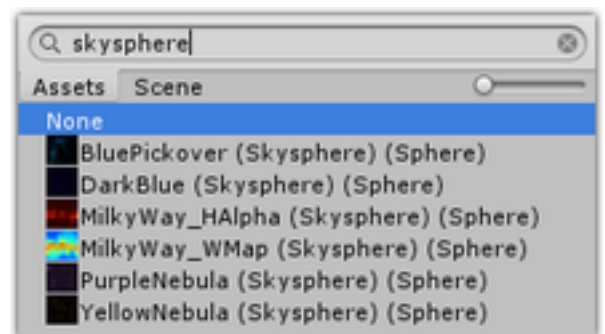
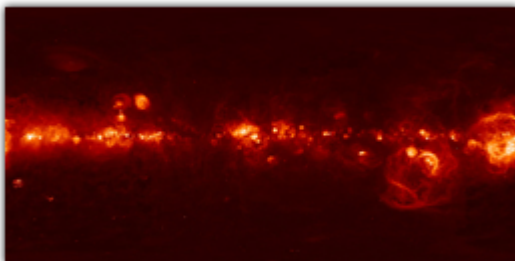
Render Queue

This field allows you to change the render queue used by the skysphere material. Consult the official Unity documentation if you're unsure what this means.

Texture

If you click the 🔍 find button and type '**skysphere**' into the texture search box you'll see a list of prepackaged skysphere textures as seen on the right.

Note: These textures must be created with a cylindrical (equirectangular) projection like the one below.



Observer

If your scene contains a main camera then this field will automatically be filled in. If not, then make a camera and either change its tag to **MainCamera**, or drag it into this field.