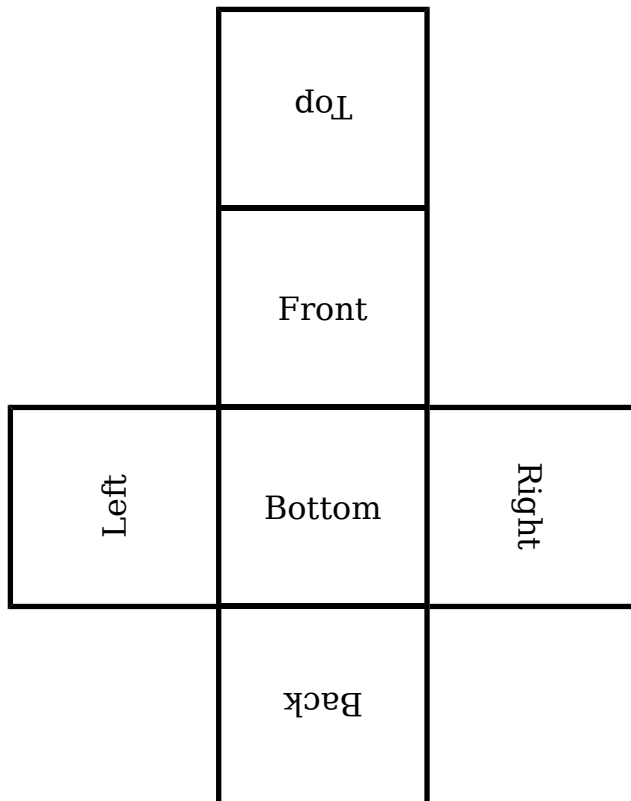# Texture Form

According to the vertex Array I set, if you don't want to adjust or rewrite the Texture Coordinate yourself, here is the Form of the Texture Image:

Basicly it requires a whole Image made of 2x3 square images as a matrix. Each of the square images is respectively a surface of the cube skybox.

If your textures are orientation-sensitive(in most situations of a whole Panorama Picture, yes) here's some points you may want to check:

if your texture expends this way(shown below), every square is so oriented that you see the title text on it just correctly leveled when you are inside the skybox.

in this case, you should order your textures and orient them just like shown below, simply the direction you seen in the center of the skybox.

	Top
	Front
Left	Bottom	Right
	Back

Bottom	Back
Front	Left
Right	Top
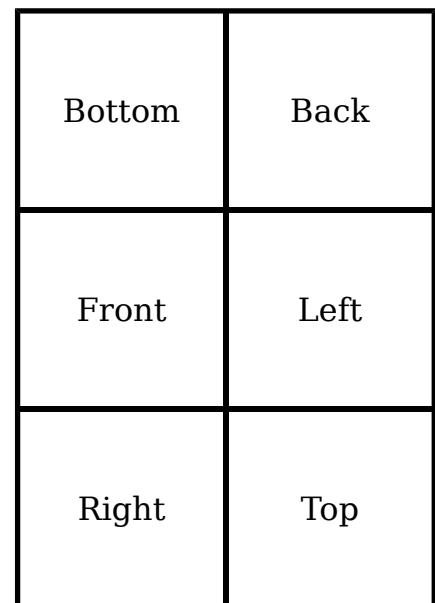
expended   formed

A sample can be found under the same directory titled "textures.png".