Create your own custom Skybox Create a skybox image with AI: https://skybox.blockadelabs.com/ download the finished Image. upload and convert to "hdr" at "https://convertio.co"



Drag and drop the finished "hdr" file into unity, it should look like this (texture Cube)



Double click and in the new window check for: No Mipmap, Skybox and UserInterface2D Then <u>Save</u> and close it.



Go to "All Actors" and add a "BP_LightStudio"



If you are in a space scen you need to switch of the atmosphere

BP_LightStudio (Self)	
 ✓ Jassene1 ⊗ Skybox ⊗ PrevisArrow ★ ExponentialHeightFog1 	
X atm	
General Actor LOD Misc Physics Rendering Streaming All	
▼ Atmosphere	
Use Atmosphere	
Atmosphere Brightness	1,0
Atmosphere Density Multiplier	1,0
Atmosphere Altitude	100000,0
Disable Ground Scattering	
Atmosphere Distance Scale	1,0
Atmosphere Fog Multiplier	1,0
	0,5
Atmosphere Max Scattering Order	4
Atmosphere Altitude Sample Number	2

Ad your "Custom HDRI" to the Skybox Material and the Skylight. Control the Brightess wit the slider as marked below.



