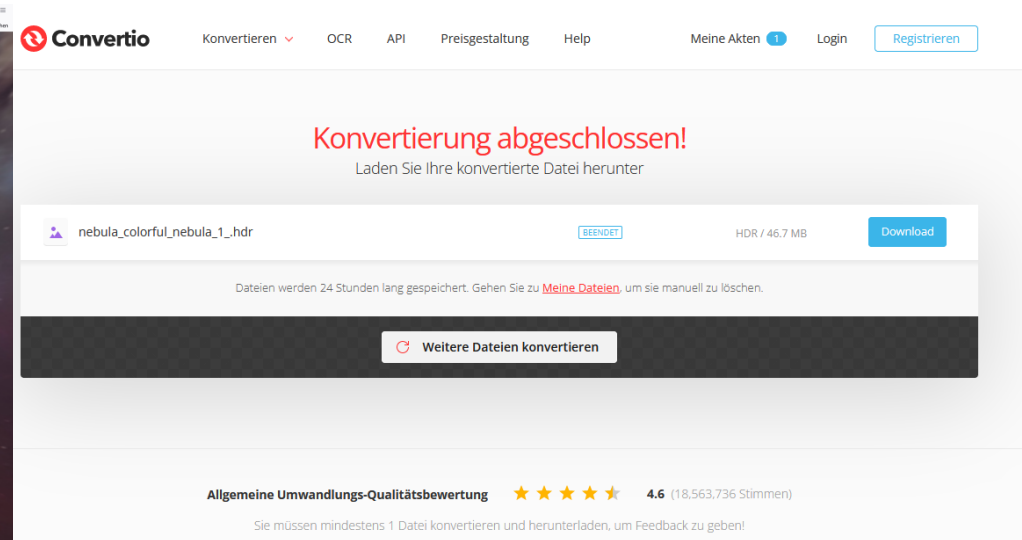
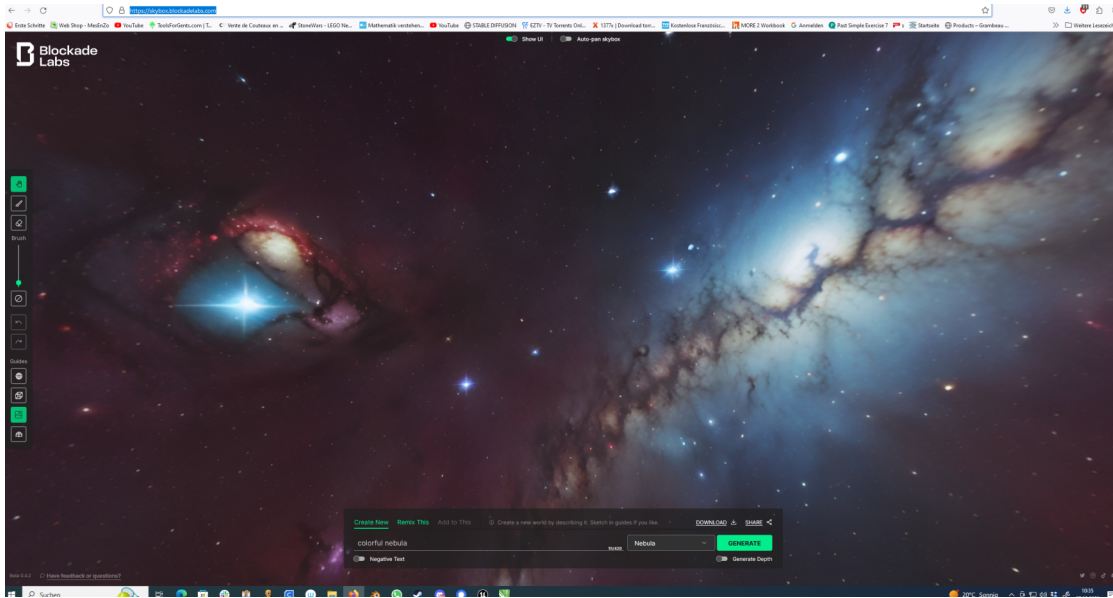


# Custom Skybox in Unreal 5.1

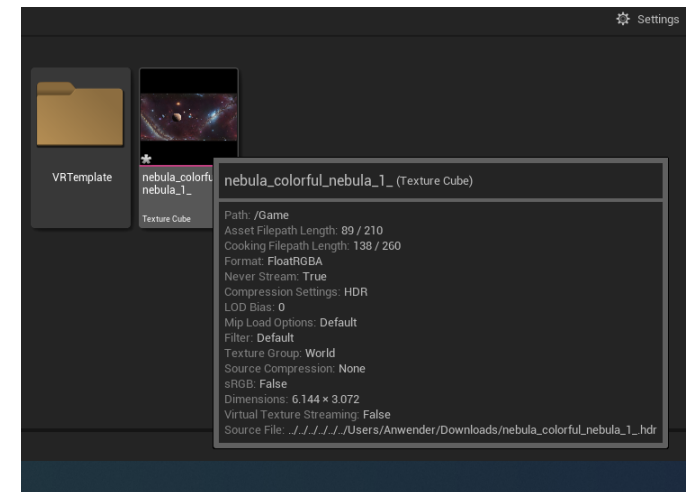
Create your own custom Skybox

Create a skybox image with AI: <https://skybox.blockadelabs.com/>  
download the finished Image.

upload and convert to „hdr“ at „<https://convertio.co>“

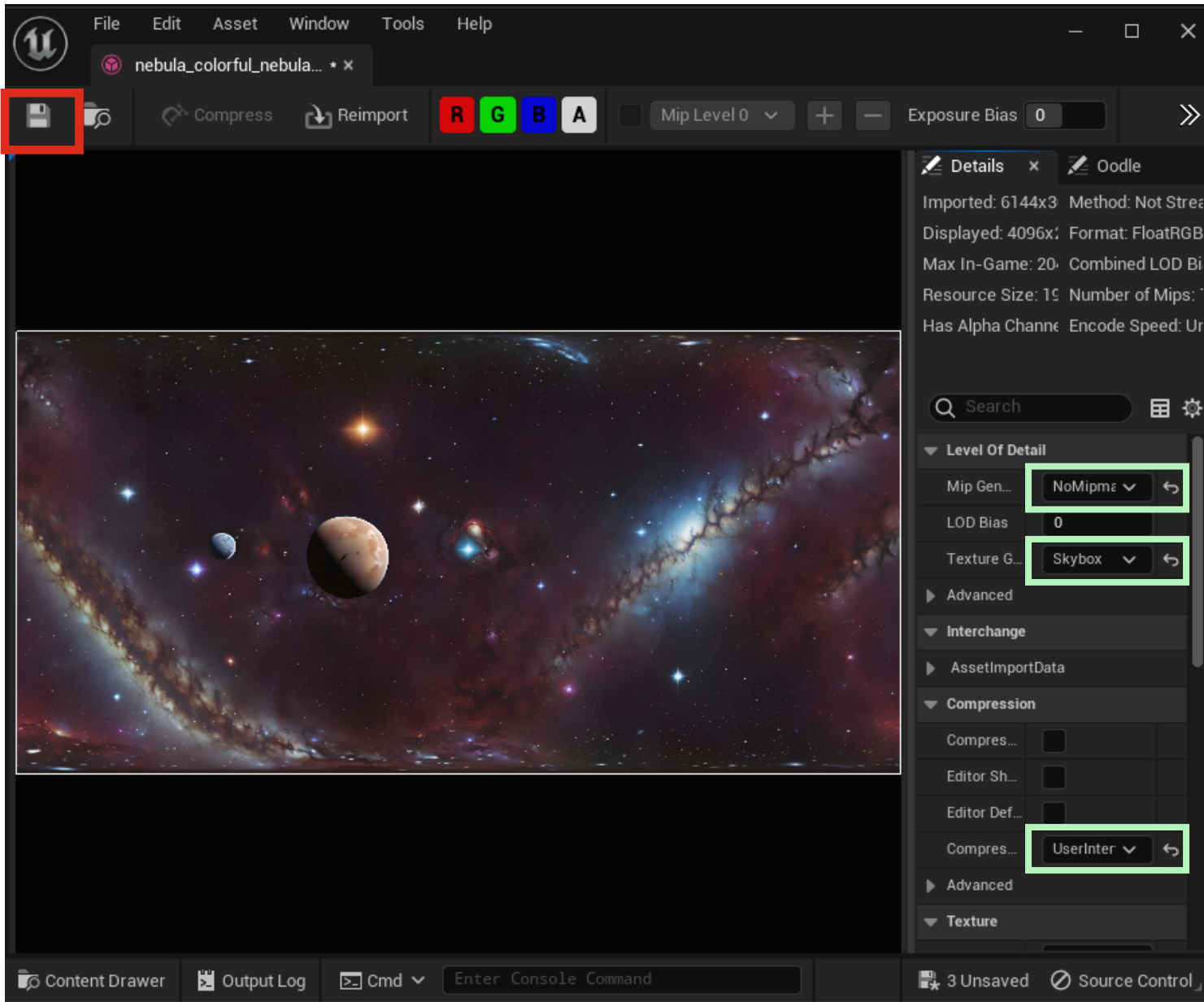


Drag and drop the finished „hdr“ file into unity, it should look like this (texture Cube)



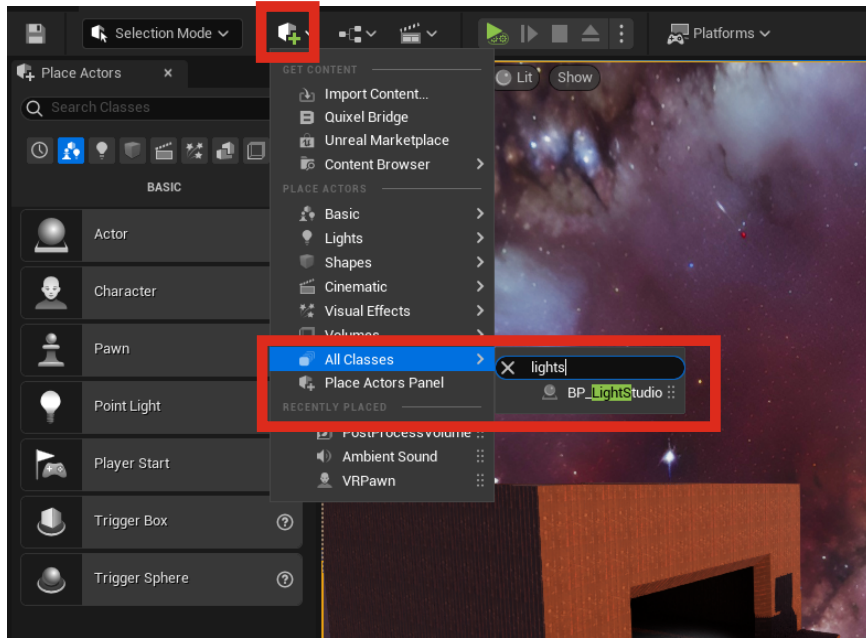
# Custom Skybox in Unreal 5.1

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

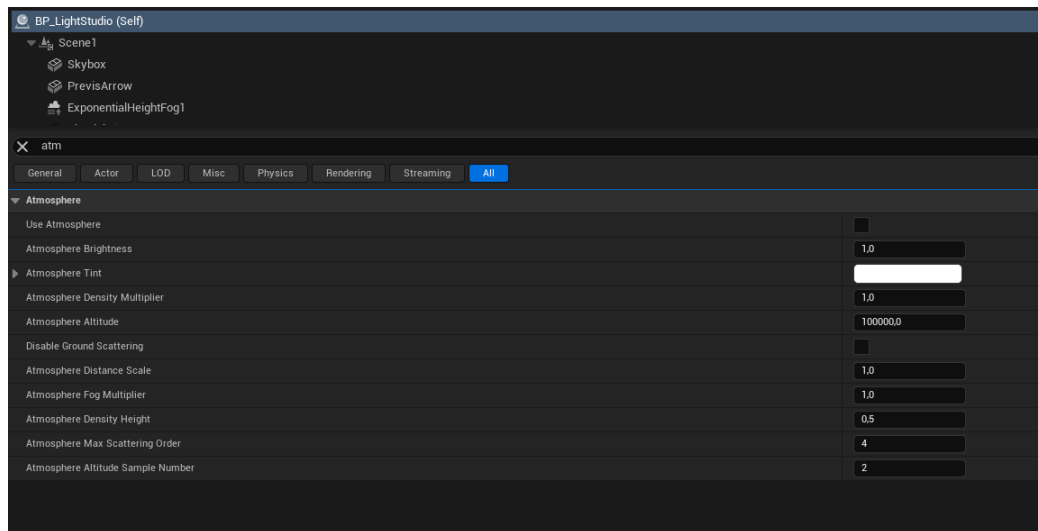


# Custom Skybox in Unreal 5.1

Go to „All Actors“ and add a „BP\_LightStudio“



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



# Custom Skybox in Unreal 5.1

Ad your „Custom HDRI“ to the Skybox Material and the Skylight. Control the Brightness wit the slider as marked below.

