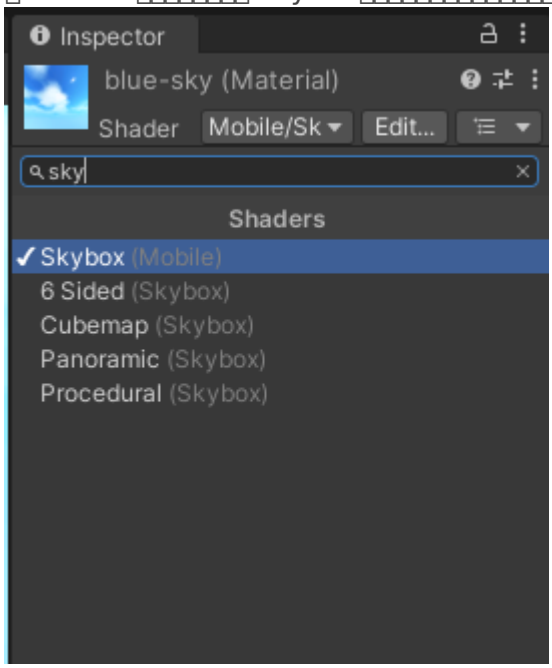
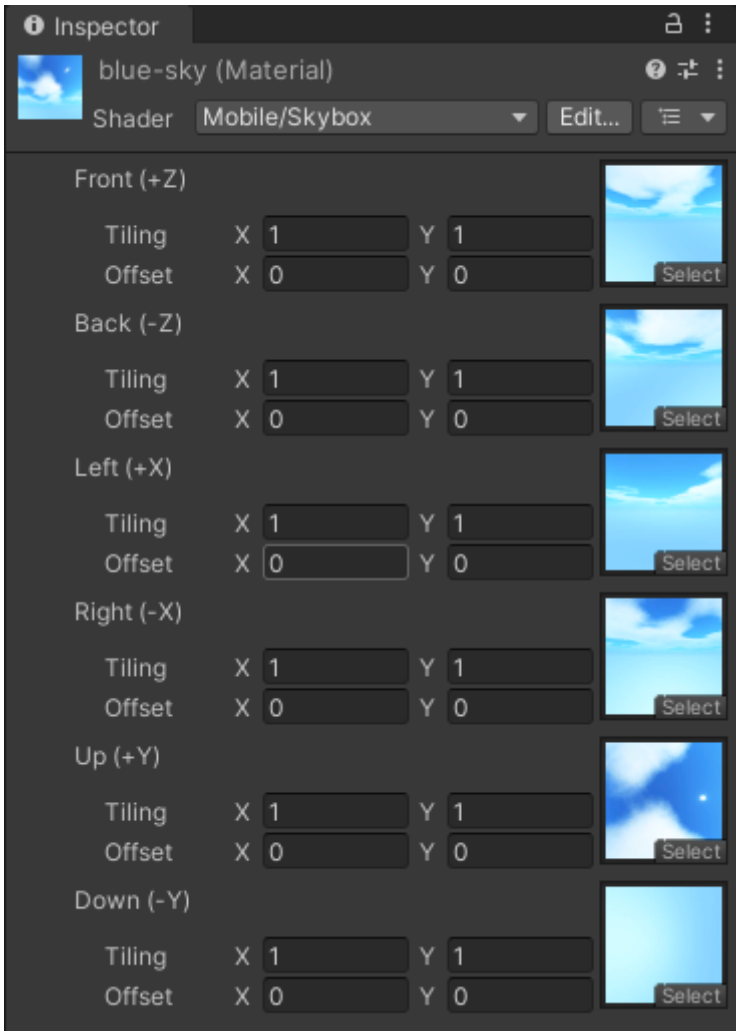
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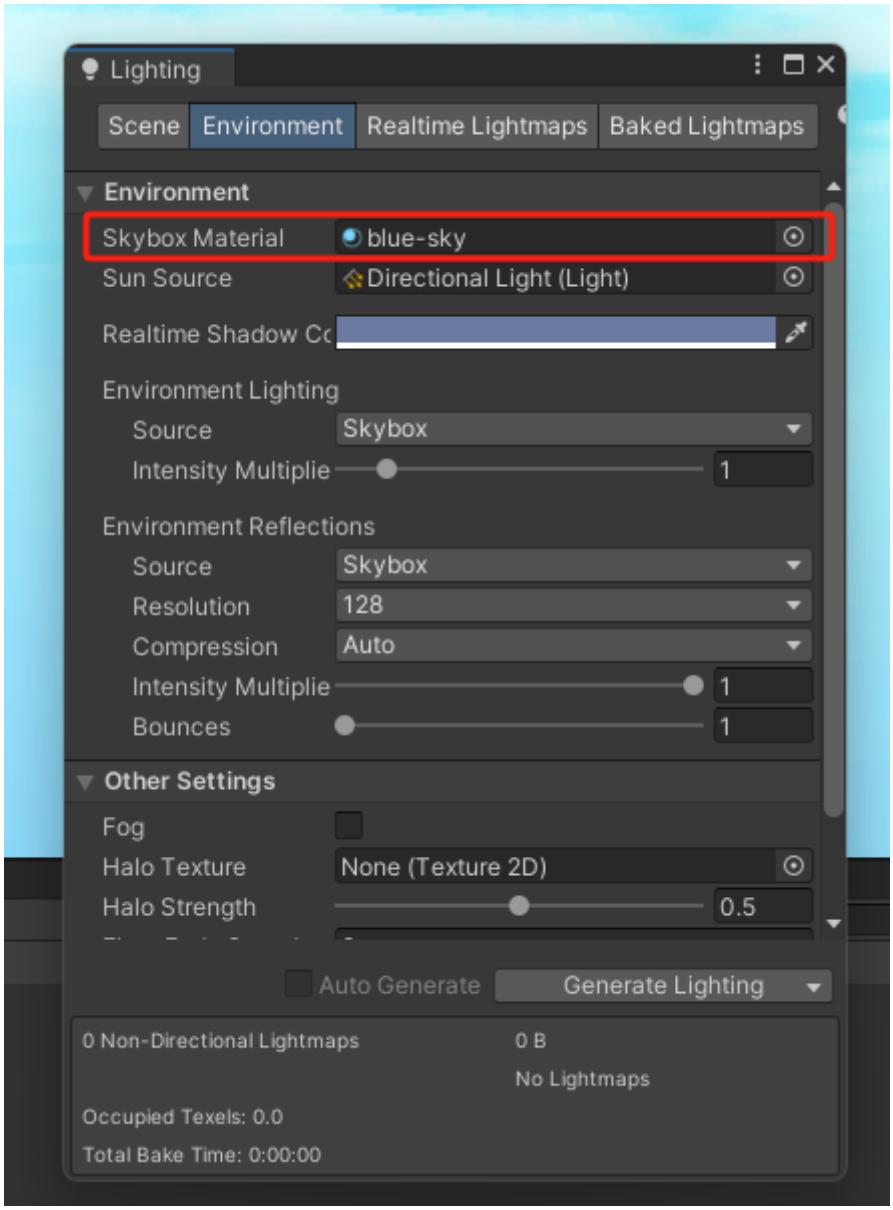
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- □**Assets** > **Create** > **Material**
- □ Shader □□□□□□□□ Skybox□□□□□□□□□□□□□□□□
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- □Window □> Rendering □Environment□□□



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https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353

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https://iovhm.com/book/books/u3dblend/page/26e35

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