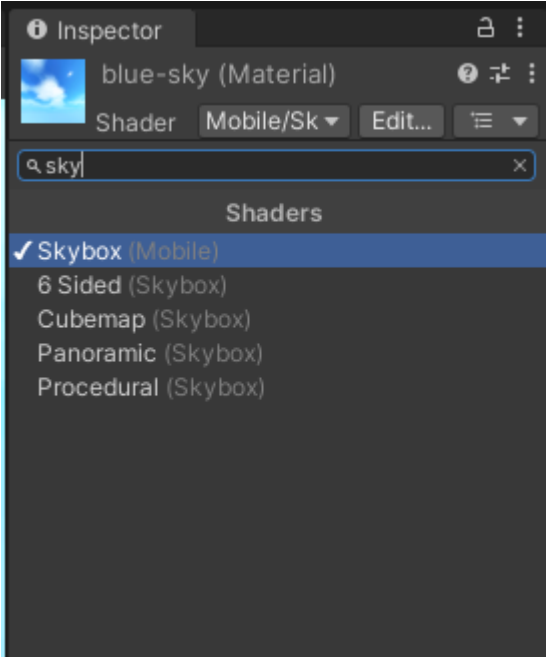
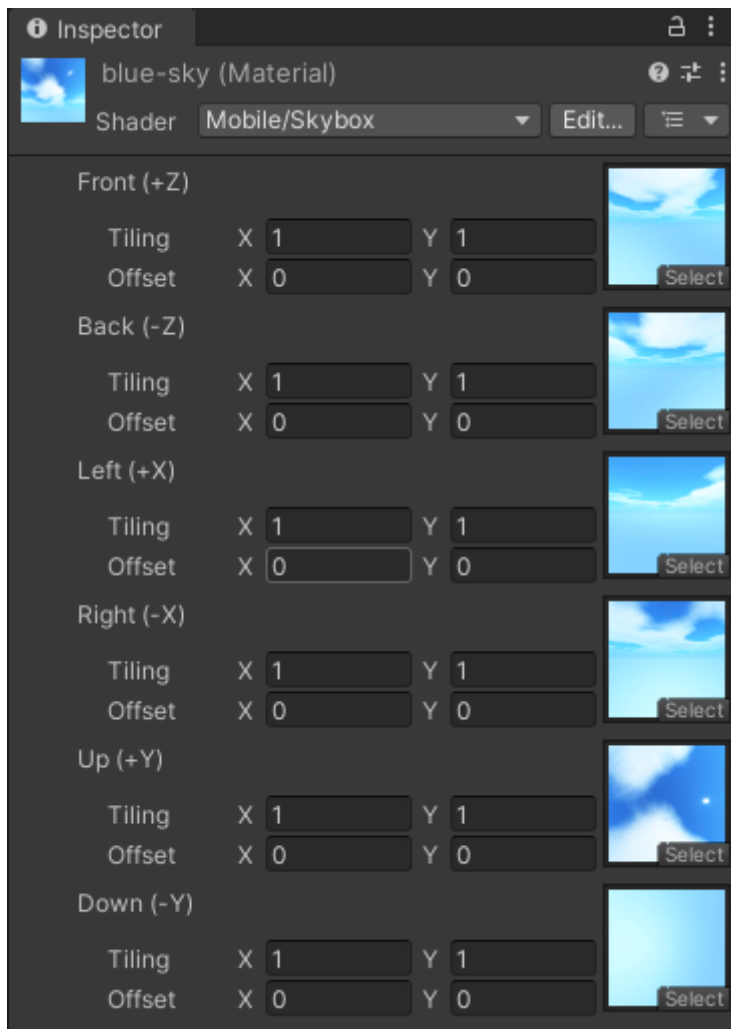




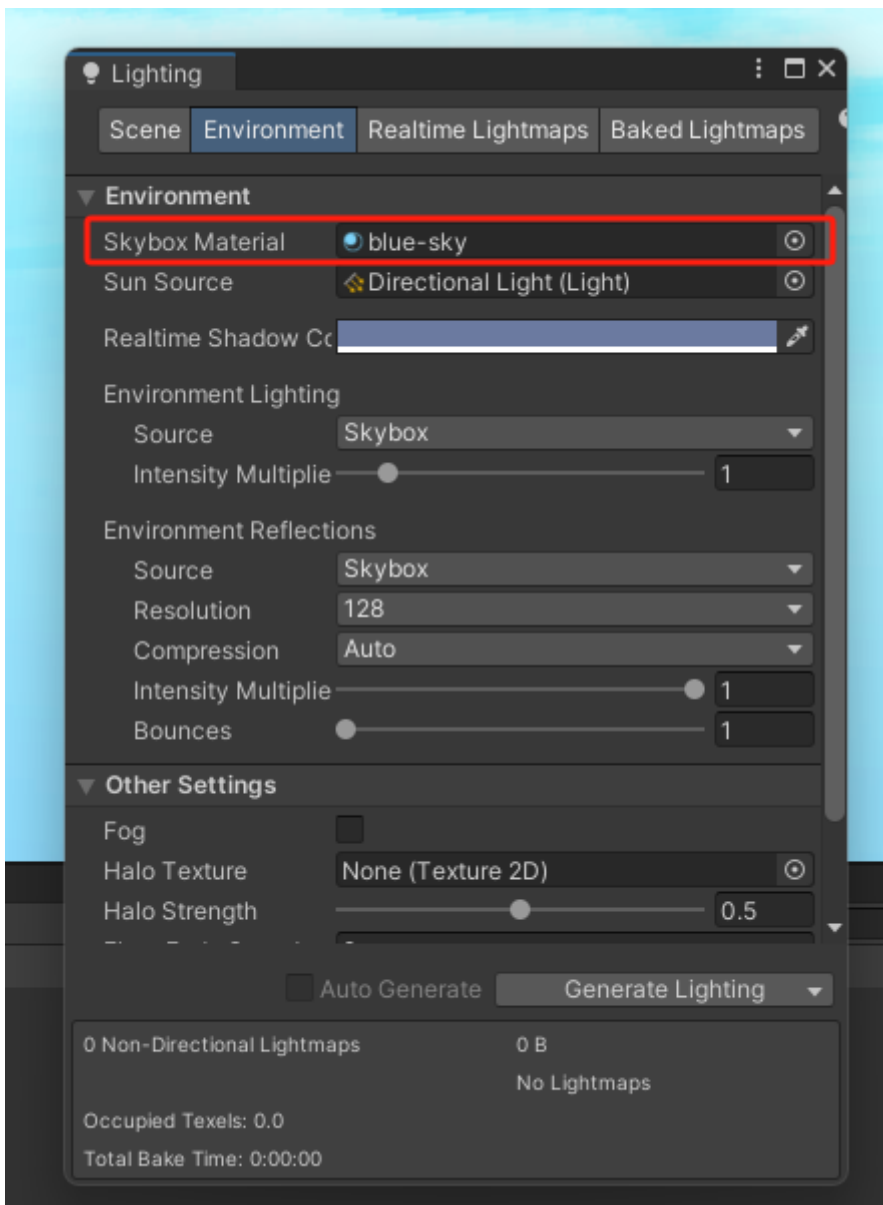
- **Assets > Create > Material**
- Shader Skybox



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- [] [] [] [] [] [] [] []
- **Window > Rendering Environment** [] [] [] []



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



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

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