

The **Official**
ROBLOX
Guide



Roblox Game Development

in **24**
Hours

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Color

Color changes the atmosphere hue for a subtle environmental mood. As described earlier, color is most outstanding when combined with increased haze to expand the visible effect. In Figure 7.10, the bright blue color indicates a cheerful summer day, and in Figure 7.11, the darker hue gives a more somber effect.



FIGURE 7.10

View of Color = [255, 255, 255].



FIGURE 7.11

View of Color = [200, 200, 255].

Glare

Glare is the atmospheric glow around the sun. Note that the position of the sun is controlled by the time of the day that you've set in Lighting properties. In Figure 7.12, the glare is set to zero,

and you can see in Figure 7.13 that increasing the value of glare results in more sunlight cast onto the sky and world.



FIGURE 7.12
View of Glare = 0.



FIGURE 7.13
View of Glare = 1.

TIP

Glare Needs Haze

Glare must be combined with a higher Haze level than zero to see any changes. Without Haze, Glare will not work.

Decay

Decay defines the hue of the atmosphere away from the sun. This effect moves across the sky based on ClockTime or TimeOfDay (which we discuss in more detail later in this hour). In Figure 7.14, the decay is set to white (RGB value 255, 255, 255), and when you modify that value in Figure 7.15, you notice the change in the hue of the atmosphere.

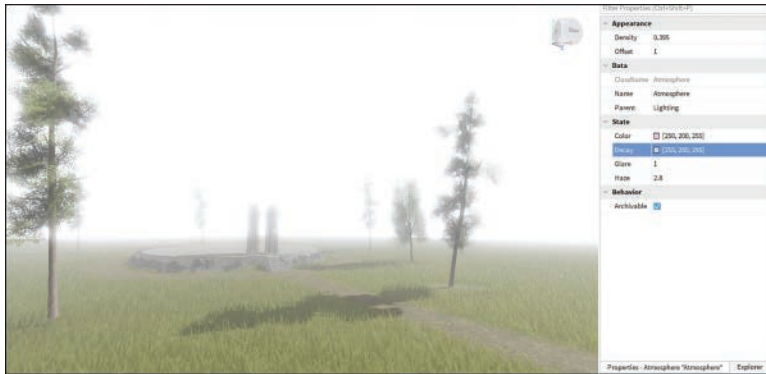


FIGURE 7.14
View of Decay = [255, 255, 255].



FIGURE 7.15
View of Decay = [255, 90, 80].

NOTE

Haze and Glare to Have Decay

Decay must be combined with Haze and Glare to see changes. The level of Haze and Glare must be higher than zero to see any effect; otherwise, it will not work.

Customizing Skybox

Skyboxes can add atmosphere to your game environment or even give the impression that your game world is in deep space or underwater (Figure 7.16). Skyboxes are used to match the theme of your game. You can use a Skybox from Toolbox for free by searching Skybox, or you can make your own Skybox with the instructions in the following sections.

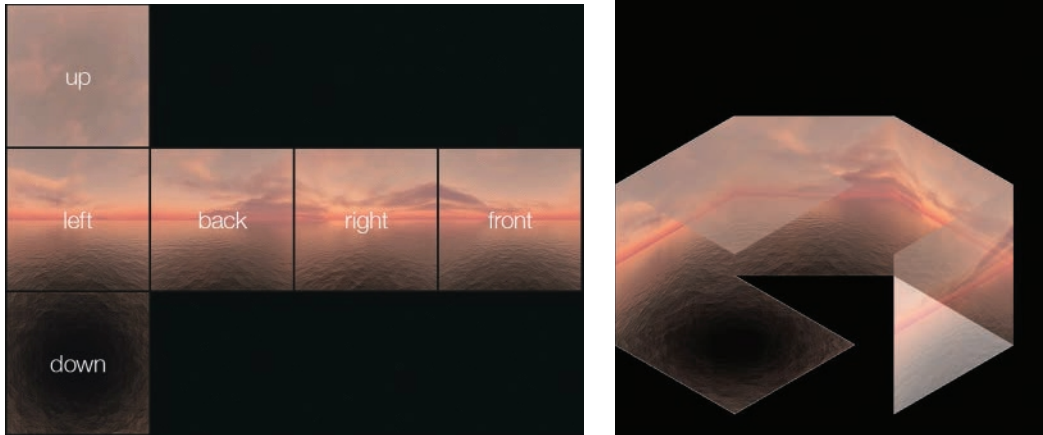


FIGURE 7.16
Skybox and celestial bodies in template *Move It Simulator*.

Making a Skybox

Skyboxes are made up of six individual images, which are wrapped into a cube. A convincing Skybox appears to be panoramic because the images are made and sized to be perfectly aligned with each other. This lets you look all around without the impression of being inside of a cube. Figure 7.17 shows how the six images work together to make a panoramic image.

Making Skybox images from scratch goes beyond the scope of this hour. You must create the images yourself while keeping in mind that each image must be seamless along all edges of the neighboring images so they work together when “folded” into a cube.

**FIGURE 7.17**

Six images (left) piece together to make a panorama (right).

Once you have made the Skybox images, do the following:

1. Access Lighting from Explorer.
2. Click the plus button; then click on the Sky object (Figure 7.18).

**FIGURE 7.18**

Parenting the Sky object to Lighting.

3. Once you have parented Sky with Lighting, click the Sky object, and the properties appear in the Properties window. Figure 7.19 shows the names of the six properties as they appear in the Properties box, and Figure 7.20 shows the arrangement of the images.

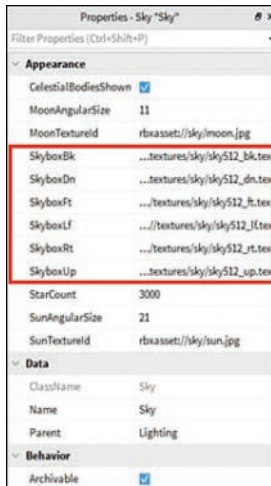


FIGURE 7.19
The six properties.



FIGURE 7.20
The arrangement of the images.