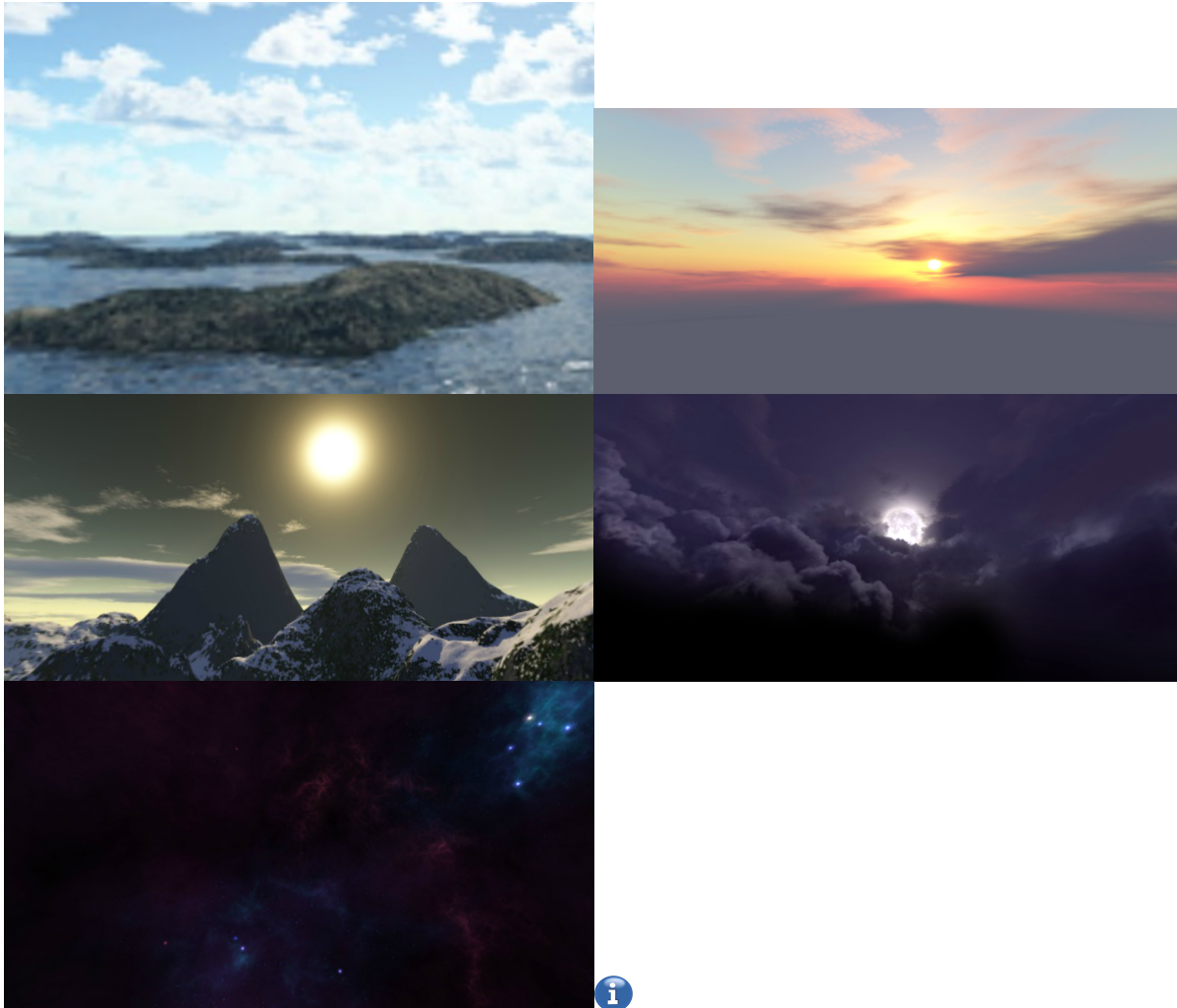


# Sky Box

A **Sky Box** can be used to decorate your game's setting. You can replace the **Sky Box's texture** with the default **Sky Box textures** or replace with your own.

Default **Sky Boxes**.



*MORE MODELS*

- [Cone](#)
- [Cube](#)
- [Cylinder](#)
- [Group](#)
- [Merge](#)
- [Model](#)
- [Plane](#)
- [Terrain](#)
- [Torus](#)
- [Vehicle](#)
- [Water](#)

- [Character](#)

From:

<https://wiki.gamemaker3d.com/> - **Cyberix3D Wiki**

Permanent link:

<https://wiki.gamemaker3d.com/editor:blocks:models:skybox>

Last update: **2018/01/05 05:33**

