



Blender Market - Sky Environment Shader V.2

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The **Blender Market - Sky Environment Shader** introduces version 2 compatible with Blender 2.8's Eevee engine.

How to use the tools to design natural scenes of day and night in Blender?

You can use "Blender Market - Sky Environment Shader" to design your project.

The shader, designed for both Cycles and Eevee renders, utilizes a node-based system to create a variety of sky surfaces and transitions between different environmental conditions such as day and night, and sunny and rainy days. It offers fully procedural customization, including the ability to generate custom sky surfaces and apply color presets. This versatile tool is suitable for natural scenes, cartoons, animations, and VFX projects, allowing users to create dynamic sky backgrounds and timelapse effects with clarity and flexibility.

"Blender Market - Sky Environment Shader" Samples:

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