Skyboxes and 360 panoramas

Make a 360 panorama from text or from one image, check the seam, restyle and upscale it, export cubemap faces and HDR for lighting, and turn it into a pan or orbit video.

GUIDE Step 1 · Learn

IN SHORT

- A skybox is one 2:1 panorama that wraps all the way around the viewer; roll it half a turn to check that the left and right edges meet with no line.
- Make it from text with Scenario Skybox GPT or from one picture with HY World Image to Skybox, restyle it with Skybox Flux.1, and upscale it for VR.
- HDRi Skybox gives the six cubemap faces and an HDR that lights the scene; a slow pan or an orbit turns the panorama into a video.

You need

- ✓ Credits for a panorama, and for an upscale or HDR conversion; the price shows on Generate
- ✓ A description of a place, or one image of it

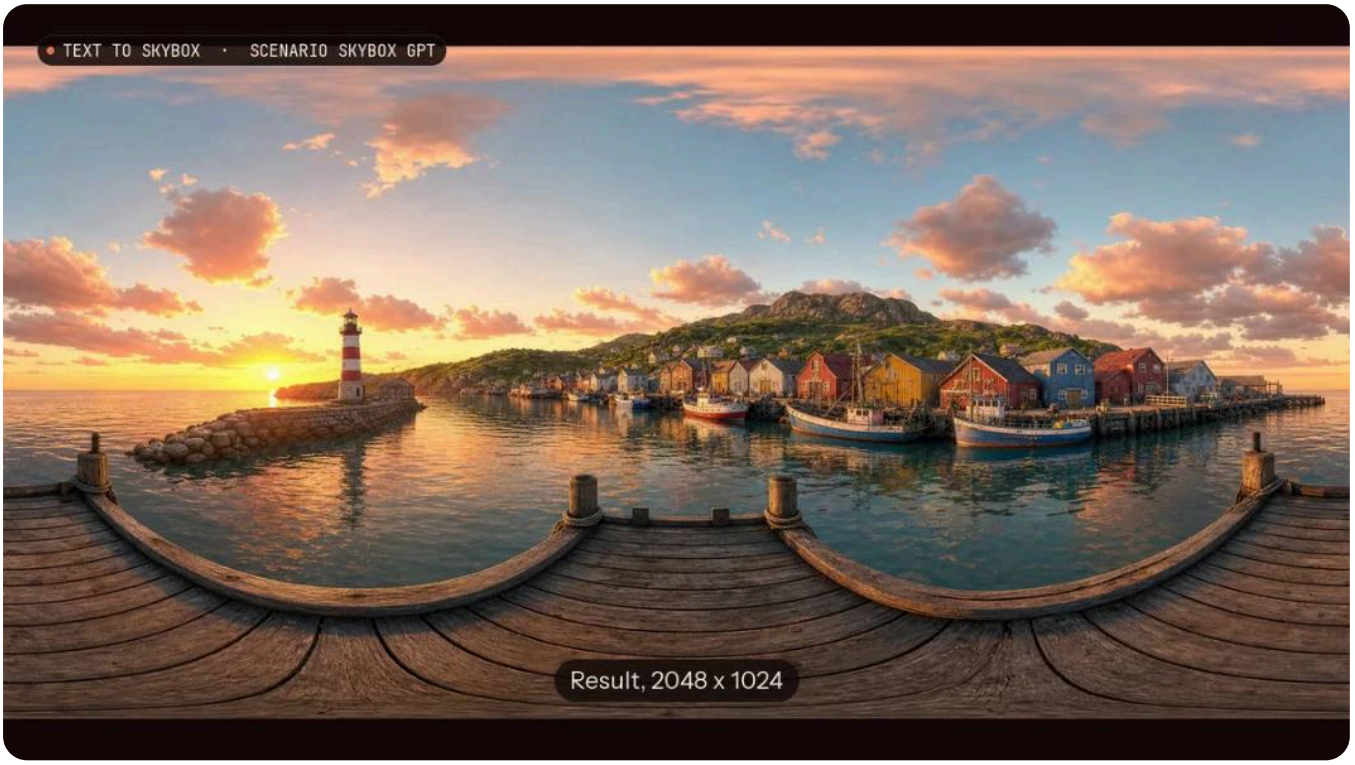
This lesson makes skyboxes and 360 panoramas: the image around your scene, cube faces for your engine, HDR for lighting, and videos too.

What a skybox is



A skybox is one image that wraps all the way around the viewer, stored as a 2:1 panorama. The left and right edges meet behind you, the top is straight up and the bottom straight down. Turn a camera inside it, and the flat image becomes a place.

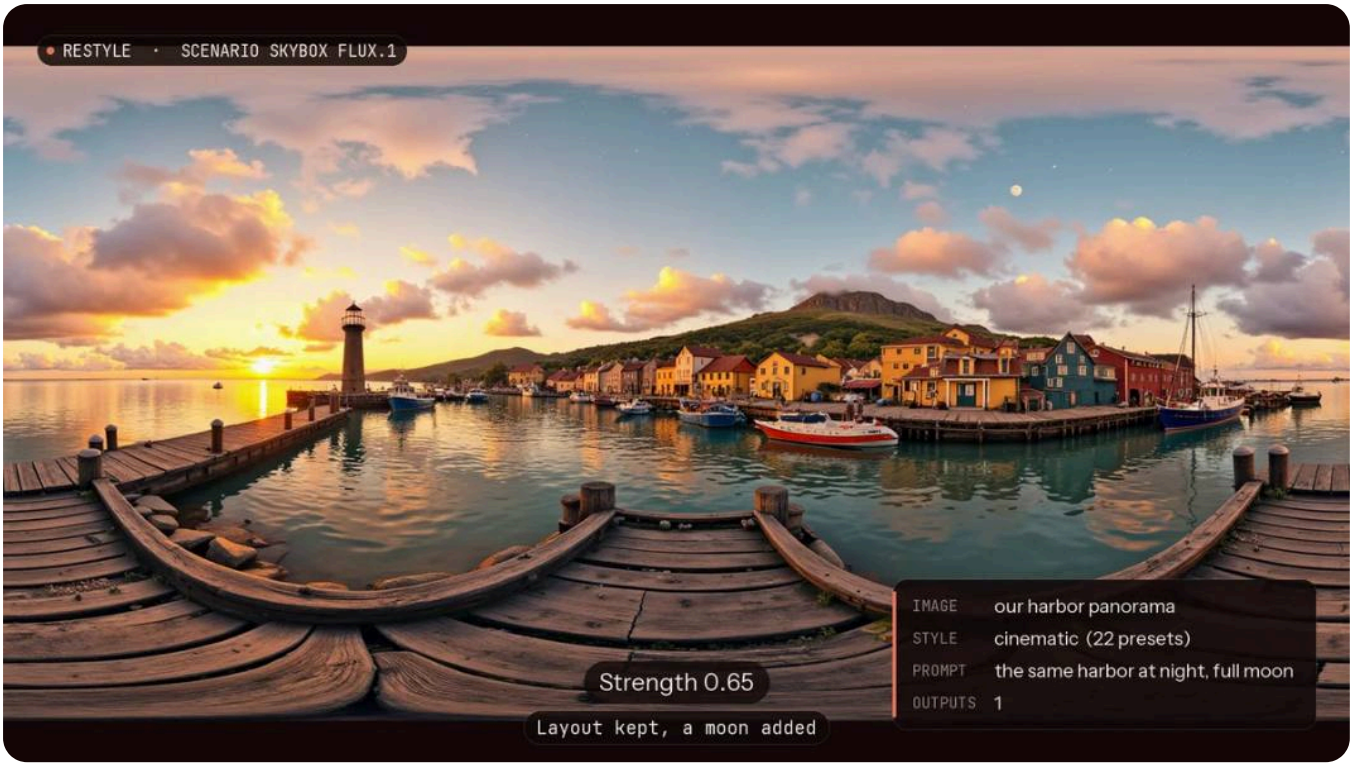
From text, and the seam check



In **Scenario Skybox GPT**, describe the place from where the viewer stands. Ask for the horizon at the middle, and keep the view behind the viewer simple. The example uses **2048 x 1024** at **high** quality, in about seventy seconds.

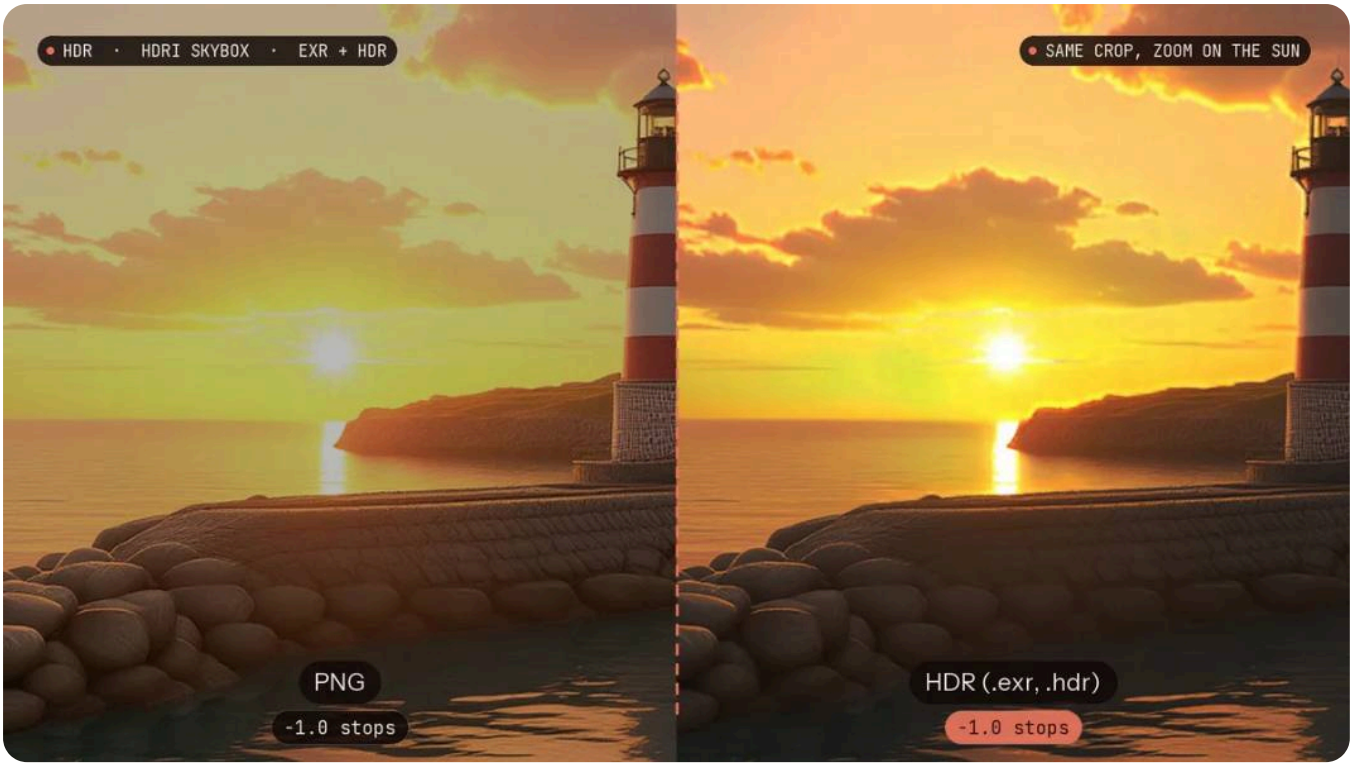
Then check the seam: roll the image half a turn, so the left and right edges meet in the middle. Here, the pier, the water and the clouds continue with no line, so it passes.

From an image, restyle and upscale



- **HY World Image to Skybox** extends one picture of a place into a full circle. From a harbor image made with GPT Image 2.5 Flare, it kept the lighthouse and the warehouses and built the rest of the view around them.
- **Scenario Skybox Flux.1** restyles a panorama, with 22 style presets. **Strength** decides how far it goes: at 0.65 it kept the harbor and only added a moon; at 0.85 the windows light up, but the harbor is redrawn.
- **Scenario Skybox Upscale** doubled the panorama to 4096 pixels around, and the seam stayed closed. Keep the strength low, so it sharpens the scene instead of changing it.

Cubemap and HDR



- **Cubemap.** Many engines want six square faces: front, back, left, right, up and down. **HDRi Skybox** gives them as separate files, or unfolded as one cross.
- **HDR.** The same run converts the skybox to HDR, in **EXR** and **HDR** formats. A normal image stops at white; in this HDR, the sun is about ten times brighter than white, so the skybox can light a scene. The tugboat from lesson 7 is lit only by the harbor HDR, in Blender.

Video, and which output for what



A panorama also makes a video. Put a camera at its center and turn it slowly: the full turn is rendered straight from the upscaled panorama, with no extra generation. Or fly around a model with the skybox behind it, and the light from the sky moves across it.

- **Panorama:** your background, and the input for a splat world.
- **Cube faces:** engine cubemap slots.
- **HDR:** the light of the scene and its reflections.
- **Upscale:** for VR.
- **Pan or orbit video:** trailers and previews.

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Verified in Scenario on Nov 11, 2026.