HDRI Skies

If you want to use a sky in your scene, you can do so by using a HDRI sky texture. PFM already ships with a few different HDRI skies, but you can also find plenty for free online, such as on https://hdri-skies.com/ or https://hdrihaven.com. Custom HDRIs should be extracted to `Pragma/addons/filmmaker/materials/skies/`.

To use a HDRI sky, all you have to do is add a sky actor to your scene. Click the -button in the actor editor and select `New sky`. If the option is not available, you probably already have a sky actor in your scene (only one is allowed).

You can change the sky texture by clicking the `pfm_sky` component of the sky actor and changing the `skyTexture` property. The choice of HDRI texture can have a significant effect on the lighting conditions in your scene when rendering with one of the raytracing renderers. The lighting influence intensity of the sky is controlled through the `strength` property.

> HDRI skies *can* be used with the Pragma renderer as well, but in this case they currently only work if the map has a skybox.

Sky Orientation

The position of the sky does not matter, but you can change the rotation of the sky with the -tool. This property can also be animated, which you can use to give the impression of moving clouds.

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