Using Blender 2.6 - Topics - Sky Texture

* For the most accuracy, delete all lights in your scene so that only the sky will light the scene.
* Click World, then Click Texture (without clicking material)
* If blank, scroll wheel up so it appears
* Click New, then for “Type: choose “Image or Movie”
* In the “Colors” section, below the preview of the texture that appears, change Contrast so it is high enough that you only see parts of the image that should act as lights (some of the sky is ok—it can add a realistic slight blue sky glow) & adjust brightness if needed to accomplish that.
* Scroll down & Click “Open” & choose your sky image
* Scroll down & under Mapping, for Coordinates change “View” to AngMap to treat the image as a 360 degree texture (choose Sphere instead if it is just a regular picture of a horizon)
* Scroll down & make sure both “Blend” & “Horizon” are checked (“Blend” is only one checked by default)
* Click back on World button& check the “Real Sky” checkbox so it stays in place instead of following the camera.
* Check “Environment Lighting”, then choose “Sky Texture” from the drop-down box.
* Under “Gather”, click Raytraced if it is not already highlighted.
* Try Rendering. If it is too grainy, turn up the Samples to around 16—this will slow down rendering but make it more accurate.
* If you want to make an object reflect the sky like chrome, in the material button (if there is no material click “New” then continue) you can check the Mirror option, then turn up reflection in the Mirror section.

Works Cited

Cekuhnen. “HDR Lighting Tutorial”. <*http://blendernerd.com/hdr-lighting-tutorial/>*