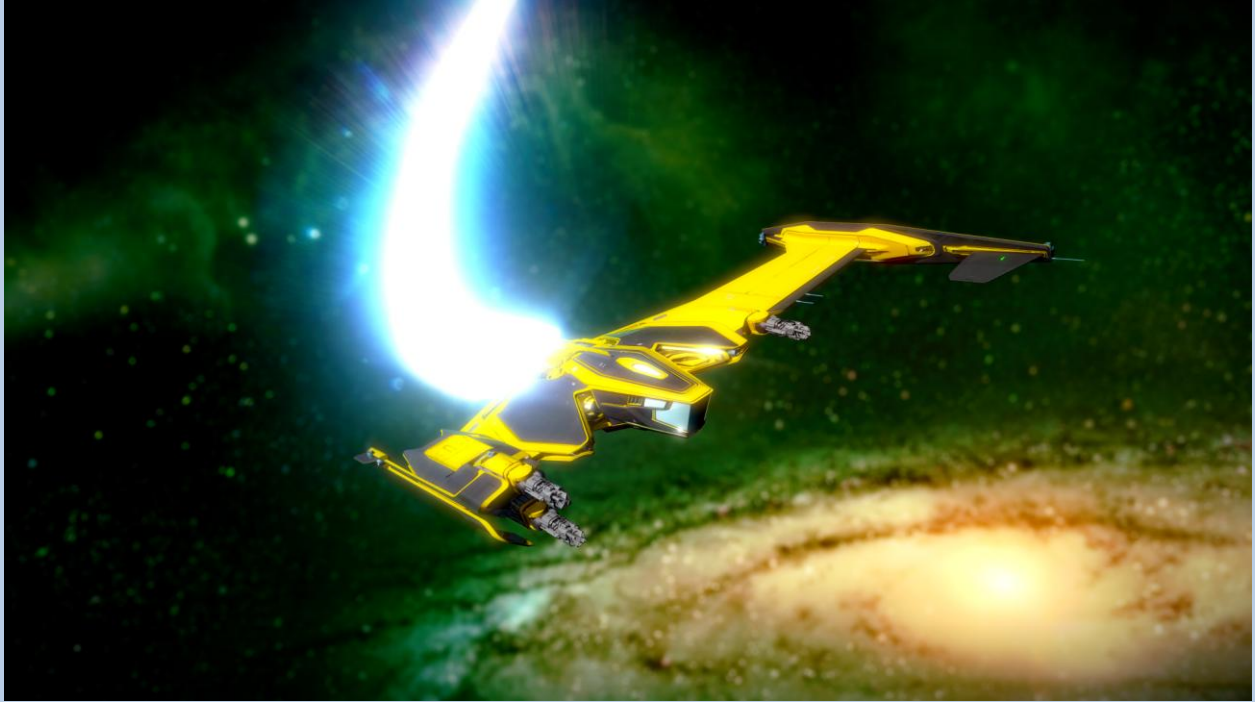


Honey Select 1 Cubemap Tutorial

By GooInABox



Contents:

[Foreword \(Page 2\)](#)

[Prerequisites \(Page 3\)](#)

[Unity \(Page 4\)](#)

[Honey Select \(Page 9\)](#)

Foreword

I'm writing this document not because I am an expert in modeling and 3D animation (I am far from being an expert), but because I have found no substitute online. The knowledge that I am passing on is so extremely niche that likely less than a handful of people will find this and make use of it. For those few people, however, this tutorial will be invaluable for their future rendering works.

Yes, Honey Select is usually used for porn (source: me). However, it can also be used as a decent animation studio for Unity-based projects and can help create wonderful works of 3D art. Or maybe you want to render a half-naked woman wearing a cowboy hat riding an ICBM through a clouded sky with Godrays glaring behind her. Whether your art ends up erotic or not is up to you.

Putting my preachiness to the side for the moment, this tutorial will explain how to properly implement a Cubemap (also known as a skybox) into Honey Select 1 (don't ask me about HS2) to be used as not only a background, but as a source of ambient light. This tutorial will not cover how to create the Cubemap textures from scratch, but will instead assume that you already have those files ready or know how to create or obtain them. A link will be provided to Pulsar Bytes' example texture files available on the Unity Asset store for free.

Note that this tutorial will have links to other online sources that may or may not still exist by the time you're reading this. If I am still active, I will attempt to retract and update this document as needed, but this is not a guarantee. In any case, by the time this document is obsolete, there will probably be better program options out there to do what you want to do.

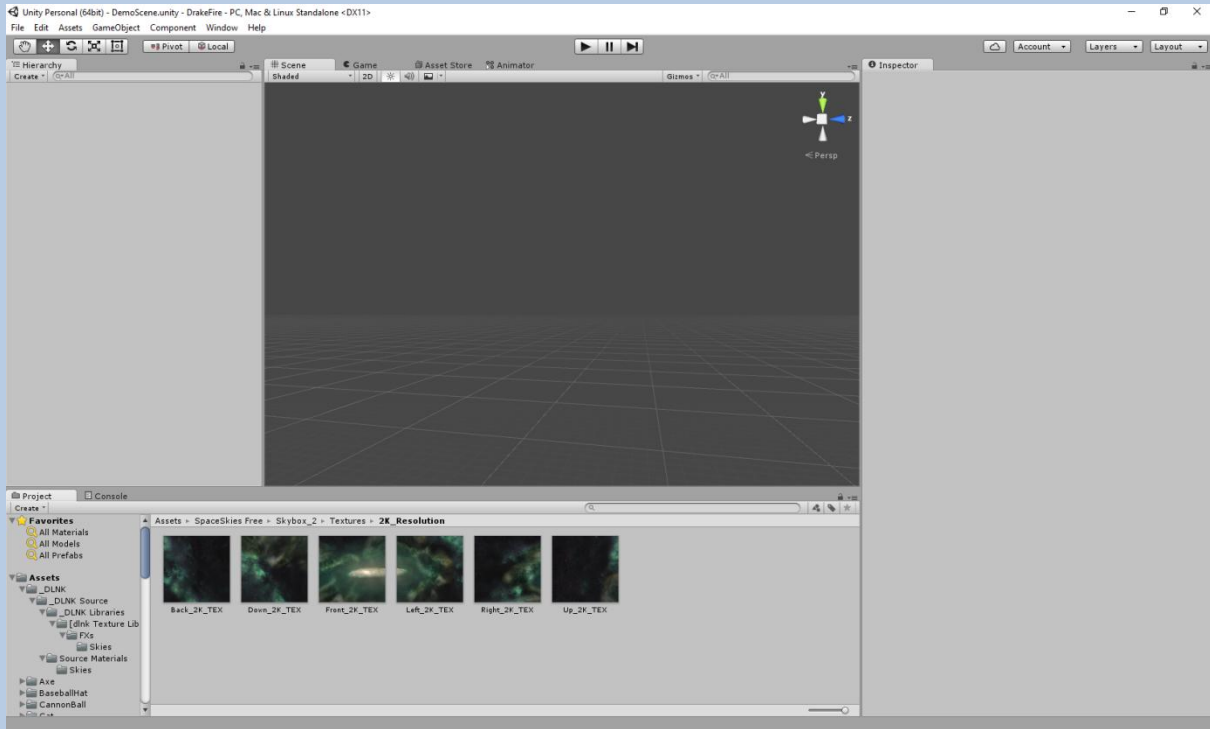
Have fun and be responsible.

-GooInABox

Prerequisites

- You will need Honey Select 1 and its StudioNEO program. If you do not have either of these, why are you reading this?
- You will also need the Image Based Lighting (IBL) plugin and its prerequisites, available here: <https://joan6694.bitbucket.io/>
- You will also need to set up a Unity work environment in order to prepare the Cubemap files. Joan6694 has a tutorial for importing items into Honey Select NEO that will walk you through the steps of downloading the correct version of Unity and installing the necessary Asset Bundle manager in Unity in order to export files in a format that Honey Select can process. The tutorial and files can be found here: https://mega.nz/folder/VlpAQZ7S#Q4x1zu30lDSuuS_x-flqbA and I highly recommend that you read the PDF in the link follow it through to completion before continuing with this tutorial so that you are confident that your Unity environment has been set up correctly.
- Finally, you will need Cubemap texture files. Feel free to substitute in your own files if you came prepared, otherwise you can download the ones that we will be using here: <https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503#description> A Unity account is required to download the files, and you will need to use the 'Asset Store' tab in order to import them into your Unity program.

Unity



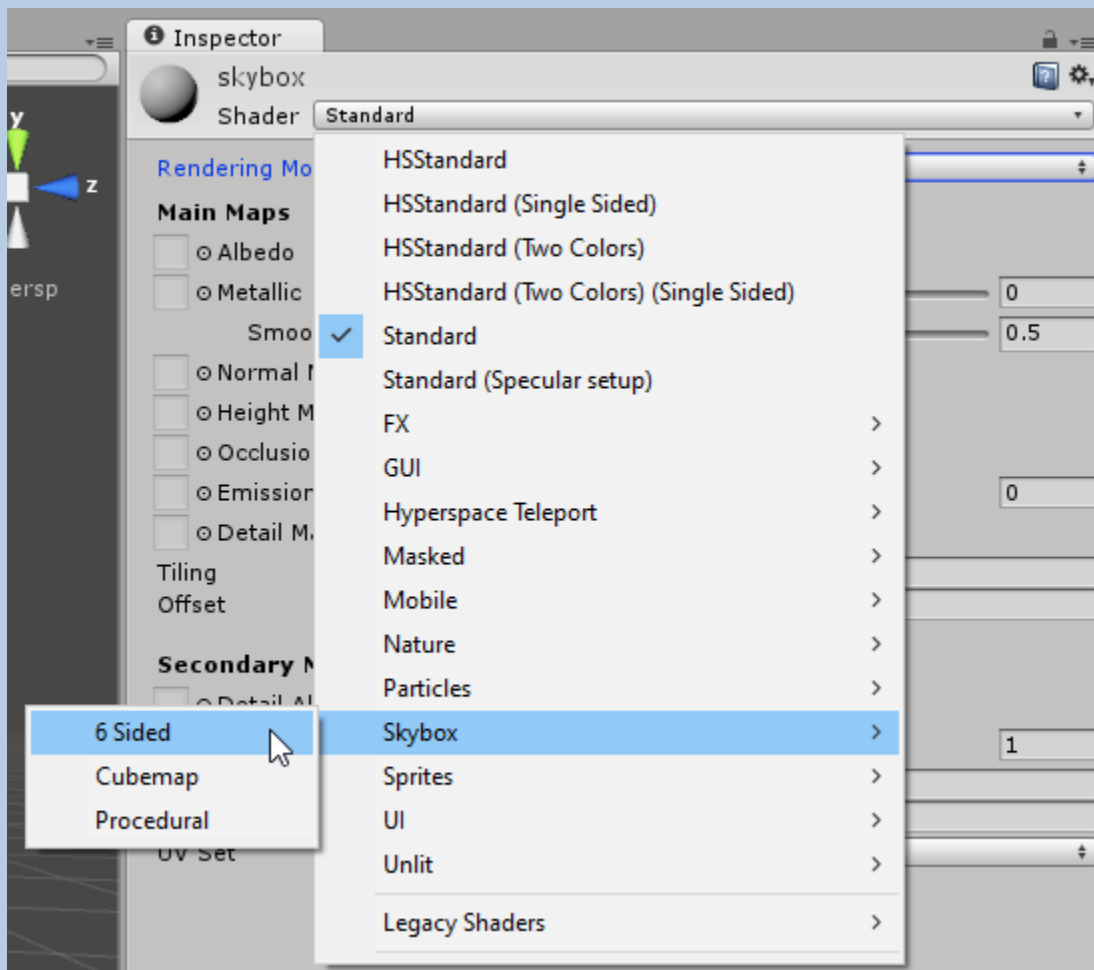
As the name 'Cubemap' suggests, you will need six image files to create the sides of the cube. Add them to a folder within your Unity project file before we begin our work if they aren't already organized.

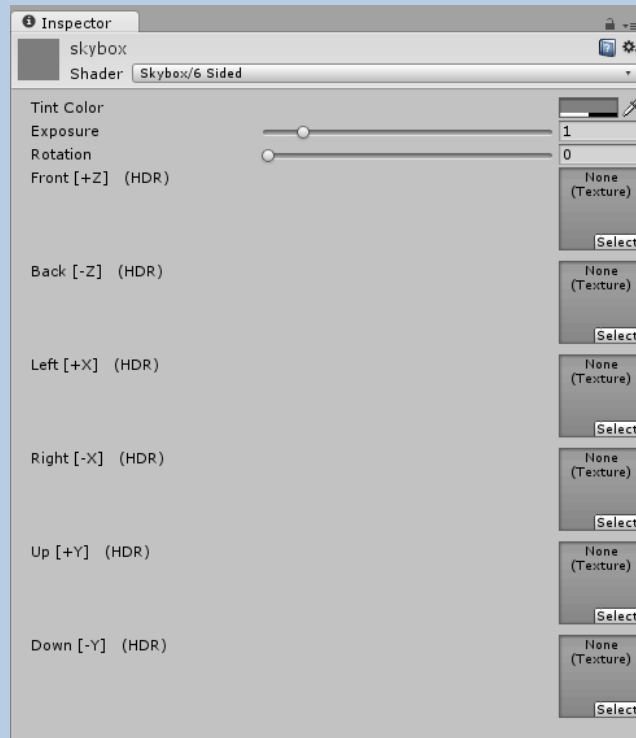
Note: If you downloaded the Spaceskies textures from the given link and the images are all white, select each of them and change their Texture Type in the inspector pane from 'Texture' to something else, and then back to 'Texture', and then hit 'Apply'. This will force Unity to refresh the image texture and it should show the proper image.

Next, right-click in an empty spot in the assets space next to the image textures and choose Create > Material. When given a choice to name the material, **it is absolutely imperative that it is named 'skybox'**. IBL will not recognize the file if it is not named 'skybox' (without the quotes), and your Cubemap will fail to properly render in Honey Select and you will be sad and frustrated. If you named it incorrectly, you can either open the file in your file explorer and rename it there, or delete the old material and correctly name the new material.

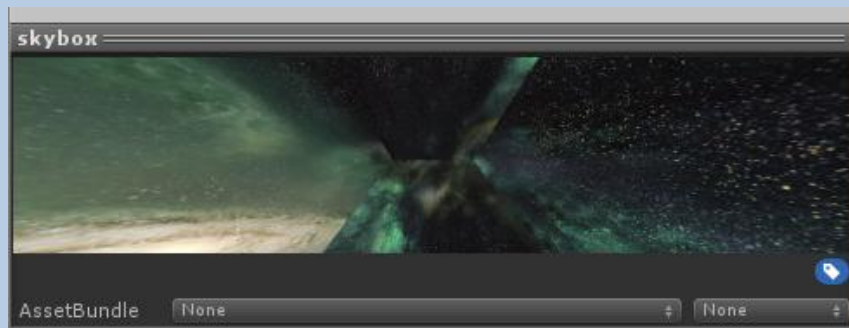


With the new material selected, change the shader from the default 'Standard' to Skybox > 6 Sided.

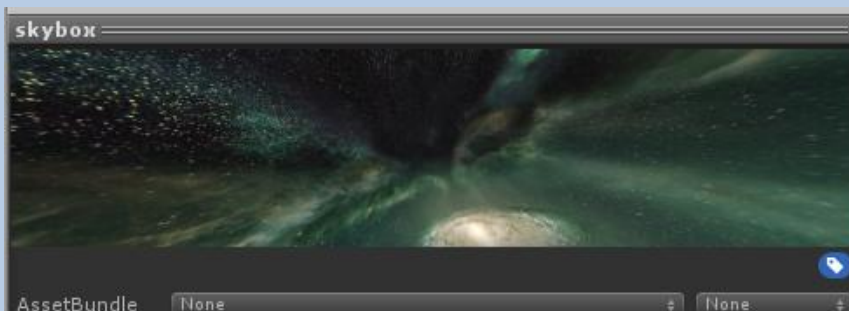




The inspector should now show six empty spots for image textures. The files provided in the given download link are properly labeled and you should be able to click-and-drag the image textures to their designated spots (i.e. the image file labeled 'Left...' goes to the spot that is labeled 'Left [+X]'). Different sources might label their textures differently ('Top' instead of 'Up', etc.). In the end, if you correctly placed the images in their respective spots, the preview image in the bottom right and the material thumbnail should have no seams.



Wrong!

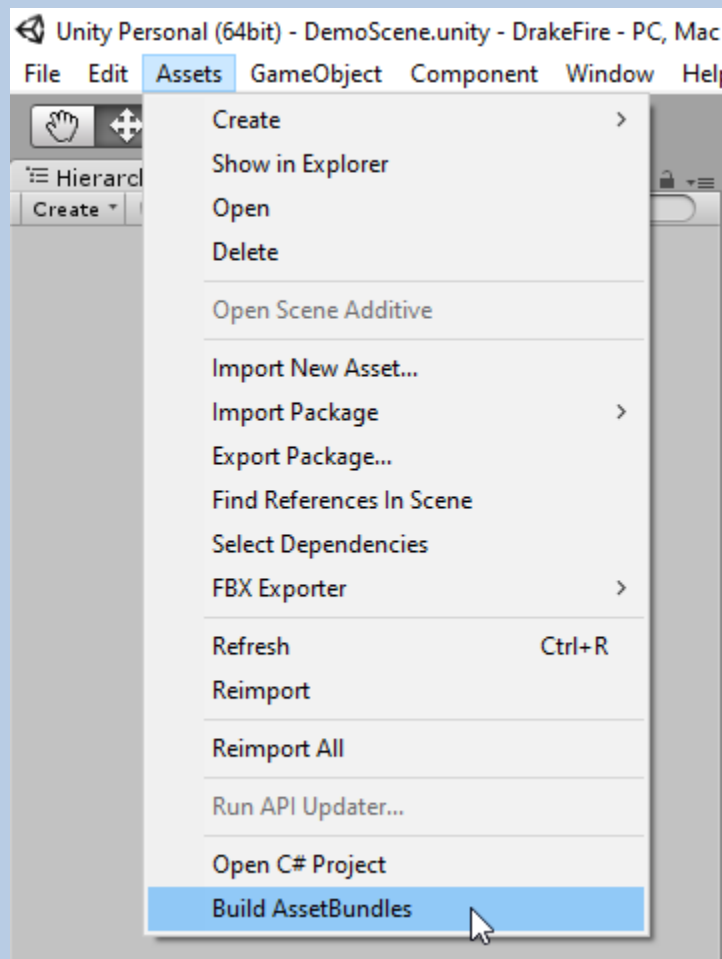


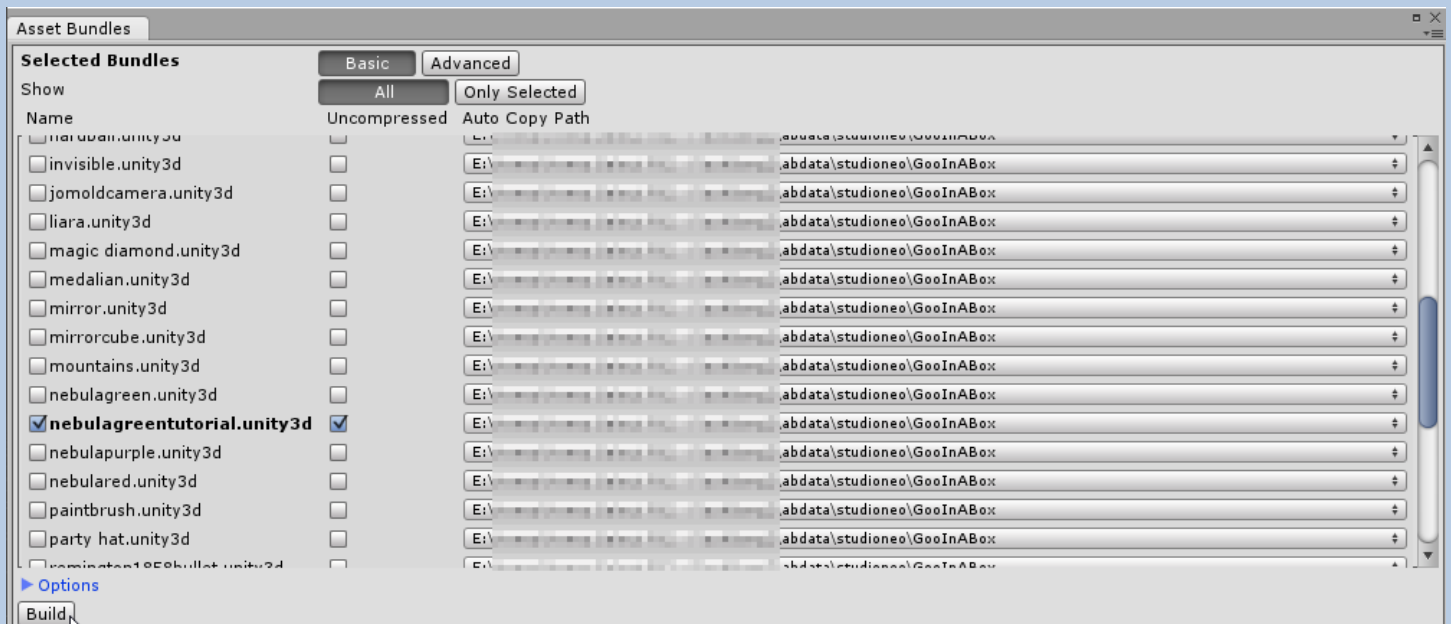
Right!

Next, in the AssetBundle boxes underneath the preview, type in a name that you want to call this Cubemap as you will see this name in the Studio NEO program. Typically when importing 3D models, the name of the Asset Bundle is only important for organizing the files outside of Honey Select, but when building our Cubemap, this is not the case. Also ensure the file extension is unity3d like any 3D model being imported.



All that's left to do in Unity is to build the Asset Bundle for our Cubemap. Click on Assets > Build AssetBundles located at the top left of the screen. This should be a familiar step if you completed the tutorial outlines in the prerequisites. If the option to build an Asset Bundle is missing, please complete Joan's tutorial and return once you have completed it.





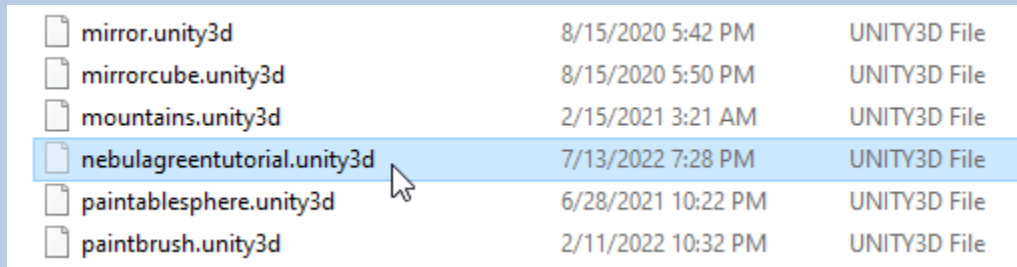
Make sure your named asset bundle has their box checked (I'm unsure of the difference between compressing and uncompressing, I just leave everything uncompressed), and click the 'build' button at the bottom of the menu.

This is where the paths diverge between Joan's item import tutorial and this Cubemap tutorial. You do not need to worry about generating the HiR files. In fact, we need to move our new unity3d file out from where I typically place all of my 3D models, and instead place it in a different folder within the Honey Select file structure.

If you're making lots of Cubemaps, then go ahead and set up an Auto Copy Path based on the file destination covered on the next page. Also, only assign one Cubemap per Asset Bundle name. I'm not sure what would happen if you assigned multiple ones under the same name, but I doubt it would work correctly given how the IBL menu parses each Cubemap based on the Asset Bundle name.

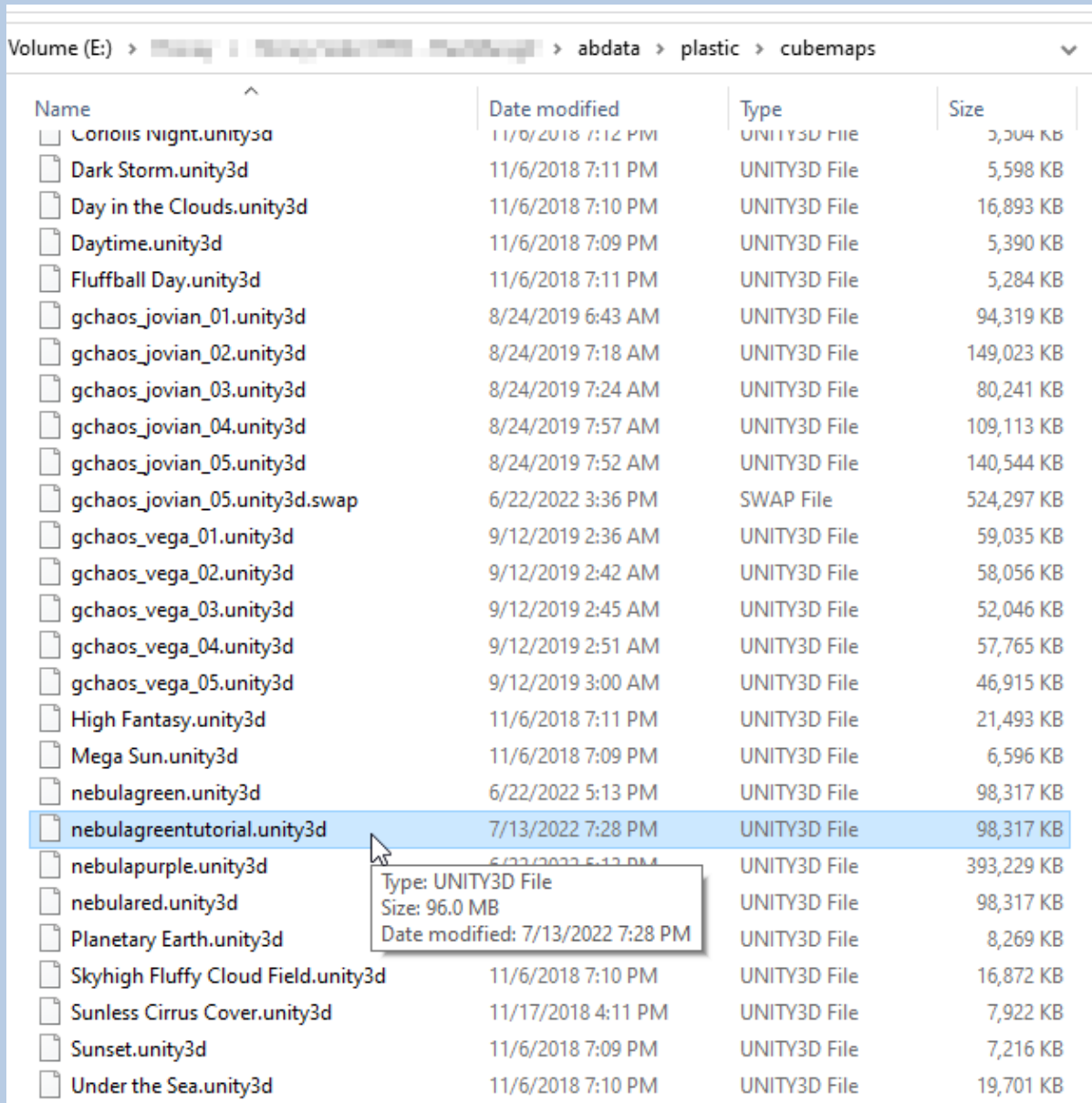
Honey Select

Go to the folder where Unity generated your unity3d file that contains your Cubemap, and copy or cut it to your clipboard.



Name	Date modified	Type
mirror.unity3d	8/15/2020 5:42 PM	UNITY3D File
mirrorcube.unity3d	8/15/2020 5:50 PM	UNITY3D File
mountains.unity3d	2/15/2021 3:21 AM	UNITY3D File
nebulagreentutorial.unity3d	7/13/2022 7:28 PM	UNITY3D File
paintablesphere.unity3d	6/28/2021 10:22 PM	UNITY3D File
paintbrush.unity3d	2/11/2022 10:32 PM	UNITY3D File

Navigate to [Your main Honey Select Folder] > abdata > plastic > cubemaps and place the Cubemap file inside. If you do not have this folder, then you most likely did not install IBL, and thus this Cubemap is useless to you.

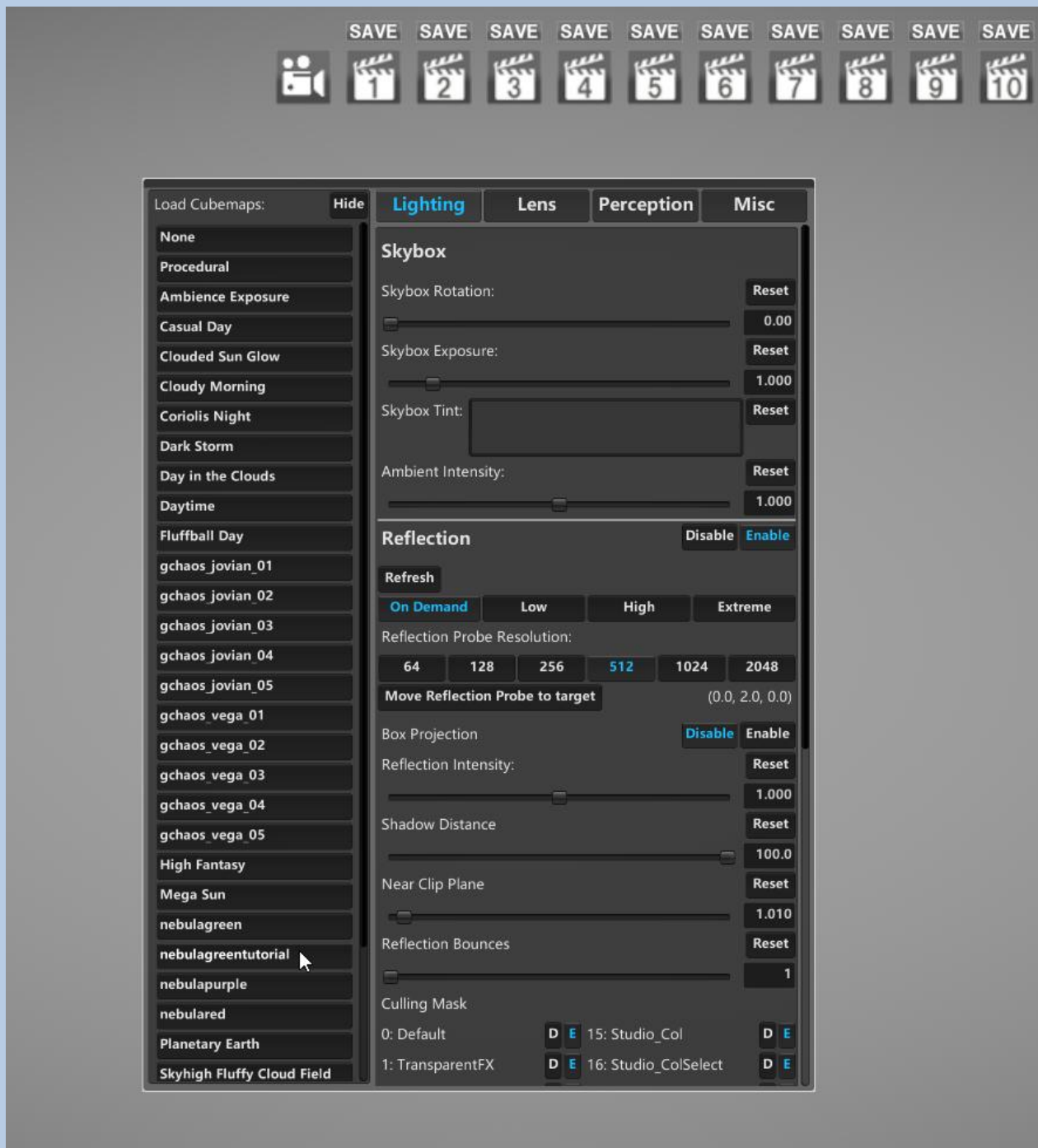


Volume (E:) > Honey Select Folder > abdata > plastic > cubemaps

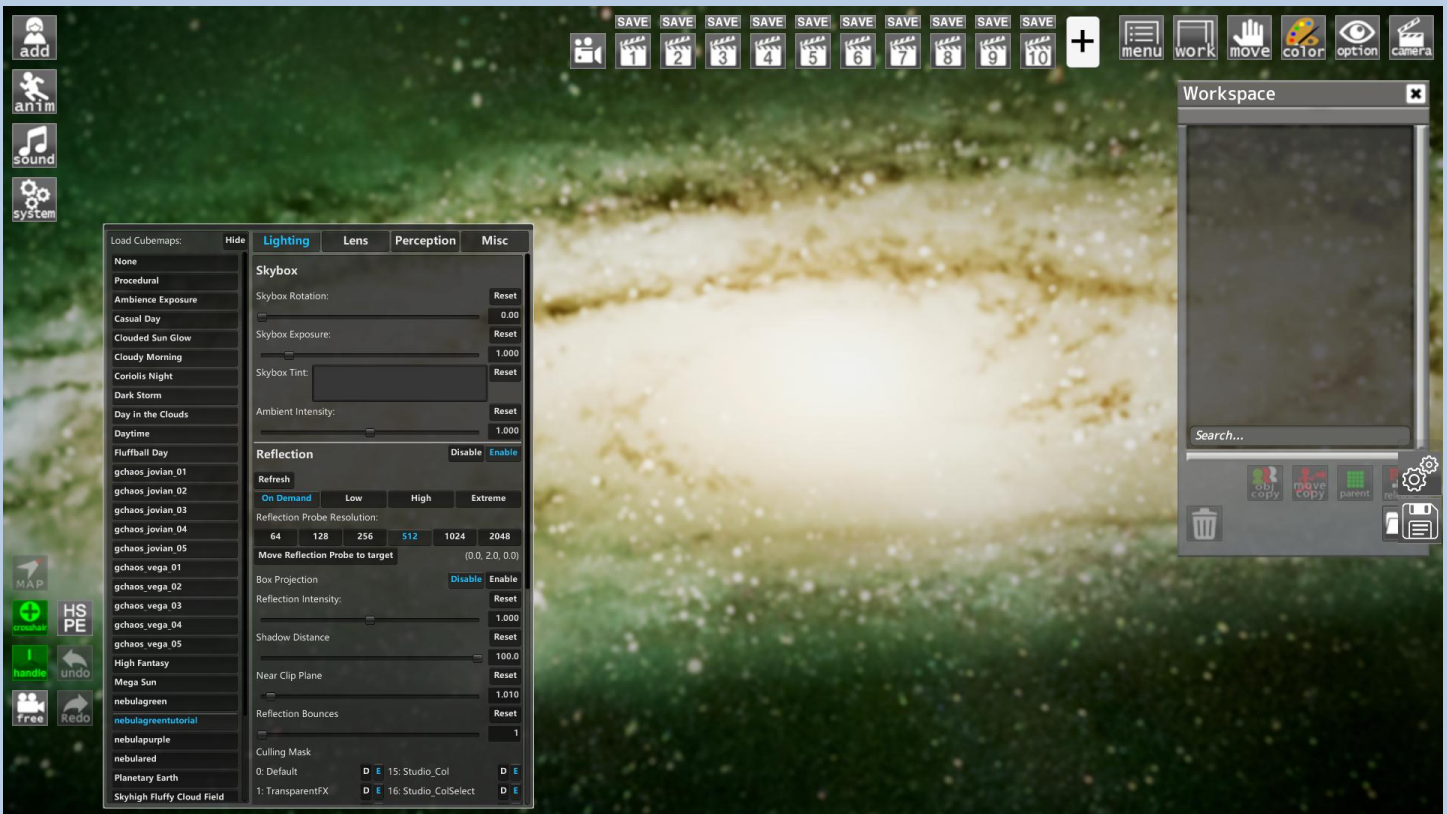
Name	Date modified	Type	Size
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Dark Storm.unity3d	11/6/2018 7:11 PM	UNITY3D File	5,598 KB
Day in the Clouds.unity3d	11/6/2018 7:10 PM	UNITY3D File	16,893 KB
Daytime.unity3d	11/6/2018 7:09 PM	UNITY3D File	5,390 KB
Fluffball Day.unity3d	11/6/2018 7:11 PM	UNITY3D File	5,284 KB
gchaos_jovian_01.unity3d	8/24/2019 6:43 AM	UNITY3D File	94,319 KB
gchaos_jovian_02.unity3d	8/24/2019 7:18 AM	UNITY3D File	149,023 KB
gchaos_jovian_03.unity3d	8/24/2019 7:24 AM	UNITY3D File	80,241 KB
gchaos_jovian_04.unity3d	8/24/2019 7:57 AM	UNITY3D File	109,113 KB
gchaos_jovian_05.unity3d	8/24/2019 7:52 AM	UNITY3D File	140,544 KB
gchaos_jovian_05.unity3d.swap	6/22/2022 3:36 PM	SWAP File	524,297 KB
gchaos_vega_01.unity3d	9/12/2019 2:36 AM	UNITY3D File	59,035 KB
gchaos_vega_02.unity3d	9/12/2019 2:42 AM	UNITY3D File	58,056 KB
gchaos_vega_03.unity3d	9/12/2019 2:45 AM	UNITY3D File	52,046 KB
gchaos_vega_04.unity3d	9/12/2019 2:51 AM	UNITY3D File	57,765 KB
gchaos_vega_05.unity3d	9/12/2019 3:00 AM	UNITY3D File	46,915 KB
High Fantasy.unity3d	11/6/2018 7:11 PM	UNITY3D File	21,493 KB
Mega Sun.unity3d	11/6/2018 7:09 PM	UNITY3D File	6,596 KB
nebulagreen.unity3d	6/22/2022 5:13 PM	UNITY3D File	98,317 KB
nebulagreentutorial.unity3d	7/13/2022 7:28 PM	UNITY3D File	98,317 KB
nebulapurple.unity3d	6/22/2022 5:13 PM	UNITY3D File	393,229 KB
nebulared.unity3d	6/22/2022 5:13 PM	UNITY3D File	98,317 KB
Planetary Earth.unity3d	6/22/2022 5:13 PM	UNITY3D File	8,269 KB
Skyhigh Fluffy Cloud Field.unity3d	11/6/2018 7:10 PM	UNITY3D File	16,872 KB
Sunless Cirrus Cover.unity3d	11/17/2018 4:11 PM	UNITY3D File	7,922 KB
Sunset.unity3d	11/6/2018 7:09 PM	UNITY3D File	7,216 KB
Under the Sea.unity3d	11/6/2018 7:10 PM	UNITY3D File	19,701 KB

Tooltip for 'nebulagreentutorial.unity3d':
Type: UNITY3D File
Size: 96.0 MB
Date modified: 7/13/2022 7:28 PM

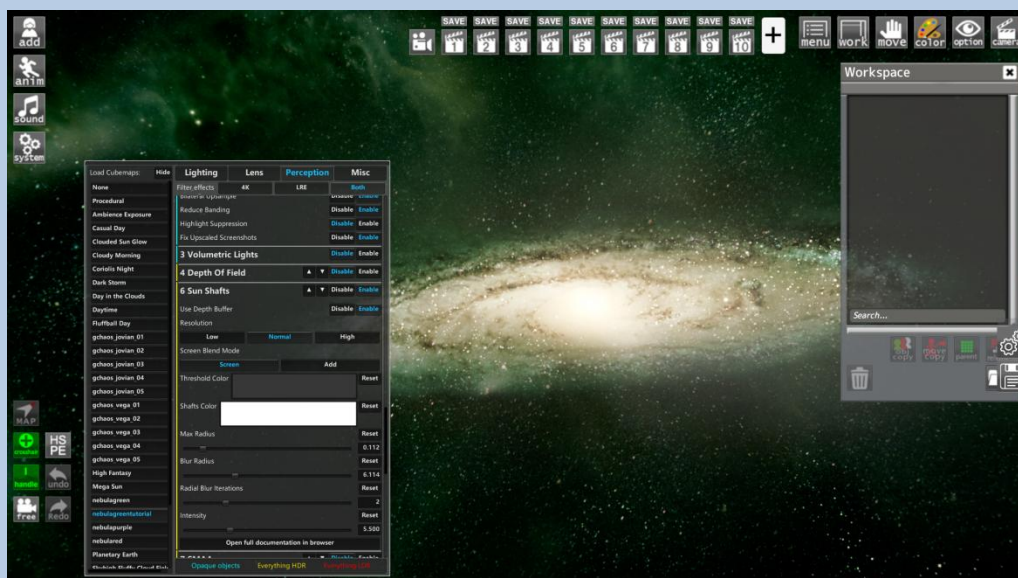
Launch your StudioNEO program (not to be confused with the regular Studio program). Hit the F5 key to open the IBL menu and check your list of Cubemaps on the left side. You should see your new Cubemap in the list.



Click on it, and if everything was done correctly, you should see your Cubemap load in the background. If nothing happens, please make sure you followed the step to name the material 'skybox' back in the Unity section of this tutorial.



Note that the Cubemap may seem blurry, as the default IBL settings will have Depth of Field enabled. Move to the 'Perception' tab at the top of the IBL menu and scroll down to the fourth (by default) submenu to disable it. Depending on the resolution of your original skybox image textures, the Cubemap may or may not still look blurry afterwards. Additionally, you can use the equal key and the right brackets key, = and], to zoom the camera in and out in order to see more of the skybox. The skybox can be horizontally rotated using the settings in the 'Lighting' tab, but it cannot be vertically rotated as far as I'm aware. Several settings, such as the Sun Shafts options, will use the background Cubemap as a source of light. Feel free to try these options out at your leisure.





Note: The red stellar skybox is also available through the same Unity Store link as the green skybox.

Hopefully this tutorial guided you through with adding a Cubemap to Honey Select. If you ran into trouble, or if the linked resources in this guide become lost, just Google my username and yell at me on whatever social platforms I'm active on.