

Editing Spaces

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Cobalt's Space-editing tools allow you to modify the basic characteristics of your space. In the current (alpha) Cobalt version you may add ambient sounds, add/modify ground and sky textures, and add/modify fog.

Note on Physics: The Alpha version of Cobalt does not include a physics engine. Although the Space Info panel displays tools for adjusting the physics parameters of the space, these tools are not currently operable. Physics will be implemented as part of the Beta release.

Adding Ambient Sound (note: not yet operable)

You can add background sound to your Cobalt space:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. Click the down arrow next to **Ambient**. The File Navigator will open Ambient sound files folder.
3. Select the sound file you wish to add.
4. Click **OK**

Sound Volume

Use the **Sound Volume slider** to adjust the volume of your ambient sound. Drag the slider **left** to **decrease** the volume or **right** to **increase** the volume.

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Adding, Changing, or Adjusting a Skybox

A skybox is a texture (a 2D image) that you can add to the four "walls" and the "ceiling" of your Cobalt space to create a graphical representation of a sky. The Cobalt download includes just a single skybox. To gain access to more Skyboxes download the full [Cobalt content pack](#) (350 mb download).

You may also create your own skyboxes. For a tutorial on creating custom skyboxes see [#Advanced Topic - Creating Custom Skybox Sets](#).

Skybox Full Bright Checkbox

Check this box to maximize the Skybox's brightness.

Skybox Brightness slider

To adjust the brightness of the skybox:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. Drag the slider **left** to **dim** the Skybox or **right** to **brighten** the skybox.

Adding or Changing Skyboxes

To add or change a skybox:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. Click the down arrow next to **Skybox**. The File Navigator will open the Skybox dropdown menu.
3. Select the skybox you wish to add.
4. Click **OK**

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Adding or Changing a Floor

You can apply a texture (a 2D image) to the floor of your Space to create a graphical representation of ground. The Cobalt download includes just a single floor texture. To gain access to more floor textures download the full [Cobalt content pack](#) (350 mb download).

To add or replace a floor:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. Click the down arrow next to **Floor**. The File Navigator will open the **Floor** dropdown menu.
3. Select the floor texture file you wish to add.
4. Click **OK**

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Show Lighting Sources

When you click the **Show Lighting Sources** checkbox a set of 3D lamps appear in the space identifying the source and direction of the ambient lighting. Although the feature is of limiting use by itself, future versions of Cobalt will include additional tools that allow you to manipulate the ambient light.

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Adjusting Fog

The fog tools allow you add and customize the characteristics of the fog you add to your Space.

Fog checkbox

Check the box to turn fog on. Uncheck to turn it off.

Fog modes

Three **Fog Modes** are provided:

- GLLinear
- GLExp
- GLExp2

The modes are mathematical schemas for modeling fog in a 3D space. Experiment to find the effects you like best.

Fog start

Fog Start ONLY works in combination with the **GLLinear fog mode**.

The **Fog Start** slider allows you to set the distance at which a user perceives (from their camera view) the onset of fog. For example, setting Fog Start at 100 will result in the perception that the onset of fog begins 100 units from the user's camera view. It will gradually thicken as the distance from the user's camera view increases until at another preset distance, **Fog End**, the fog will be too thick to see anything beyond.

To set **Fog Start**:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. **Select the GLLinear fog mode.**
3. Drag the **Fog Start** slider **left** to make the onset of fog appear **CLOSER** to your camera position.
4. Drag the **Fog Start** slider **right** to make the onset of fog appear **FARTHER** from your camera position.

Fog End

Fog Start ONLY works in combination with the **GLLinear fog mode**.

The **Fog End** slider allows you to set the distance at which a user perceives (from their camera view) the fog is so thick that nothing in the scene from that point and beyond can be seen. For example, setting the slider at 300 means that starting at 300 units from your camera view objects will be completely obscured by fog.

To set **Fog End**:

1. Open the **Space Info Panel** by selecting **Space > Space Info...**
2. Next to **Fog Mode** click the down arrow. **Select GLLinear.**
3. Drag the **Fog End** slider **left** to make object-obscuring fog start **CLOSER** to your camera position.
4. Drag the **Fog End** slider **right** to make object-obscuring fog start **FARTHER** from your camera position.

IMPORTANT: Fog Start and Fog End work in combination. To avoid undesirable results be sure that your **Fog Start** value is **SMALLER** than your **Fog End** value.

Fog Density

Fog Start ONLY works in combination with the **GLExp and GLExp2 fog modes**.

1. Open the Space Info Panel by selecting **Space > Space Info...**
2. Click the **Fog check box** to turn on the Fog feature.
3. Next to **Fog Mode** click the down arrow. **Select GLExp or GLExp2.**
4. Next to **Fog Density** enter a value of .002 in the value field. (**Tip:** Don't use the slider, it doesn't allow for fine control of the fog density level.)
5. Close the Space Info Panel by clicking the X button in the top left corner.

Fog Color

The **Fog Color Picker** allows you to select a color for the fog in your Space:

1. Open the Space Info Panel by selecting **Space > Space Info...**
2. Within the **Fog Color Picker** color box drag the small red square to your preferred fog color.

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