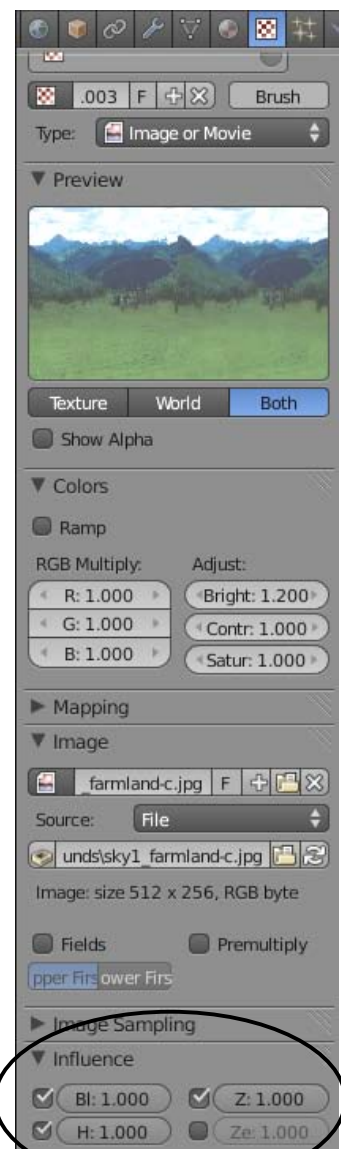
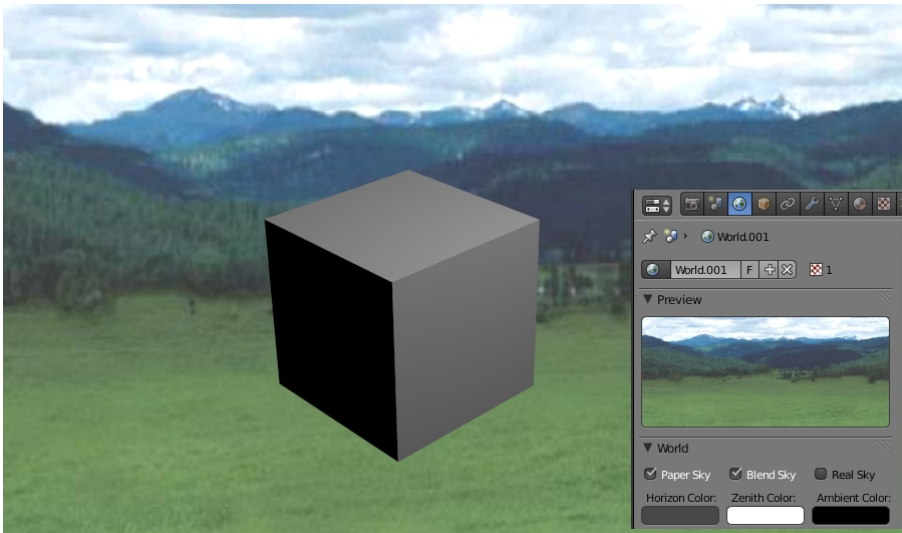


Chapter 5- Setting Up a World

Using an Image in the Background

If you plan to use an image in your world settings, use one that is large and high quality. Low resolution images have a tendency to be grainy and unrealistic. To use an image, **create a world** as described before, then go to the **Texture** Settings. This time, select the **"Image or Movie"** type option and select your image (described in the *Materials and Textures* chapter). Go back to the world settings. Take your **Zenith** color to white and check the Blend button (and also the Paper button if desired). After you do this it should look much better. If you hit "F12", the background image shows up, but may look like a black-and-white image. In order to correct this you need to go back to the texture settings and select the "Blend", "Horizon", and "Zenith" buttons under *Influence*. This should correct the problem and display the proper colors.



RoboDude Asks: How do I make a puffy-looking mist or cloud effect?

If you would like to have a mist or "cloudy" looking effect that move and blows by (like used in "*Elephants Dream*" movie, use a cloud texture and the mist settings. Cloud textures can be animated (discussed later) and will look 3D with the mist settings. We will actually use this effect in the next exercise.