

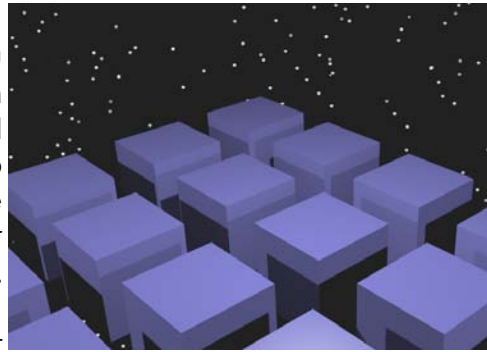
Chapter 5- Setting Up a World

Star Settings:



When using Stars, you will need to set both the Zenith and Horizon Sliders to black (for a space

scene). Turn on the Star button and adjust the **Star Separation** (distance between stars) and the **Min. Distance** (starting distance from camera). You can also set **Star Size** and **Color Noise**. This is a true 3D star field meaning that if you move the camera through it, the stars will move past the camera.



Creating a 3D Cloud Backgrounds

There are several ways to create clouds, but the easiest is to use a texture in the world settings. To set up a scene with clouds, create a world as described previously. Set the *Zenith* color to white. Keep the *Horizon* at a blue color (make sure *Blend* is checked). Now, go to the texture buttons and create a new texture using "Clouds" (you will notice that the texture will be linking to the world and not a material) Go down to the Mapping panel and adjust the *Size X* and *Y* sliders (try a low *X* and a higher *Y*) to get the effects that you want. Press F12 to check your results. If you plan on moving the camera in your scene, you may want to hit the "Real" button in the *World* panel. Try a different Noise Basis like Voronoi F2-F1 for a puffier look. Clouds can also be animated which will be discussed in a later chapter.

