

Chapter 5- Setting Up a World

Using Color, Stars and Mist



You've created a nice scene for your lighthouse, but we're missing a really nice background. Depending on which release of Blender you're running, you will either have a black, gray or blue background. This is due to the fact that some releases do not start with a world setup initially (black) and newer releases start with a blue or gray background (a basic world set-up). Blender gives you some basic options in the **World** settings. You can control the colors of the top and bottom (**Zenith and Horizon**), stars, fog or mist, clouds and, of course, loading JPEG images. In order to create a new world, select the **World** button. If a world has not already been placed in your scene, click the **"New"**. This will give you a basic world with a horizon and a zenith color. Press the **"F12"** button to render your scene. You have some basic options that you can set in the world buttons. Here's what you see:



← Preview Window: Sample of your world settings

← Mapping Options: You can flatten (Paper), Blend (Horizon/Zenith colors), or Real Sky (gives true horizon)

← Color Settings: Horizon (bottom), Zenith (top), and Ambient (reflected light). Ambient supplies global illumination.

← Ambient Occlusion: Another way to simulate ambient lighting.

← Environmental Lighting: Global lighting settings.

← Gather: Raytrace or Approximate. Approx. will allow for indirect lighting effects. (discussed in the lighting chapter)

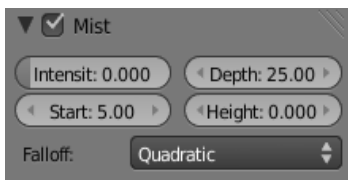
← Mist: 3D fog settings.

← Stars: 3D star field settings.



When setting just a straight gradient color for your world, Select the "Blend" option above the color swatches and set the Horizon and Zenith colors.

Mist Settings:



height (like fog at the ground level). The **Intensity** slide can adjust intensity. Depth and Intensity work together for the best effects.



I can't see through my fog! Your Depth setting is too low- the fog is too thick!

When using Mist, You will need to set both the **Zenith and Horizon colors** to the color of the mist you desire (middle gray for a real fog), turn on the Mist button, then adjust the **Start** (start from camera distance) and **Depth**(depth of mist). You also have a **Height**

setting to vary fog

