



The 'World' buttons within Blender

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I n t r o d u c t i o n

Creating an environment for your own 3D scene can be done through several ways. One of the most common trick is to build your scene within a full textured sphere. You can also use any particular function proper to any 3D package. This tutorial will show you the use of the 'World' buttons available within Blender.

Any scene or 3D animation should alway start with the creation of a consistent environment. In order to have a good shot at the effect you'll get at the end with your environment, you can add a few simple objects and duplicate them many times. Once the environment is properly created and set, you can delete the temporary objects and store the file in order to import it later (SHIFT+F1) at will.

The following example could be the default environment for a city or a refinery.

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