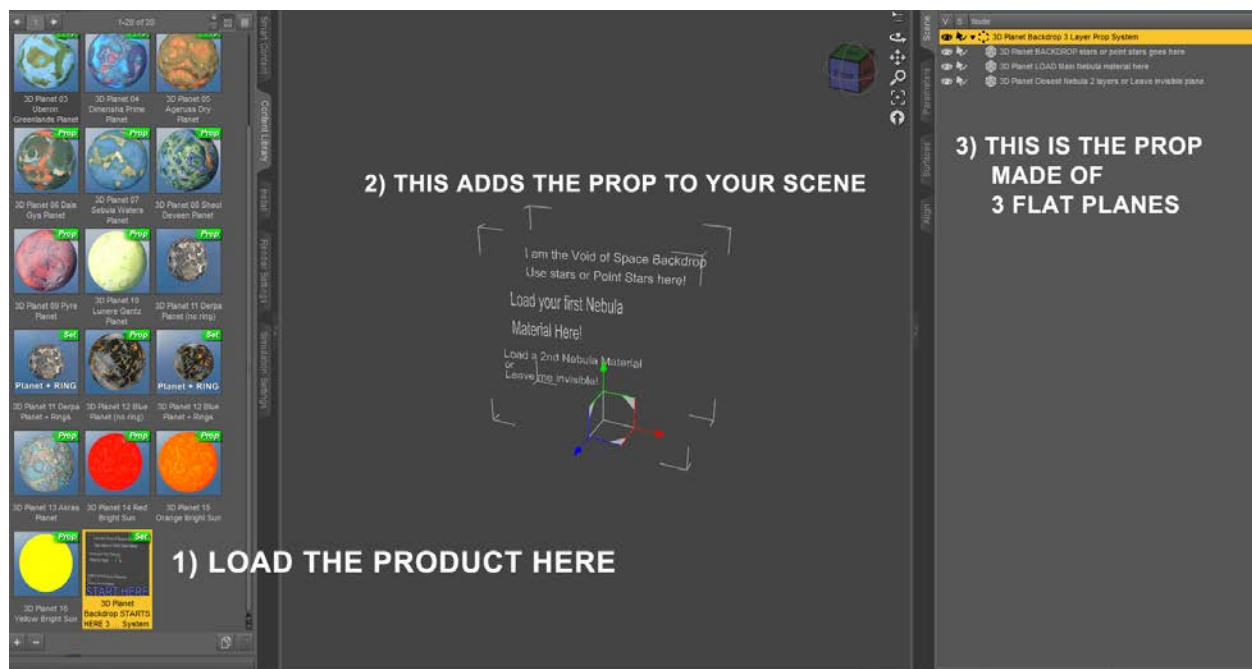


3D Planets Volume I Product Guide

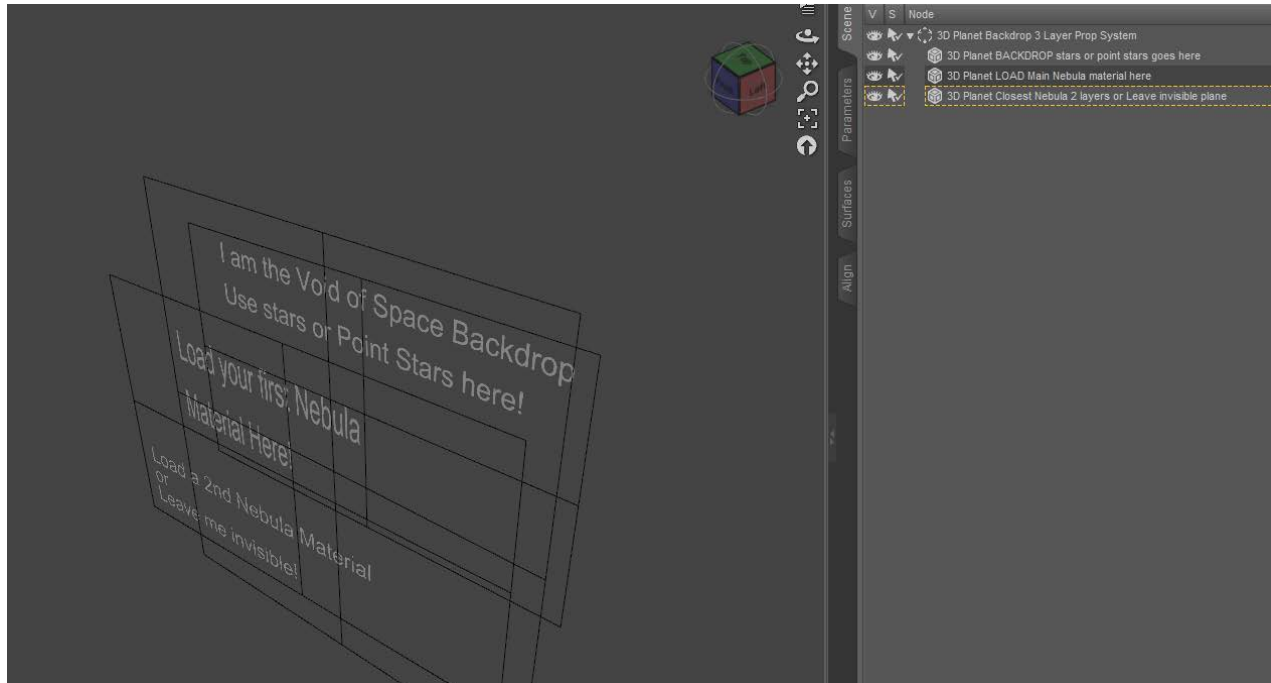


Thank you purchasing **3D Planets Volume I**. Let's dig in and explore this product and look at an example of the product in use. 3D Planets consist of several planets and three emissive (glowing) stars that load as single objects and a bonus billboard backdrop. The bonus billboard prop is made of three planes. Each plane can load a material and you can layer them together to create a unique background for your space scenes. You do not need to use the planets and billboards together.

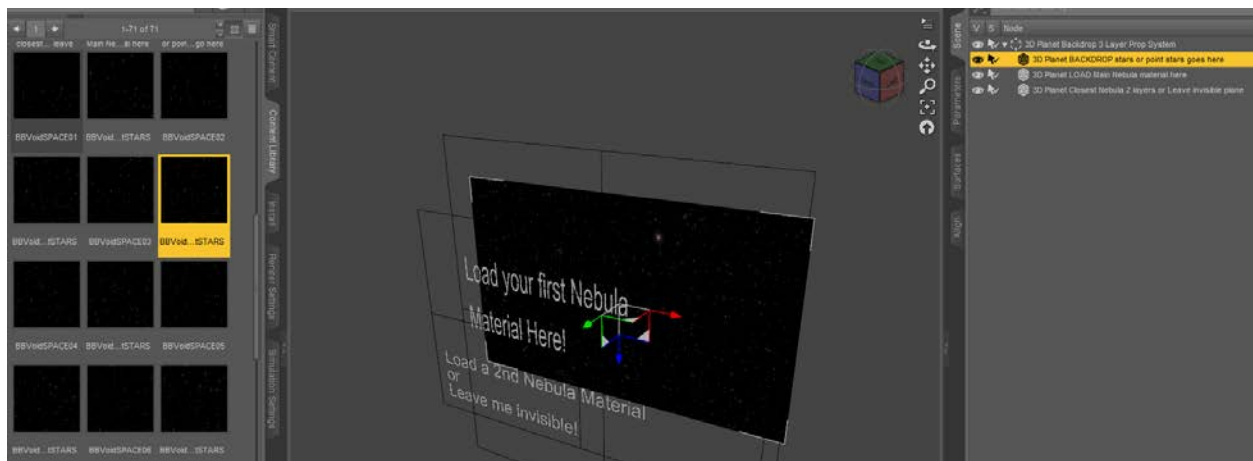
This example shows how this product might be typically used. After installing 3D Planets Volume I, we navigate to the product folder and select the backdrop prop and load it into our scene.



Once we load the prop, we can see that each plane of the backdrop is an item in our scene list.

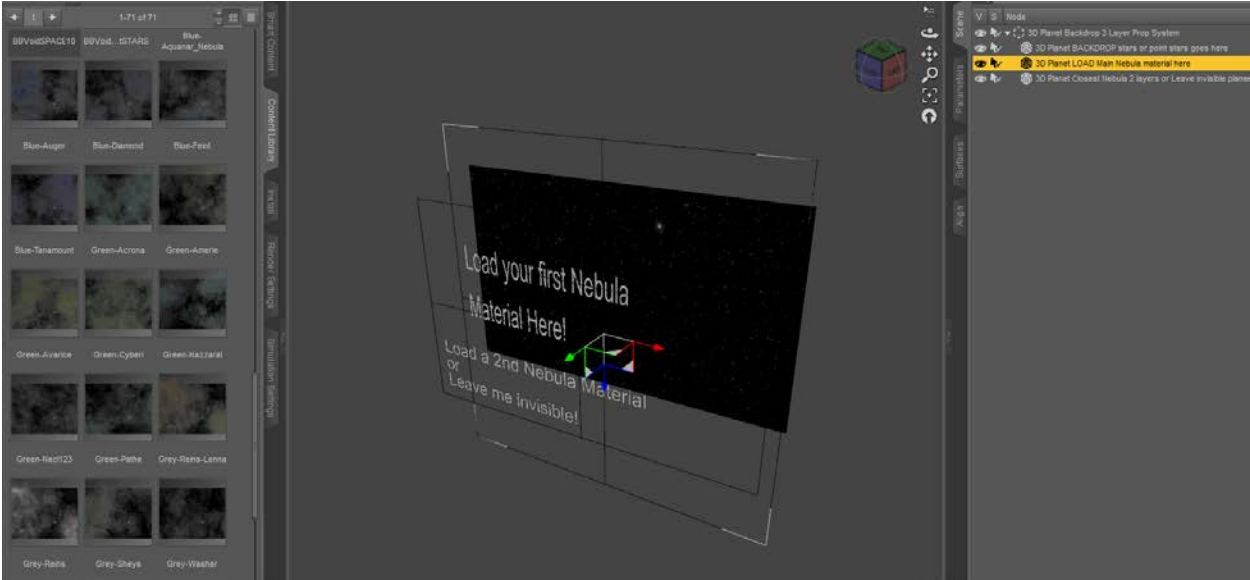


And that means we can choose the MATERIAL or, in essence, what goes on that plane. So basically, we are going to load a different picture onto all three of those planes. The plane at the back will be used for 'The Void of Space'. That's the black background with a few stars. If you want to have stars mixed with some bigger stars, use any of the Point Stars materials.

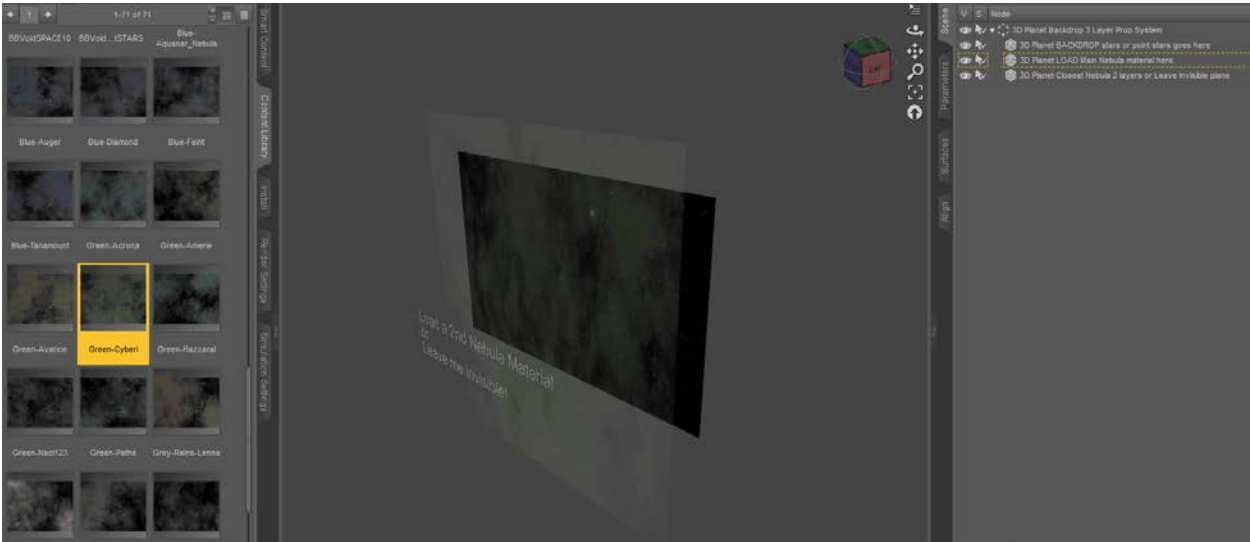


Now that we have a full spacey-looking background, let's add some colorful nebulae materials to the other two planes. We look at our materials list and scroll down to the colorful choices. In the image below, you can see that we have chosen a different plane.

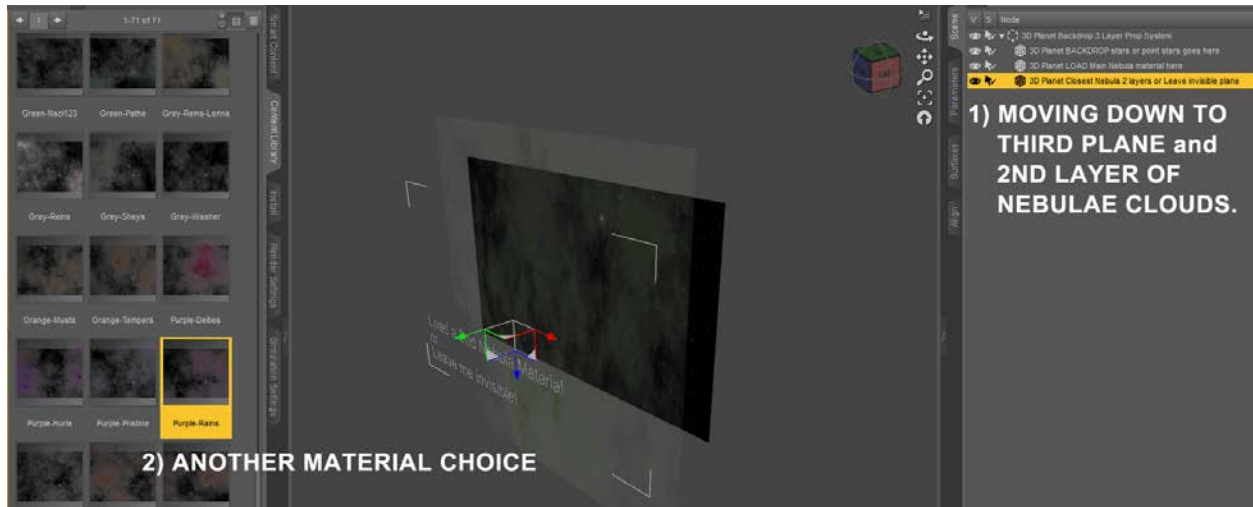
We are now adding a material (loading a picture on) to the Main Nebulae image plane.



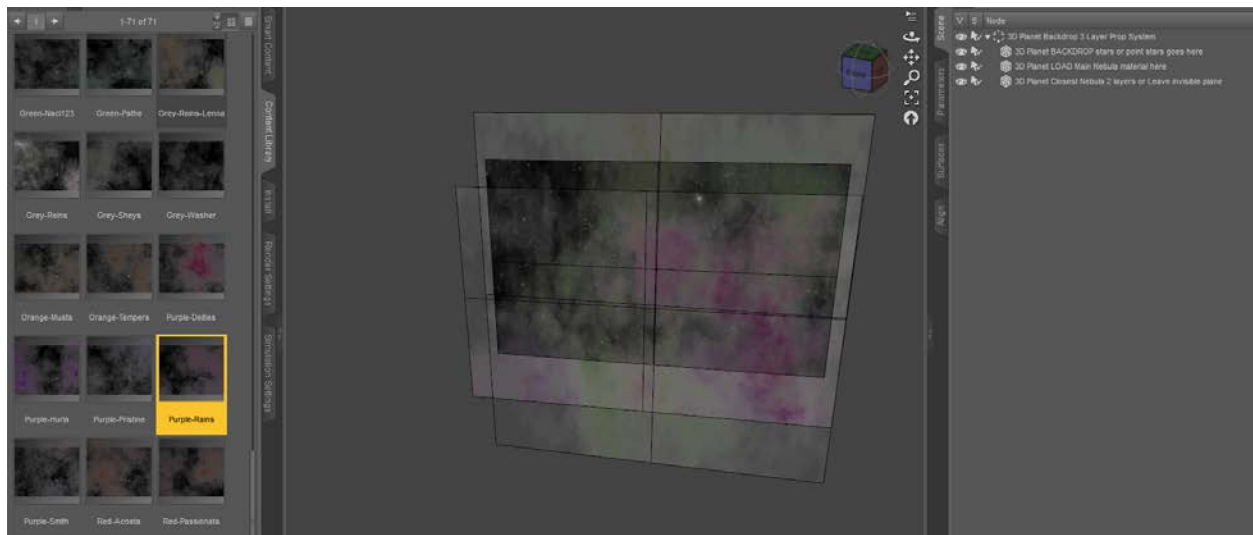
And now we have a background of space and one layer of nebulae clouds. We can delete the 3rd plane or keep going and adding more nebulae layers. Let's add more!



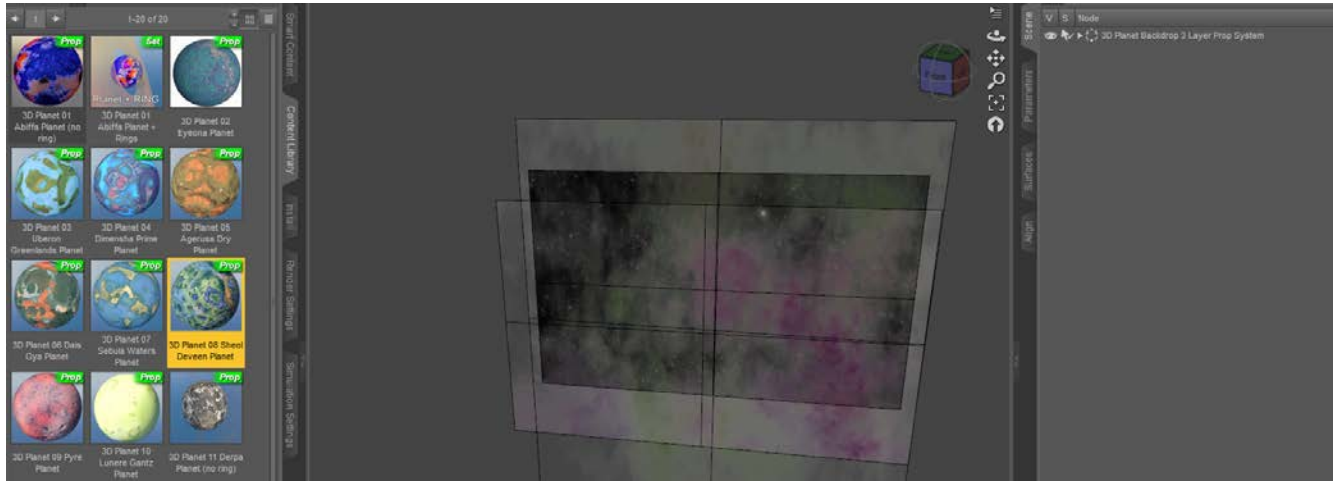
In the image below, you can see that we have chosen a third plane in the scene list and have also chosen a different material preset to load.



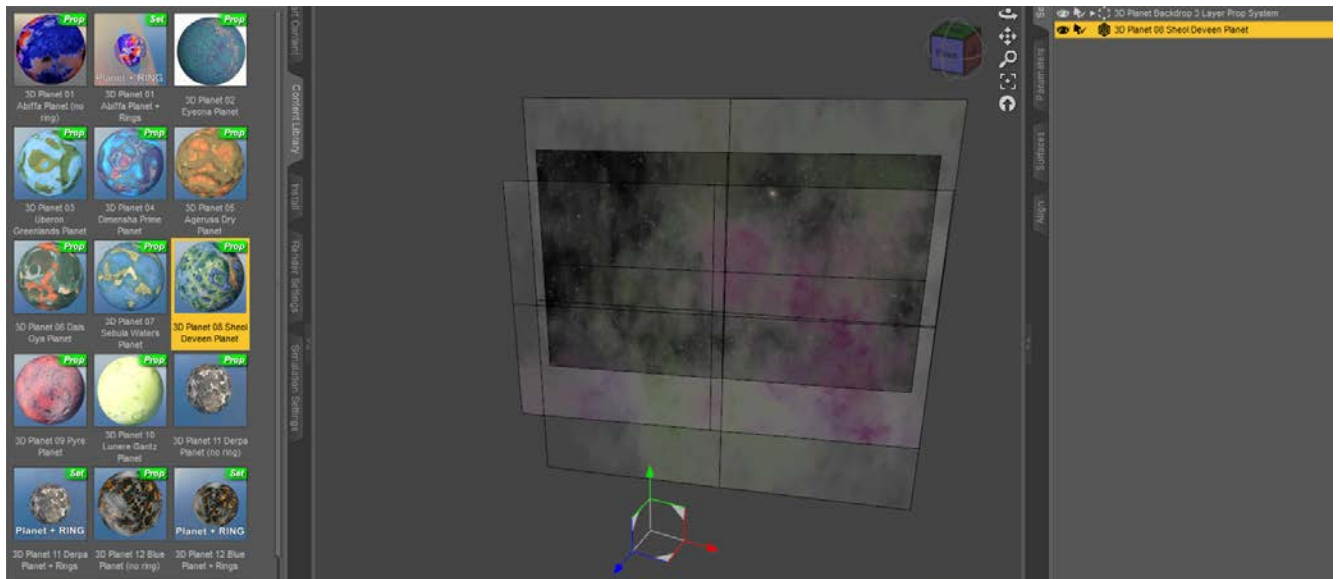
Once we have loaded materials on all three backdrop planes, it's time to bring in a planet.



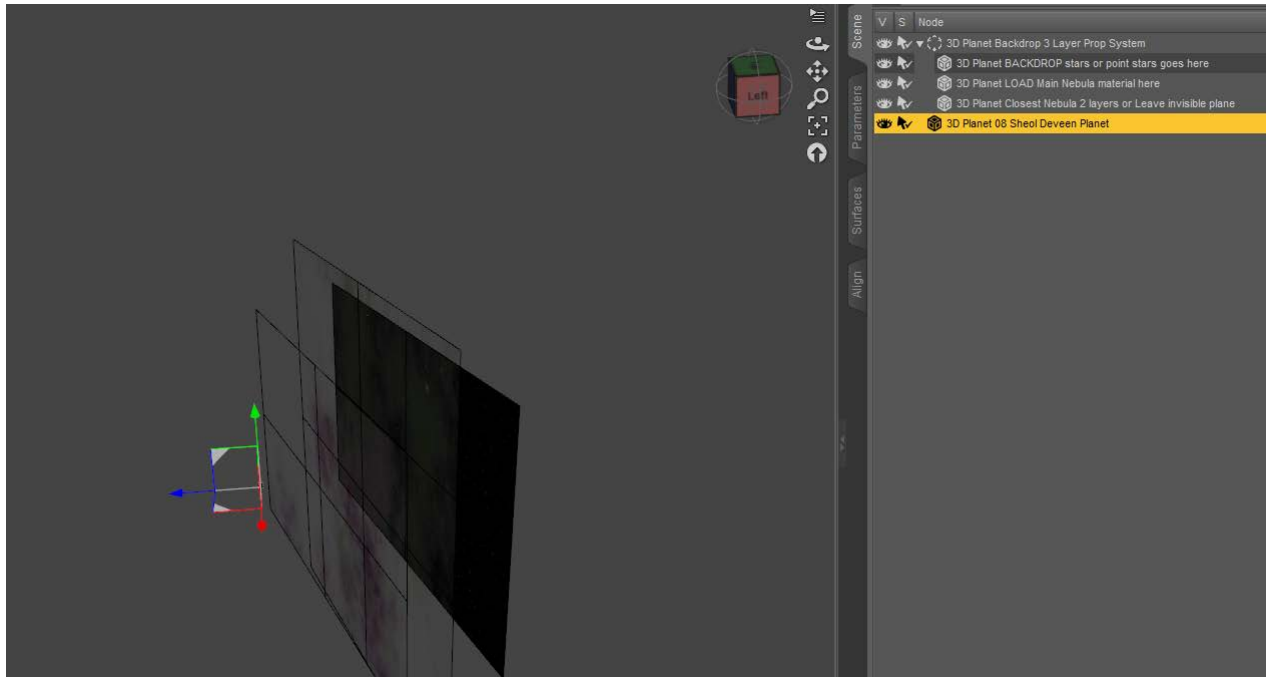
These are our planets!



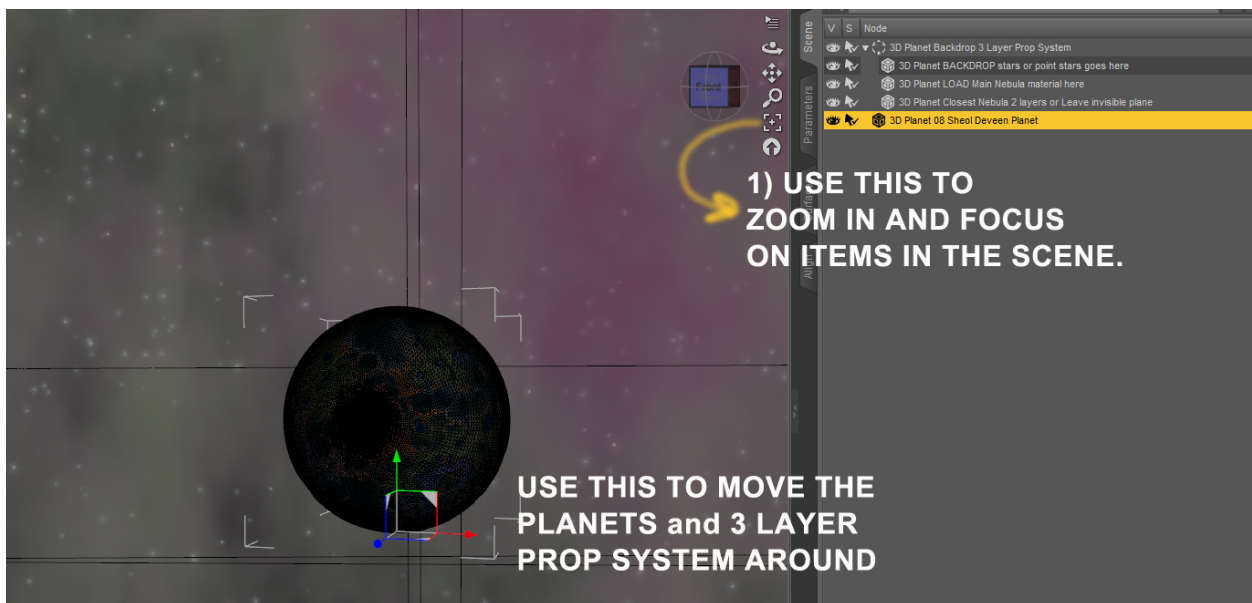
The image below shows the loaded planet – quite small when compared to the Void of Space. That’s normal. Don’t forget the backdrop is the backdrop for your entire scene!



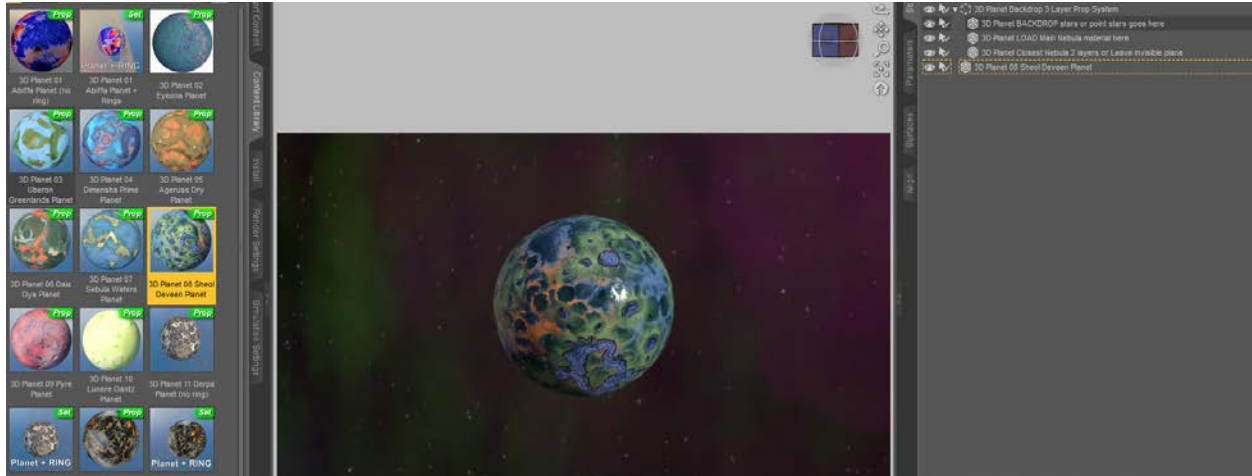
Now, we want to move the planet. We'll probably wait until we bring in the main subject of our space scene and adjust the placement for the best camera angles. It's best to use a tool to move things around since these are big objects!



Now that we have an idea about where we want things, it's time to use the frame option to zoom in on the planet.

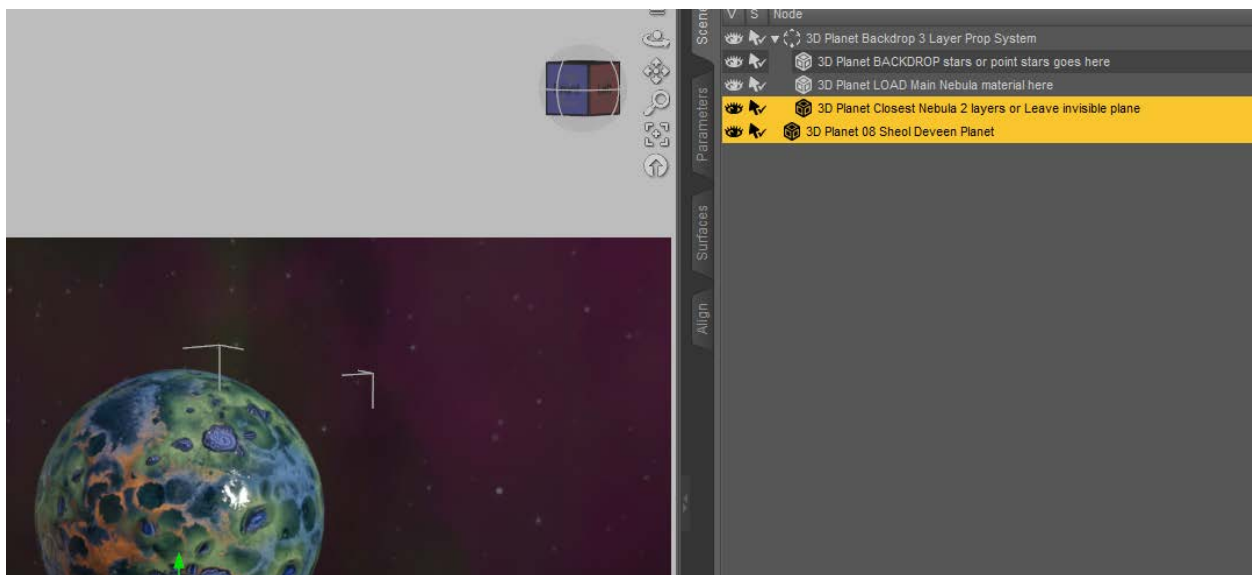


Now that we are all set up, it's time to use the Iray Preview to see our space scene before final rendering.

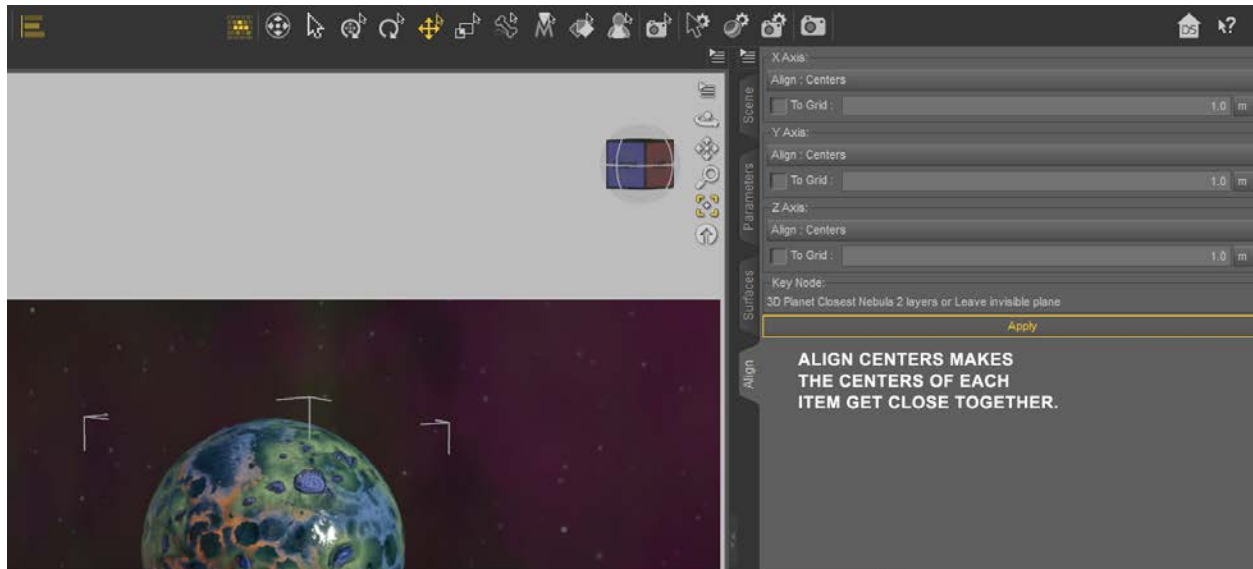


Tip: Don't forget, you can use the Align Pane to move items in your scene next to each other.

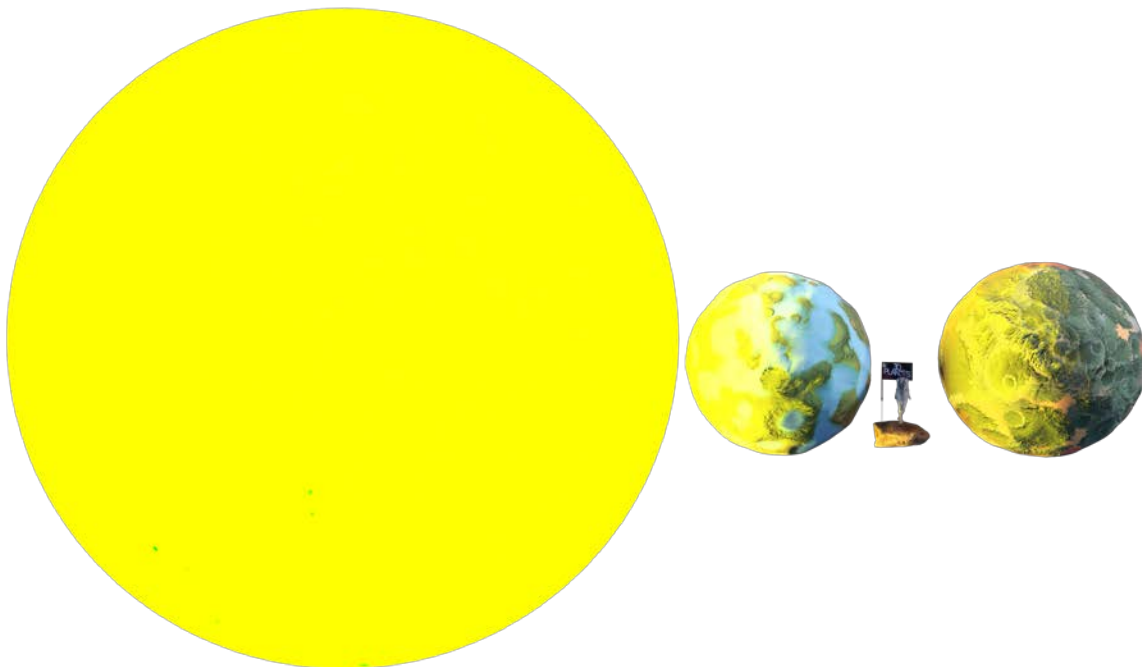
In the Scene pane/tab, I select the two objects I want to move. **NOTE:** The **FIRST** object you select becomes **THE PLACE** where the second chosen item will move to.



With those two items selected in the correct order, we open the Align Plane/Tab and choose Align and we get several choices. We choose “centers” since we want the items to move close together.



The sun-planets are really stars and are meant to add a dramatic light source to your scenes. These stars are bigger and be moved like planets until their affects are seen. Enjoy!



Creatively, you can mix and match the different cloud nebulae materials and experiment. Even the backdrop Void of Space is a great place to load different pictures. Have fun and I hope this product serves you well. Thank you for your support.

- Griffin Avid

