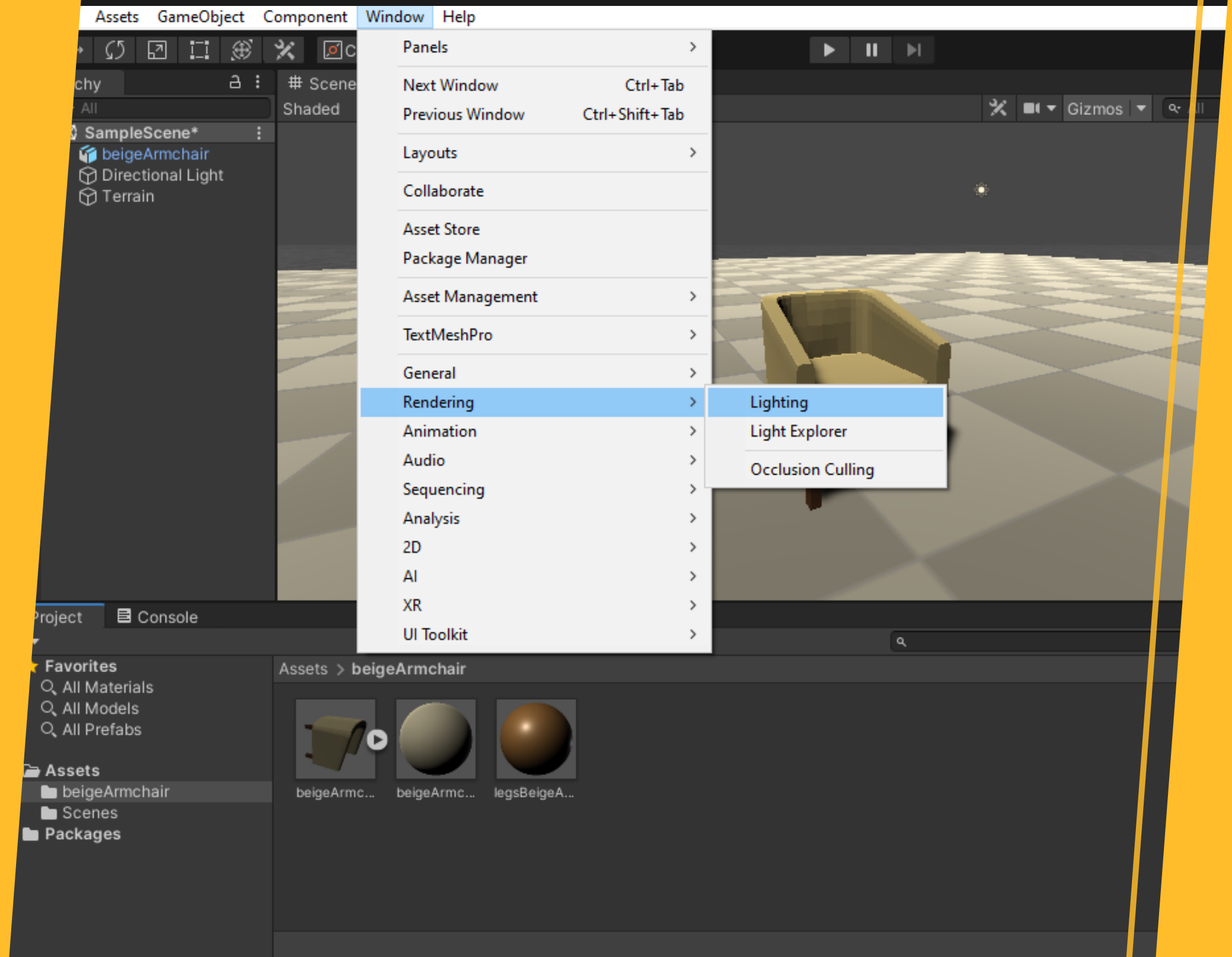


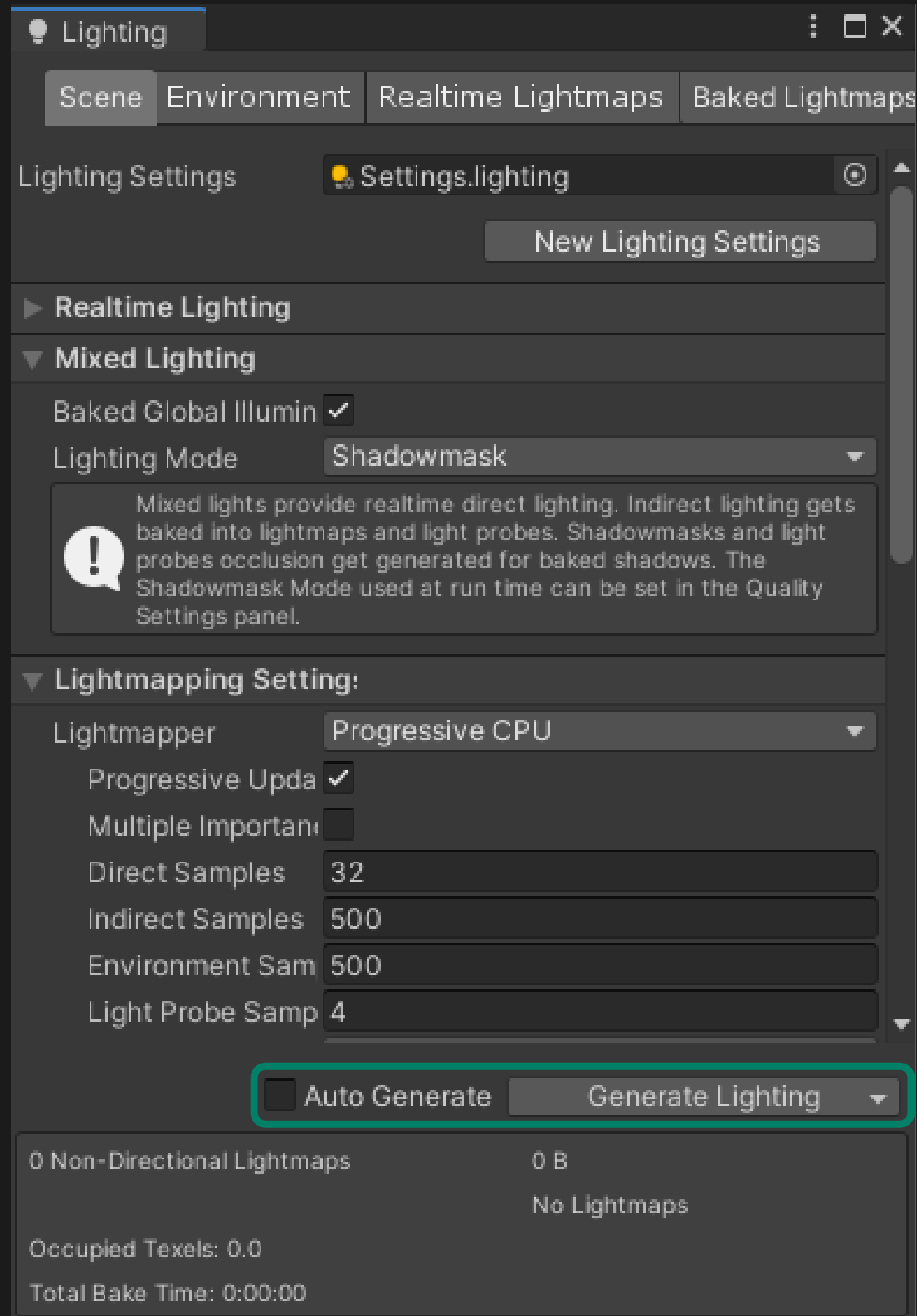
A blurred 3D rendering of a park or garden area. In the background, there is a large, dark green tree. A light-colored path or walkway leads through the scene. To the left, there is a black lamppost. In the center, there is a light-colored bench. To the right, there is a small, light blue fountain. The ground is covered in green grass. The overall scene is out of focus, with the text overlaid in the center.

Small recommendations and tips

Generates Lighting

General lighting is used for the program to improve the lights and colors, to activate it, you need to go to the window tab and go to Rendering, select Lighting.

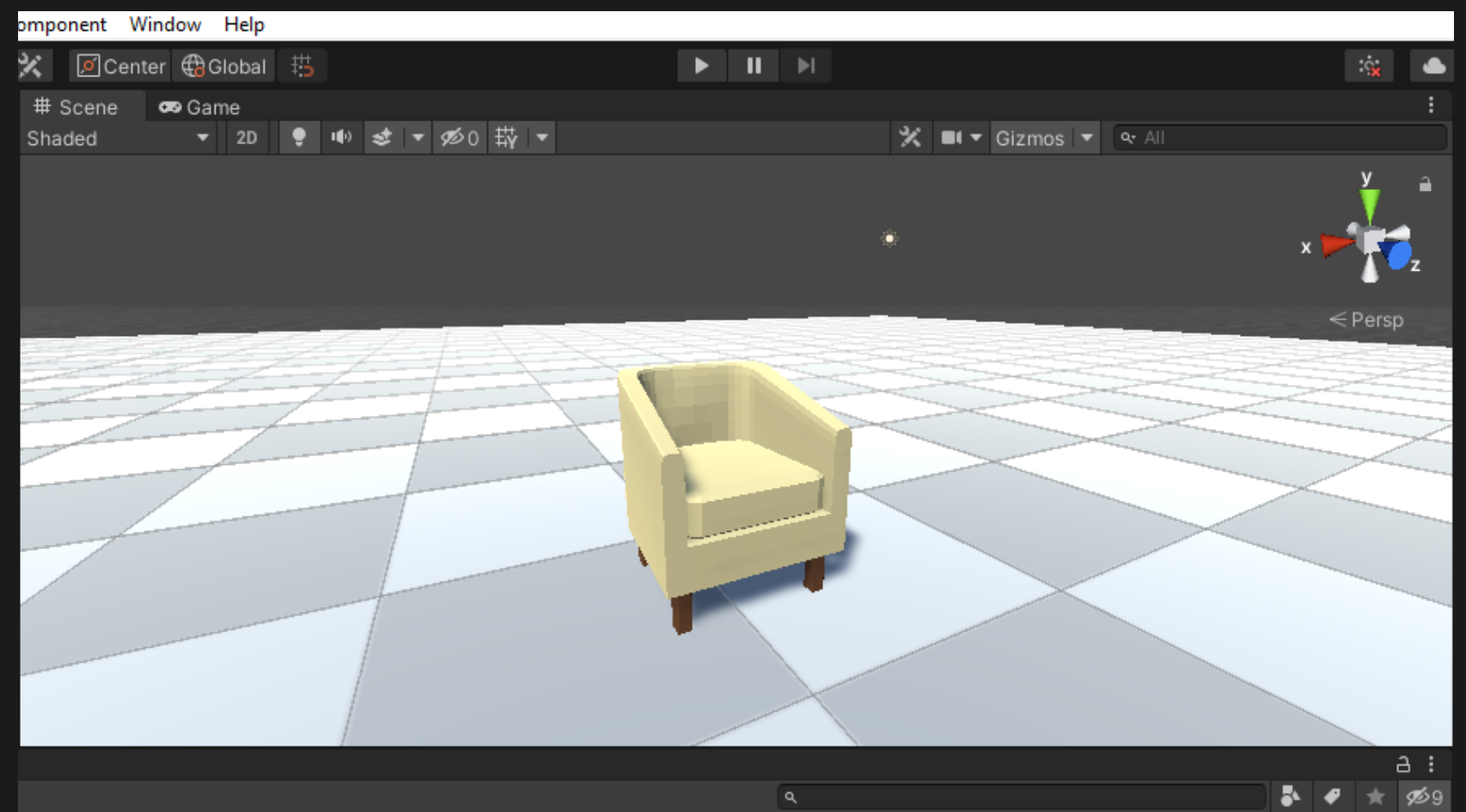
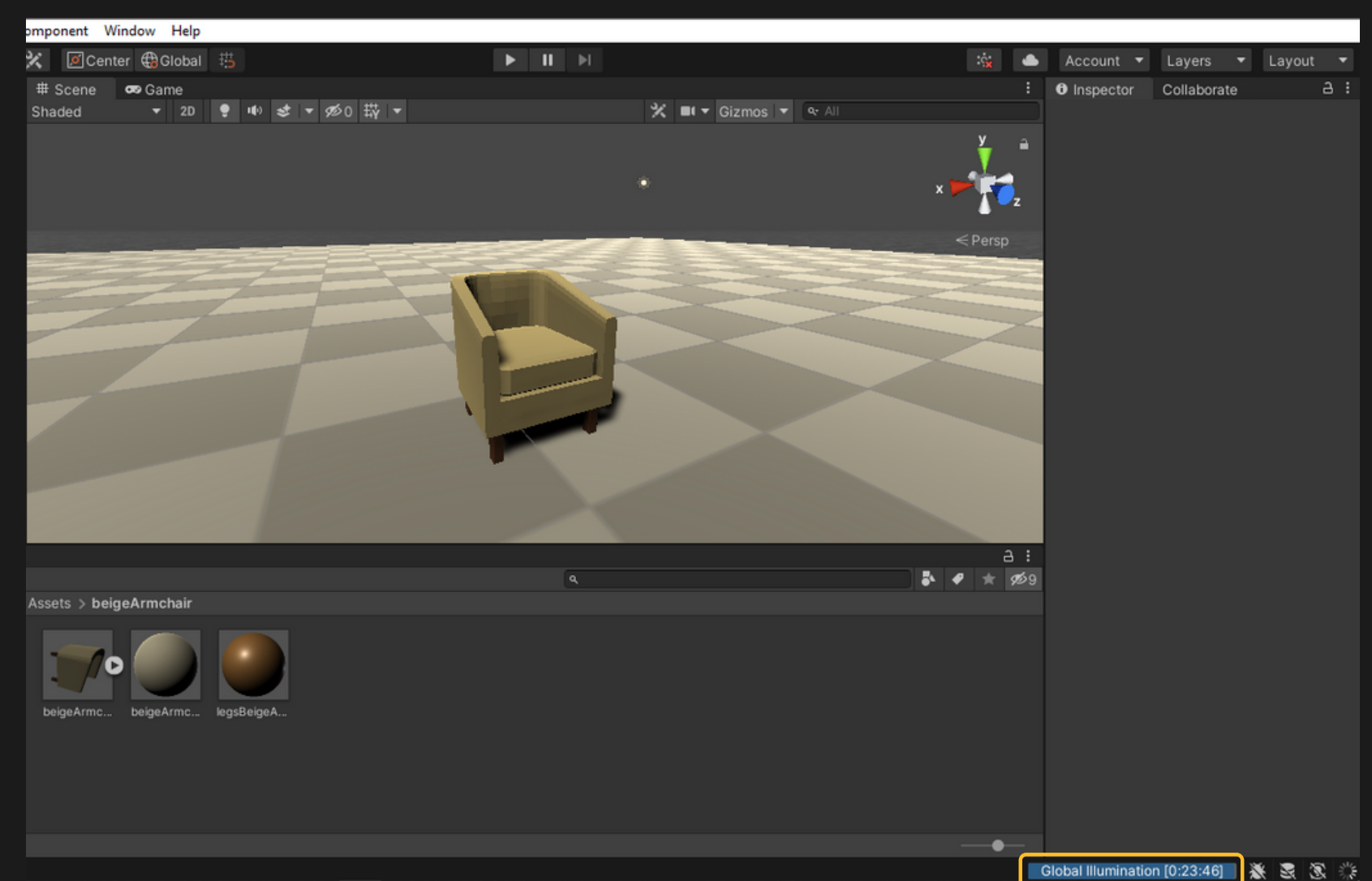




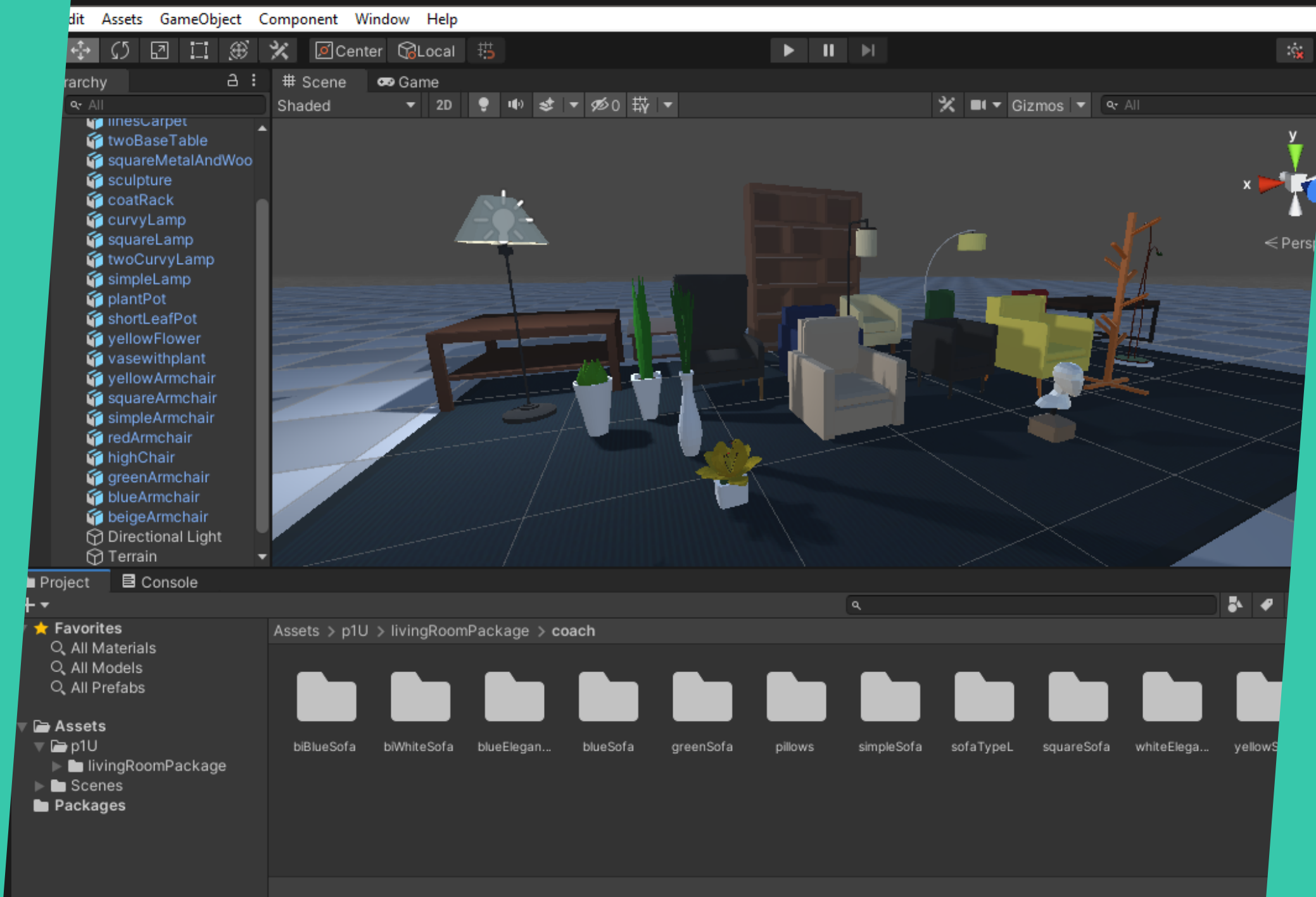
When selecting Lighting a window with the same name will appear in which it should go to the [autogenerate] part. You can click the small box to activate them, but if you don't want it to consume a lot of resources, select [generate lighting].

If you select generate lighting, a bar will appear in the lower right that loads the lights, it will only work within the scene you are in.

In the end the lights improve and with it the colors of the models.



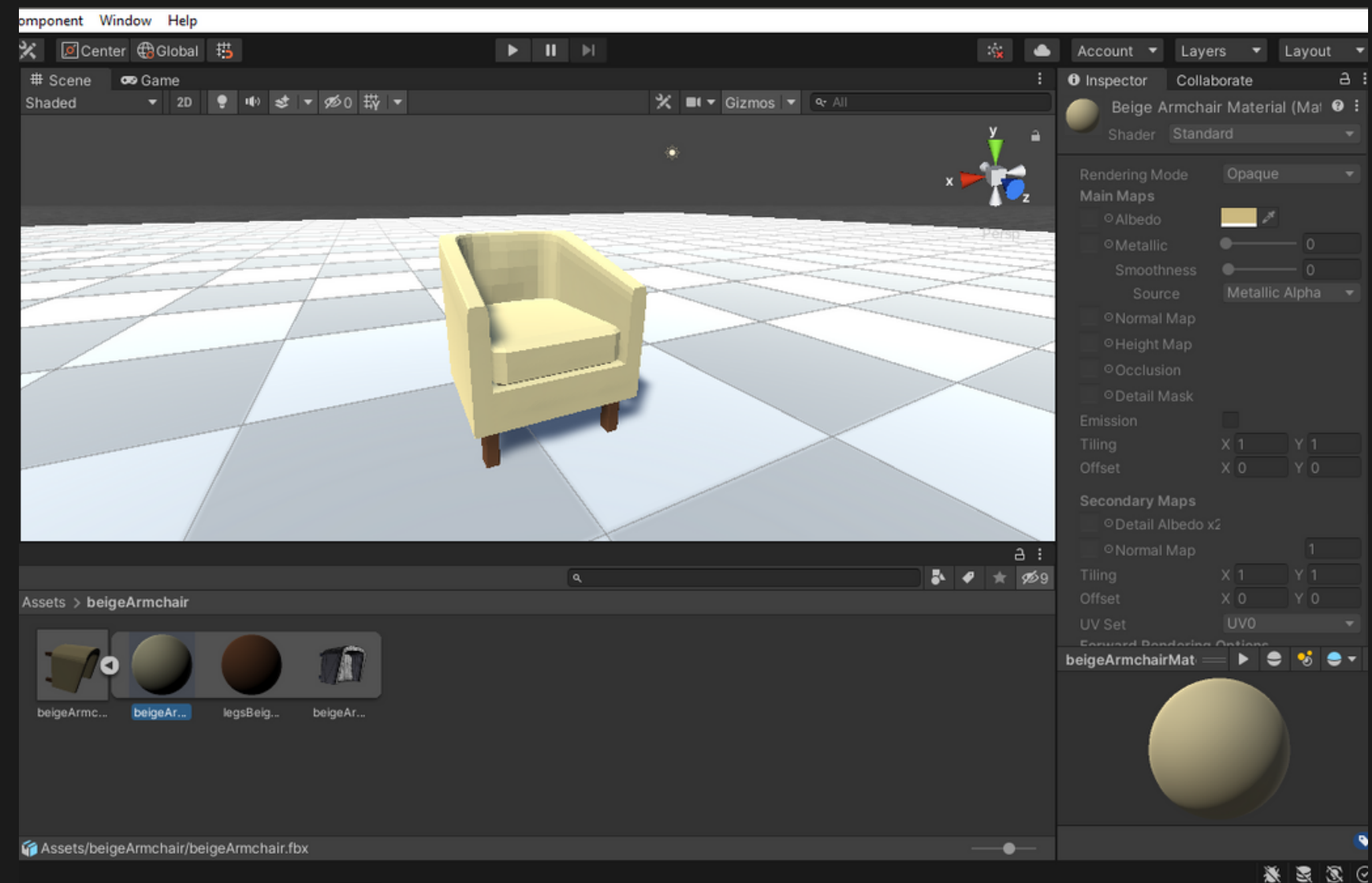
Luminous lamps

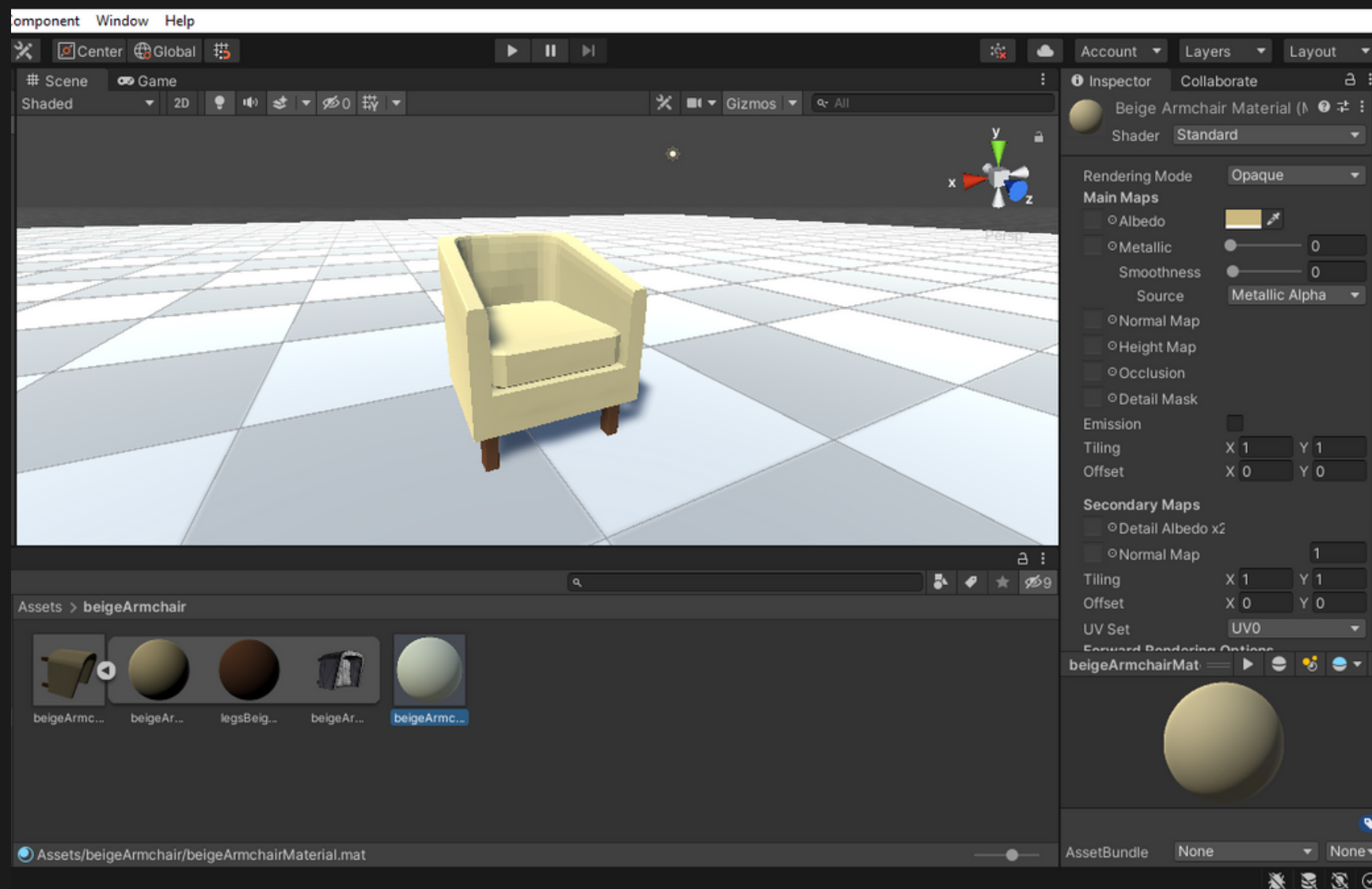


For the lamps to light the best way to do it is to put a [point of light] in the lamps near the bulbs and the bulb material adds emission so that from that light effect, although the emission is not necessary since without this it also works.

Materials

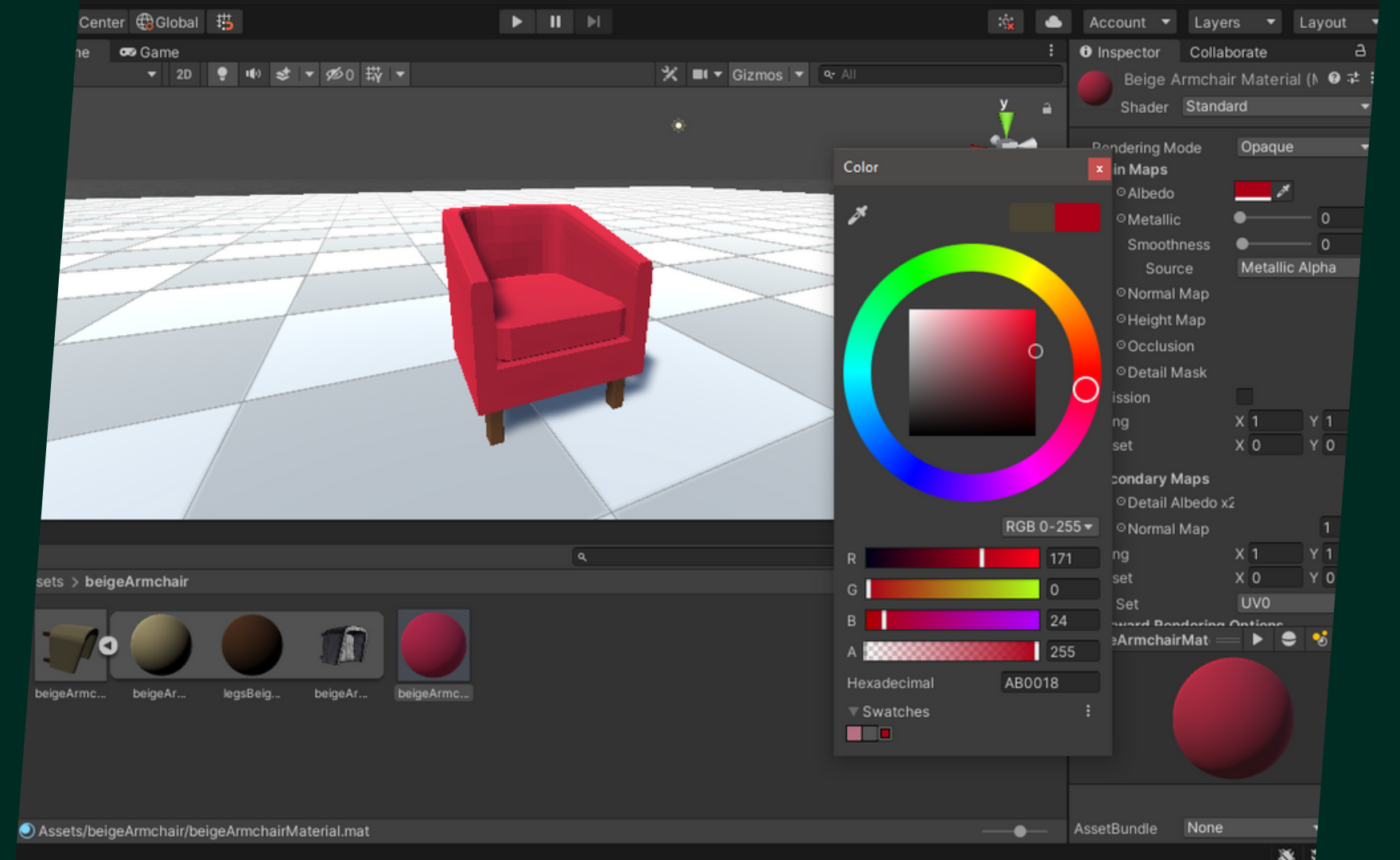
The materials of the models cannot be edited appear grayish, but there are ways to edit them like making a duplicate.





Having selected the material you want to duplicate, press the command **[CTRL + D]** in this way the duplicated material can be edited with the same characteristics of the first material.

From there you can change the color of the material and you just need to add it, which is simply dragging it to the part of the object you want. However, it will not be necessary at all, **as** we have added additional materials to all models so that you don't have to.



And the **last** recommendation that we can give you is that you have **fun** developing your **ideas** since in this way **creativity** will flow more **naturally**, we wish you **success** and good inventions.

