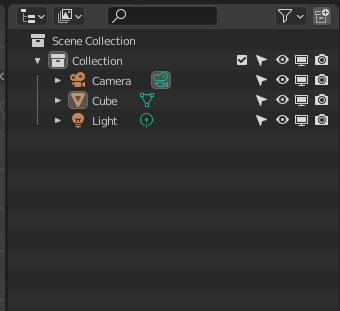
# Modelling Notes

## Outliner



 Enable the object selection – that means allowing the object to be selected or not. Useful for dense scenes.

 Enable/Disable Global visibility. That means it can’t be seen from any viewport. Not too sure how it affects everything.

 Disable/Enable the visibility of the object when rendering.

## Lighting

### 3-point light system

Create a collection called “Lighting Rig”. This will contain your 3 light points: **Light Key**, **Light Fill** and **Light Back**. Note that **Light Fill** and **Back** has less power than **Light Key**.

Cntrl + P is parenting objects. Make sure the intended parent is active selected (Shift click on object)

## Rendering

### Eevee

Quick Rendering but requires more inputs and values. Though the big plus side is that it is really really fast.

### Cycles

Real Time rendering but takes longer to render. Might have some grainy bits. That being said, it does not need any particular input like “adding bloom or ambient occlusion”