

Step 1: Initial Setup

1. Click **"Continue"** on the splash screen
2. **Delete the default cube:** Select it → Press **X** → Delete
3. **Set render engine to Cycles** (for glow effects):
 - Right panel → Render Properties (camera icon) → Render Engine → **Cycles**
 - Device → **GPU Compute** (if available)
4. **Set world background to dark blue:**
 - Go to **World Properties** (globe icon)
 - Surface → Color → Pick dark navy blue (**#0a0a1a**)

Step 2: Create Your UI Mockup Panels

Option A: Import Screenshots (Recommended)

1. Export high-res screenshots of your Impact Radar dashboard (dark theme)
2. In Blender: **Shift+A** → Mesh → **Plane**
3. Scale the plane to 16:9 ratio: **S** then **X** then **1.78**
4. Add material with your screenshot:
 - Select plane → Material Properties → New
 - Base Color → Click dot → **Image Texture** → Open your screenshot
 - Set **Emission** → Same image texture → Strength: **2.0** (makes it glow)

Option B: Model Abstract UI Cards

1. **Shift+A** → Mesh → **Rounded Cube** (or Cube with Bevel modifier)
2. Scale flat: **S** → **Z** → **0.02**
3. Add glowing material (see Step 3)

Step 3: Create Glowing Neon Materials

1. Select your UI panel → Material Properties → New
2. Click **Use Nodes** (should be on by default)
3. Open **Shader Editor** (top menu: Shading tab)
4. Create this node setup:

[Image Texture] → [Emission] → [Material Output]

Strength: 1.5-3.0

For neon edge glow:

- Add a **Wireframe** modifier to your mesh
- Create separate material with bright cyan/magenta emission (**#00ffff** or **#ff00ff**)

Step 4: Camera Setup & Animation

1. **Add Camera:** `Shift+A` → Camera
2. **Position camera:** `Numpad 0` (camera view) → `G` to move, `R` to rotate
3. **Animate camera orbit:**
 - Frame 1: Position camera, press `I` → Location & Rotation
 - Frame 120: Move camera to new angle, press `I` → Location & Rotation
 - Frame 250: Final position, keyframe again
4. **Smooth camera motion:**
 - Graph Editor → Select all keyframes → `T` → **Bezier**

Step 5: Add Depth & Atmosphere

1. **Volumetric fog** (optional but cinematic):
 - World Properties → Volume → Volume Scatter
 - Density: 0.01-0.02
2. **Depth of Field:**
 - Select Camera → Camera Properties → Enable Depth of Field
 - Focus Object: Pick your main UI panel
 - F-Stop: 2.8-4.0
3. **Add floating particles** (data stream effect):
 - `Shift+A` → Mesh → Cube (small)
 - Add Particle System → Emit from: Volume
 - Physics: None → just floating dots

Step 6: Render Settings

1. **Output:** Render Properties →
 - Resolution: 1920x1080
 - Frame Rate: 30 fps
 - Output: FFmpeg Video → Container: MPEG-4
2. **Samples:** 128-256 for final (32 for previews)
3. **Render Animation:** `Ctrl+F12`

Quick Asset Tip

Export these from your app for the mockup:

- Dashboard overview (dark theme)
- Trade signal card
- Event card with impact score
- Playbook card
- Impact Radar logo (PNG with transparency)

Want me to create a detailed shot-by-shot storyboard document you can follow in Blender?