

MillionthVector

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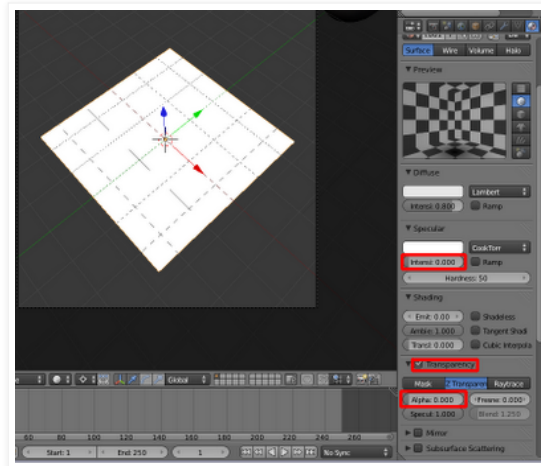
Wednesday, October 17, 2012

Tutorial: Planet Rings

Here is a simple technique to make planet rings, done in Blender 2.64:

This tutorial will assume you already have at least some basic knowledge to how Blender works and that you know how to use the interface and such.

1.
First start a new scene, then add a plane (Add>Mesh>Plane).
2.
Now go into the material settings and click the "New" button.
3.
Now set the specular to 0, turn transparency one, and set alpha to 0 (right image).



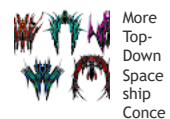
4.
Now go into the texture settings (one button to the right of the material settings) and click "New", much like you did on the material settings.
- 5.

Next set the type to "Blend", progression to "Spherical" and under the "Influence" settings, turn on "Alpha".

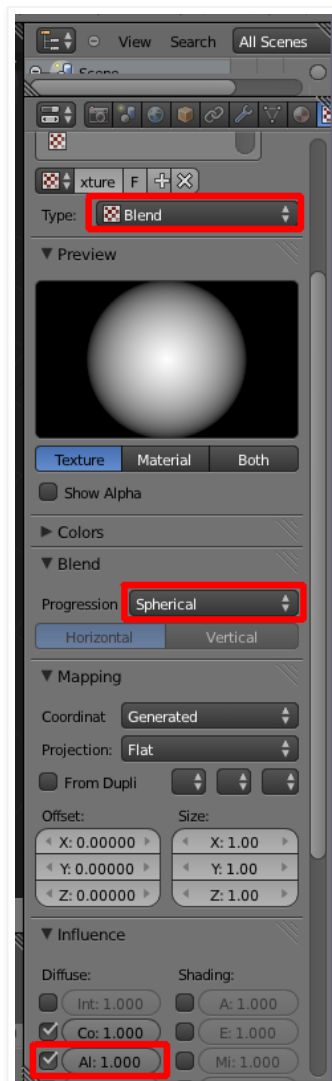
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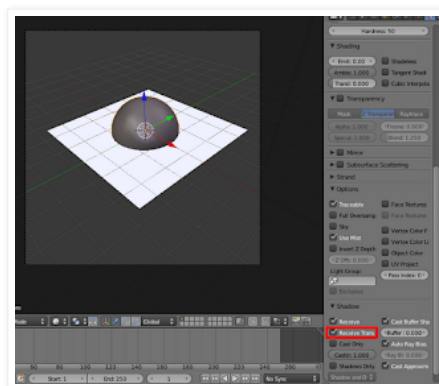


pts
Decided to try making some more concept spaceships with Krita, hope you enjoy, thanks for looking! This work by MillionthVector is li...

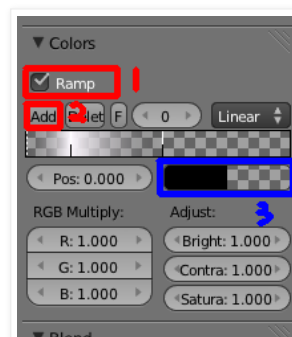


6.
Now in the "Colors" section (in the texture settings as well), turn on "Ramp", click the "Add" button to add a new point to the gradient and using the button circled in blue, set the color to black and the alpha to 0 on this new point, then slide the points around using the bar (not circled) to match the image to the right.

7.



So far your rings might look something like this:



Now you can add your planet to the middle of the plane, if your planet doesn't have a material add one.

Then go into the material settings, and turn on "Receive Transparent" under the "Shadow" panel.

This is so that the transparent areas of the plane do not cast shadow over your planet, just the ring.

Also do this to anything that is going to be in the planes shadow.



Space
ship
Fighter
Conce
pts



Free
Alien
Top-
Down
Space
ship



Krita
Top
Down
Space
ship
Tutori
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More
Top-
Down
Space
ship
Sprite
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SciFi
Space
Statio
n
This
one
took awhile, my
computer started
getting really laggy
as it's 227K polys, so
I decided to call it
finished, maybe
someday I'll...



New
Free
Top-
Down
Space
ship



Graph
ics
For
My
New
Game

-- Weapons

I spent much of
yesterday making a
selection of weapons
for my new game,
I've been using cycles
now that I actually
have a modern gr...

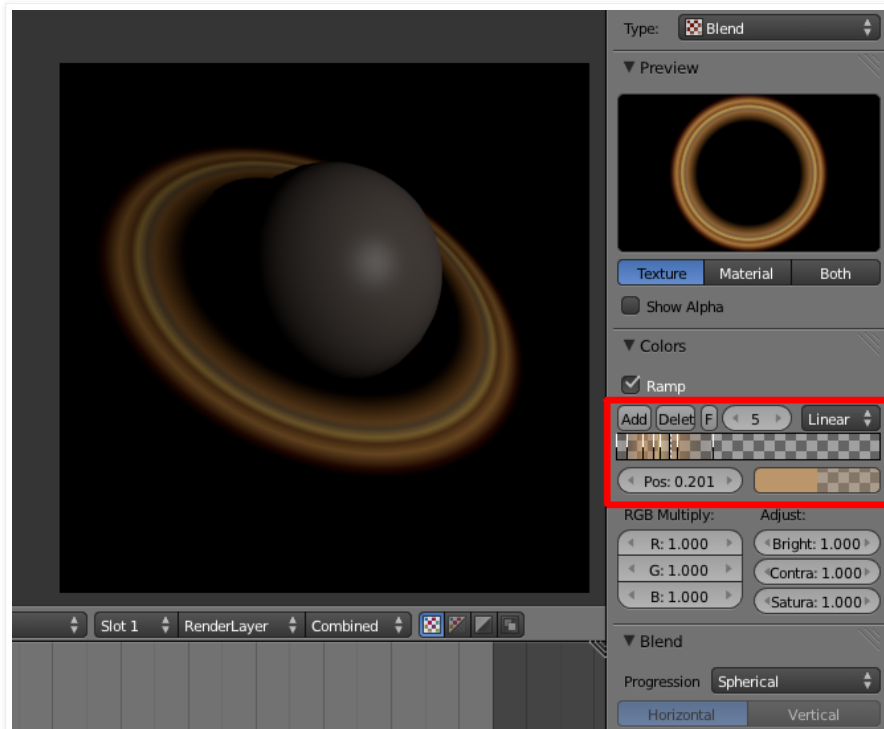
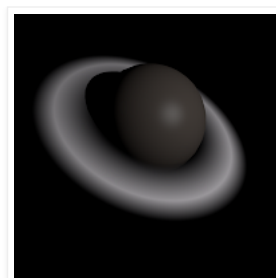
New Free Sprites!

I know,
it's been
awhile,
e,
well, maybe more
than awhile.
Anyways, I created a
new selection of
sprites just for
everyone here!
Available ...

[MediaCruiser](#)
This project was
done for the
CGTrader digital art
competition. It's
designed after stage
lighting rigs

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8.
What you'll want to do next is go back to the "Colors" section of the texture settings (If the settings don't show the first time you click them, click the material settings, then the texture settings) of your plane (ring) and add some points, adjusting the colors, alpha and positions as you've done before in step 6 until you get something you like:



Thanks for reading!

Posted by [MillionthVector](#) at [9:19AM](#)

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