Topic 1 - Introduction – Frame by Frame Animation.

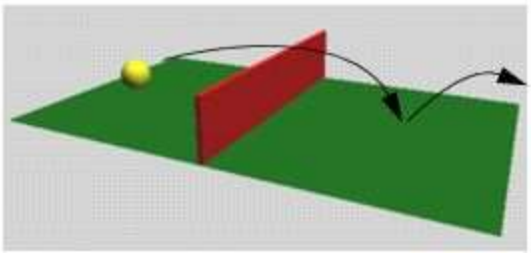
When you set a keyframe (or *key*), you assign a value to an object's attribute (for example, translate, rotate, scale, color, etc.) at a specific time.

Most animation systems use the *frame* as the basic unit of measurement because each frame is played back in rapid succession to provide the illusion of motion.

The frame rate (frames per second) that is used to play back an animation is based on the medium that the animation will be played back (for example, film, TV, video game, etc.)

When you set several keys at different times with different values, Maya generates the attribute values between those times as the scene plays back each frame. The result is the movement or change over time of those objects and attributes.

In this lesson, you will use simple keyframing techniques to make a ball fly over a fence and bounce off the ground.



In this lesson, you learn how to:

- Set keyframes for animatable objects and their attributes.
- Use the Time and Range slider and Playback Controls to control the playback.
- Use keyboard shortcuts to set keyframes.
- Use the Graph Editor to view animation curves.
- Modify the animation of objects using the Graph Editor.
- Set preferences to increase the playback quality.

Setting the Play back range.

In this lesson, you work with a scene we've created for your use. In the following steps, you open the scene and set how long the animation will play.

Note: File Needed: **`Keyframing.mb`**

To open the scene

1. Make sure you've done the steps in Preparing for the lessons.
2. Open the scene file named **`Keyframing.mb`**.

   This file can be found in the `GettingStartedLessonData` directory that was installed with your Maya software, or from the drive where you copied the Getting Started Files.

   `GettingStartedLessonData/Anim/Keyframing.mb`

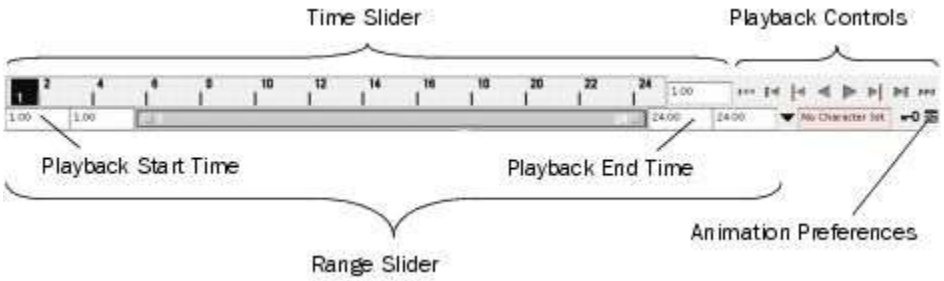
   The scene contains a ball object that is currently positioned on the X-axis near the edge of a ground plane.

To set the playback range for the scene

To animate the ball, you key its position at different times of the playback range.

The playback range is defined by the Time and Range slider. The Time and Range slider controls allow you to playback or scroll through your animation or move to a specific point in time of your animation so you can set keyframes.

1. Look over the playback controls, as shown in the figure below:



The Time Slider displays the playback range and keys you've set for a selected object. Keys are displayed as red lines. The box at the right of the Time Slider lets you set the current frame (time) of the animation.

The Playback Controls control animation playback. You may recognize the conventional buttons for play and rewind (return to the start time). The stop button appears only when the animation is playing. To find out which operation a button represents, hold the mouse pointer over it.

The Animation Preferences button displays a window for setting animation preference settings such as the playback speed.

The Range Slider controls the range of frames that play when you click the play button.

The above items will have more relevance as you work through this lesson. After you complete this lesson, experiment with these items to learn more what they do.

The playback range is currently set at a range of 1 to 24. At a default playback rate of 24 frames per second, the scene can play for one second. Because you'll animate the ball for a few more seconds than this, you need to lengthen the playback range.

2. In the Playback End Time box (see above), enter 72.

   A frame rate of 24 frames per second (fps) is the frame rate used for motion picture film. For video, the frame rate can be 30 fps (NTSC) or 25 fps (PAL) depending on the format being used.

   With a playback range of 1 to 72, you'll be able to create three seconds of animation. (72 frames divided by 24 frames per second = 3 seconds.) This is enough time for the short animation you'll create in this lesson.

Setting Key frames.

In the following steps, you use keyframes to set the starting and ending positions of the ball's movement.

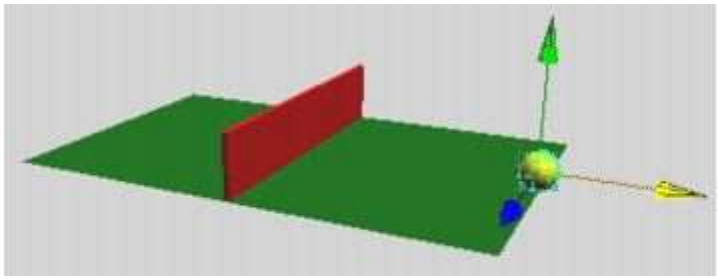
To set beginning and ending keyframes

1. Click the rewind button to go to the start of the playback range. This changes the current frame to 1.
2. Select the ball, then select Animate > Set Key. (Keyboard shortcut: s).

   This sets a key at frame 1 for all *transform attributes* of the ball. Transform attributes are the X, Y, Z move attributes. Although you animate only the translate X and Y attributes of the ball in this lesson, keying all transform attributes saves you time having to choose specific attributes to be keyed.

   In the Time Slider, notice the red marker at frame 1, known as a tick. This tick appeared when you set the key for frame 1. With the ball selected, ticks in the Time Slider indicate where you've set keys.

3. Go to frame 72. A convenient way to do this is to click the desired position in the Time Slider.
4. With the Move Tool, drag the ball's X-axis handle to position the ball at the right edge of the ground as shown in the image below.



5. Set a key at frame 72. (Press s.)
6. Go to the start time and play the animation.

   From the two keys you've set, Maya creates motion between the positions. By default, the animation plays in a loop from frame 1 to 72. The ball travels through the fence at this stage.

7. Press the Stop button on the playback control to stop the animation after you view a few repetitions.

   You can drag the mouse back and forth (scrub) in the Time Slider to see the animation play back and forth at the speed you drag the mouse.

   If you were to display the scene with Panels > Layouts > Four Panes, only the active panel would show the ball moving.

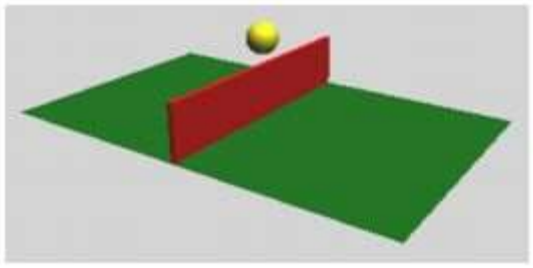
To make the ball fly over the fence rather than pass through it, you need to position the ball above the fence and set a key there.

To set intermediate keyframes

1. Go to frame 33 or so—at the moment where the ball sits in the middle of the fence.
2. With the Move tool, drag the Y-axis handle of the ball until it sits slightly above the fence.

Tip

Throughout this lesson, tumble the perspective view or examine a front view to make sure the positioning is correct.



3. Set a key. (Press s.)
4. Play the animation.

   The ball now flies off the ground, over the fence, and back to the ground in a smooth arc between the keyed start, middle, and end positions.

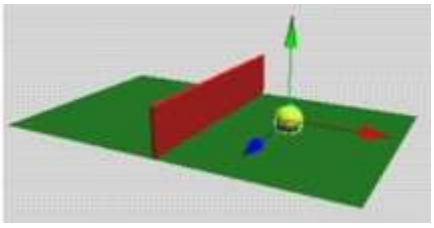
5. Press the stop button to end the playback.

In subsequent steps, play the animation after each key you set. It's generally useful to check your work in progress after each key, especially when you are learning.

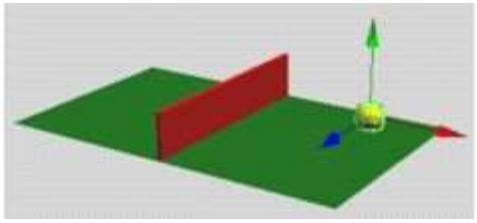
In the next steps, you'll set keys to bounce the ball in the middle of the right half of the ground.

To set keyframes to make the ball bounce

1. Go to frame 50. At this moment, the ball sits in a position above the middle section of the right half of the ground.
2. Move the ball so it sits on the ground.



3. Set a key.
4. Go to frame 60.
5. Move the ball up again, but not as high as its peak height above the fence.



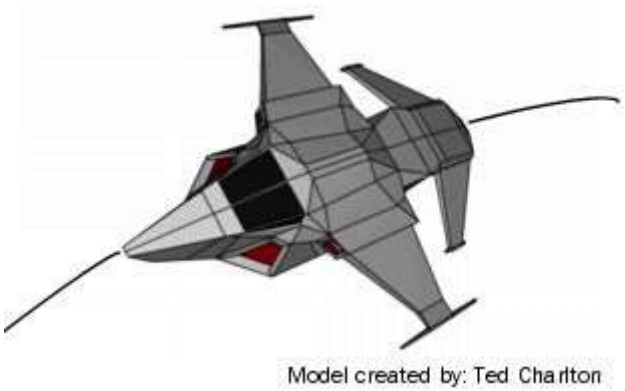
6. Set a key. When you play the animation, the ball travels over the fence and bounces on the other side.

If you have a fast computer, you might notice that the animation plays too fast. By default, Maya plays the animation as fast as it can be processed. Because this scene is simple, the animation might play faster than the default film rate (24 frames per second).

Do not be concerned that the animation plays with a halting or jerky motion. When you render all the frames of your animation for final production, the animation will be smooth. If you want to preview the animation at the smooth production speed (or nearly so), use Window > Playblast.

Path Animation.

Note: File Needed: **`PathAnim.mb`**



Path animation allows you to animate an object along a path specified by a curve. In this way, the curve controls the motion of the object. With keyframe animation, Maya calculates the motion of the object for the animation based on the positions that were set at the keyframes. With path animation the motion for the object is defined by its location along the path curve.

Path animation is useful for animating objects such as trains, boats, airplanes, and moving cameras whose motion follows a set path. To animate an object to do this type of motion smoothly with keyframe animation would require you to laboriously create and edit many keys for the motion. By having the object move along a curve, you can easily adjust the object's path by editing the curve.

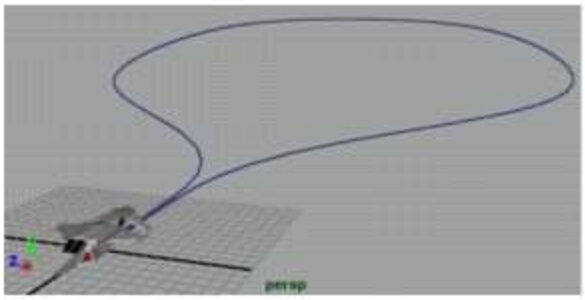
In this lesson, you make an aircraft follow a motion path so it appears to fly and bank while it changes trajectory. We provide a scene for your use in the lesson.

In this lesson, you work with a scene we created for your use.

1. Make sure you've done the steps in Preparing for the lessons.
2. Open the scene file named `PathAnim.mb`.

   This file can be found in the `GettingStartedLessonData` directory that was installed with your Maya software, or from the drive where you copied the Getting Started Files:

   `GettingStartedLessonData/Anim/PathAnim.mb`



The scene contains two objects named Aircraft and PathCurve. When the aircraft travels on the path curve it will return to where it began.

3. In the Time Slider, ensure that the Playback End Time is set to 240.

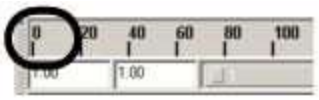
The path animation occurs between frames 60 and 240 (180 frames in total). Between frames 1 and 60, you keyframe the aircraft's motion so it rises from the ground plane. You then blend between the two animation types.

Animating an Object along a path.

To animate the aircraft along the path curve, first select the aircraft and the path curve and then set appropriate options for the motion path animation. In the options window, you need to set the required time range for the path animation. You also need to ensure that the aircraft is oriented facing towards the direction of travel. The Follow, Front, and Up axis option settings determine the aircraft's orientation along the path.

To attach the aircraft to the motion path

1. Set the Time Slider to frame 1.

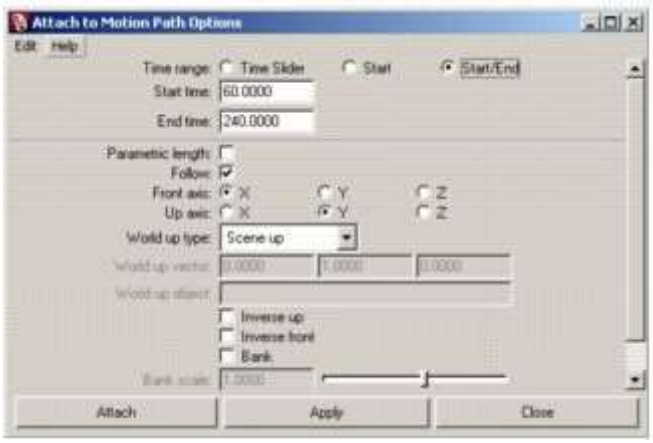


2. Select the aircraft and then shift-select the path curve.
3. In the main menu, select Animate > Motion Paths > Attach to Motion Path > ❐.

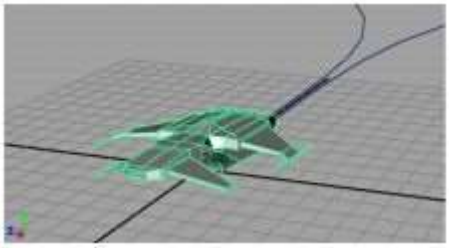
   The Attach to Motion Path Options window appears.

4. In the options window, ensure the options are set as follows, then click Attach:
   - Time Range: Start/End
   - Start Time: 60
   - End Time: 240
   - Follow: On
   - Front Axis: X
   - Up Axis: Y
   - World Up Type: Scene Up

- Leave all other settings off



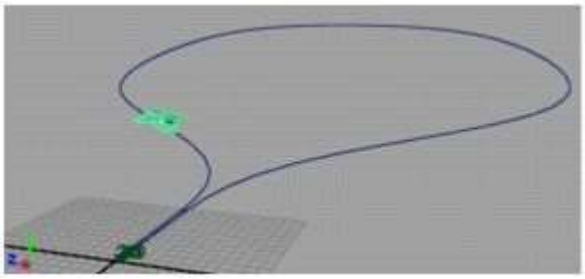
The aircraft is repositioned to the start of the curve, and oriented towards the direction of travel.



The Start and End Times set the time duration the aircraft travels along the path curve (240 - 60 = 180 frames). The start and end times are displayed at the ends of the curve.

5. Click play on the Timeslider playback controls to play back the animation.

   The aircraft travels along the path. Observe that it begin its motion at frame 60.



Changing the timing of an Object along a motion path.

When you first assign an object to a motion path, by default, the object travels along the path at a constant speed. In this lesson, you want the aircraft to initially travel along the path slowly, accelerate, and then finally move more slowly when it nears the end of the motion path.

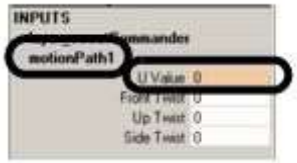
You can change the rate of travel for the aircraft by keyframing attributes that affect where the aircraft is positioned on the curve at a given time.

To view the attributes for the motion path

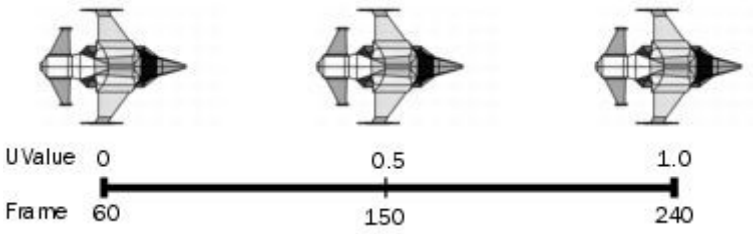
1. Set the Time Slider to frame 1.
2. Select the aircraft.
3. Open the Channel Box by clicking the Show/Hide Channel Box icon on the Status Line.

4. In the Channel Box, click on the word motionPath1 that appears in the Aircraft's Inputs list.

   The attributes for motionPath1 appear at the bottom of the Inputs list. (Scroll the Channel Box window if the MotionPath1 attributes are not fully visible)



The UValue attribute controls where the aircraft gets positioned along the curve. The UValue refers to the curves *parameterization*. Parameterization is a method used by Maya to divide a curve into increments of known amounts so that a location along the curve can be determined.



By default, the parameterization of a path curve is set between zero and one. At frame 60, the aircraft is at the beginning of the curve where the parameterization value is zero. When the aircraft is at the end of the curve (frame 240) the parameterization value for the curve is one. When the aircraft is halfway through the path animation (frame 150), it is located along the curve at a UValue of 0.5.

By setting the frame number and UValue and then setting a key, you change the timing for the aircraft's motion along the path.

To change the timing for the aircraft along the path

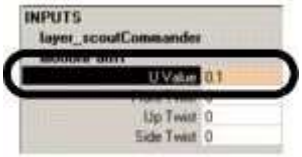
1. Ensure the aircraft is selected so its attributes display in the Channel Box.
2. In the Time Slider, drag the current time indicator to frame 120 using the middle mouse button.

   Middle-dragging the current time indicator, instead of using the left mouse button, changes the current time without repositioning the aircraft along the path.

3. In the Channel Box, set the UValue for MotionPath1 to 0.1.

   The aircraft is repositioned along the curve near the first bend. When you set the UValue to 0.1, the aircraft is positioned at a point that is a distance of 10 percent from the beginning of the curve (that is, the aircraft has completed 10 percent of the distance along the path).

4. In the Channel Box, select the UValue channel by clicking on its name so it becomes highlighted.

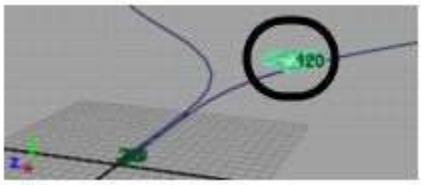


5. Right-click on the selected name.

   A drop-down list appears.

6. From the drop-down list, choose Key Selected.

   A position marker appears on the path curve indicating that a key frame has been set. The position marker is useful for determining where the aircraft is at a given time. Position markers do not appear when you render the animation. Using Key Selected ensures that a keyframe is set only for the item selected and nothing else.

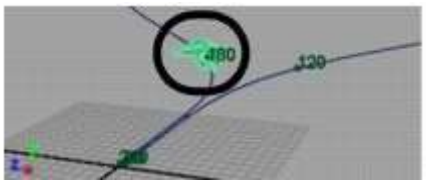


7. In the Time Slider, middle-drag the current time indicator to frame 180.
8. In the Channel Box, set the UValue for MotionPath1 to 0.9.

   The aircraft is repositioned along the curve near the last bend. When you set the UValue to 0.9, the aircraft is positioned at a point that is a distance of 90 percent from the beginning of the curve. (that is, the aircraft has completed 90 percent of the distance along the path)

9. In the Channel Box, select the UValue channel by clicking on its name so it becomes highlighted.
10. Right-click on the selected name and choose Key Selected.

    A position marker appears on the path curve.



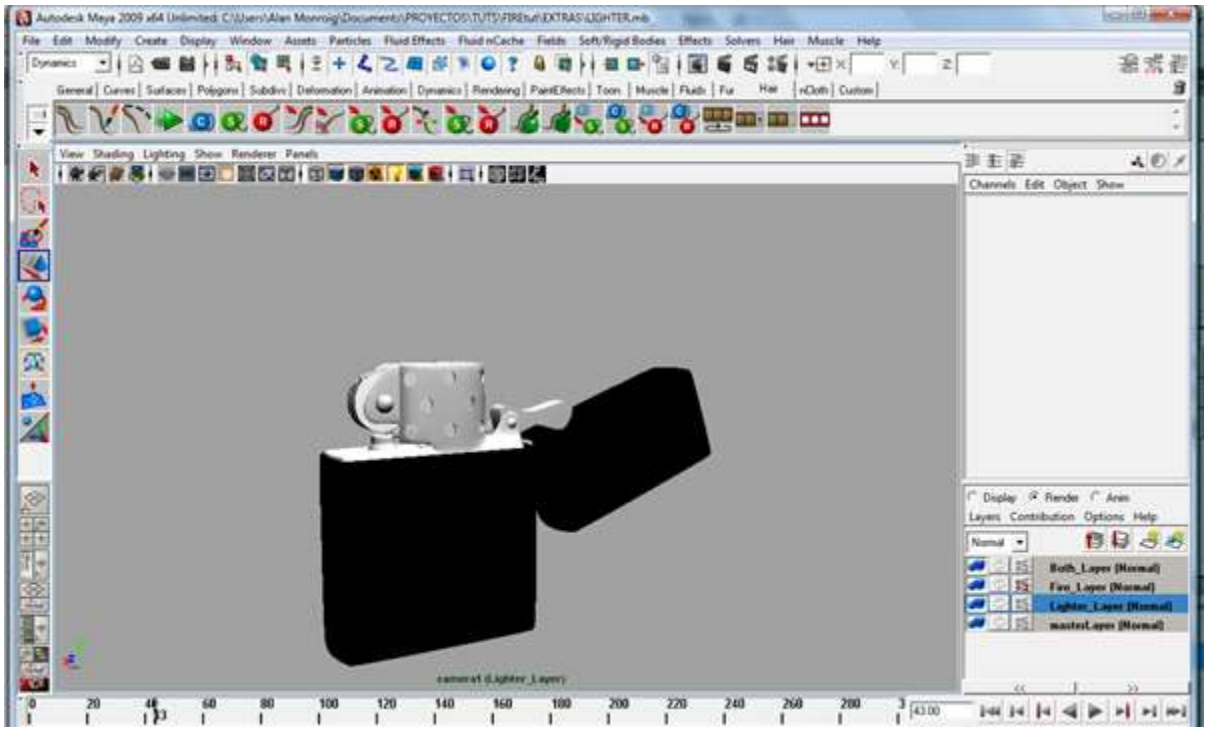
11. Click play on the Time Slider's playback control to play back the animation.

    The motion of the aircraft is not smooth as it travels along the path. It initially moves forwards and backwards a bit at the beginning and end of the path. This indicates that some adjustment of the animation is required. You adjust the animation using the Graph Editor.

Fire and Smoke.

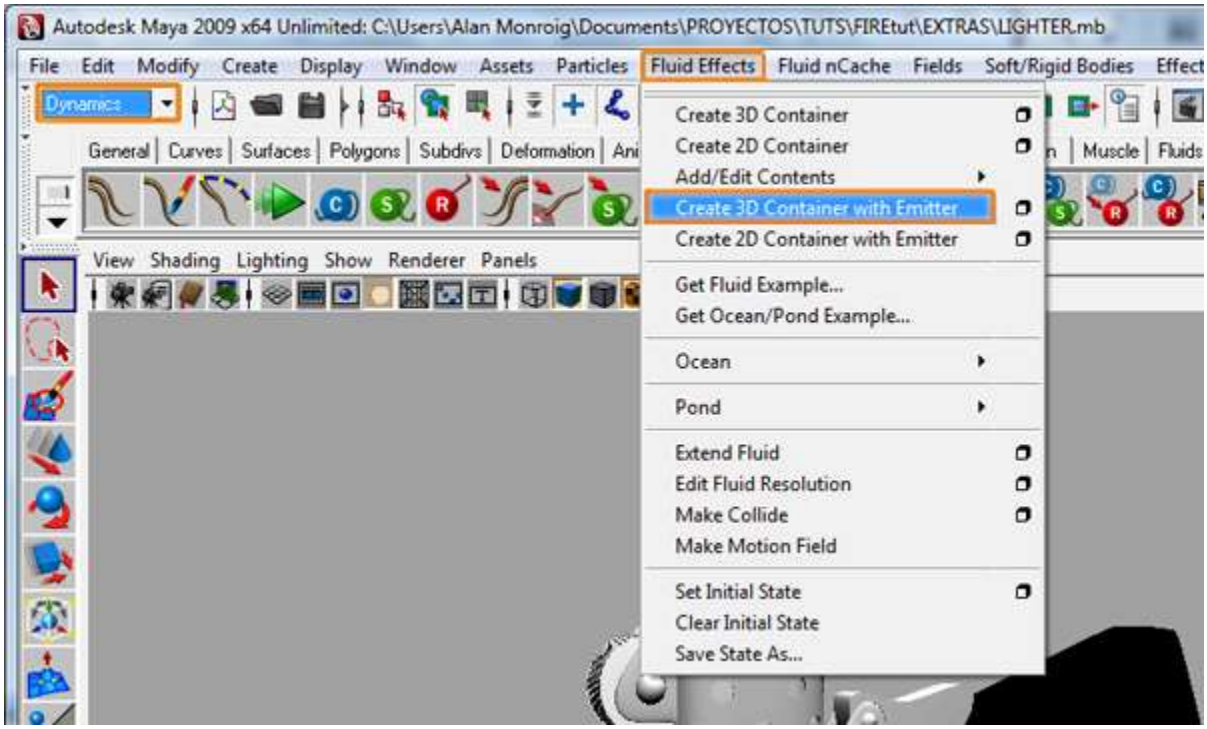
Step 1

Open the scene you are going to use. I created a scene with a lighter, some lights and a white background.



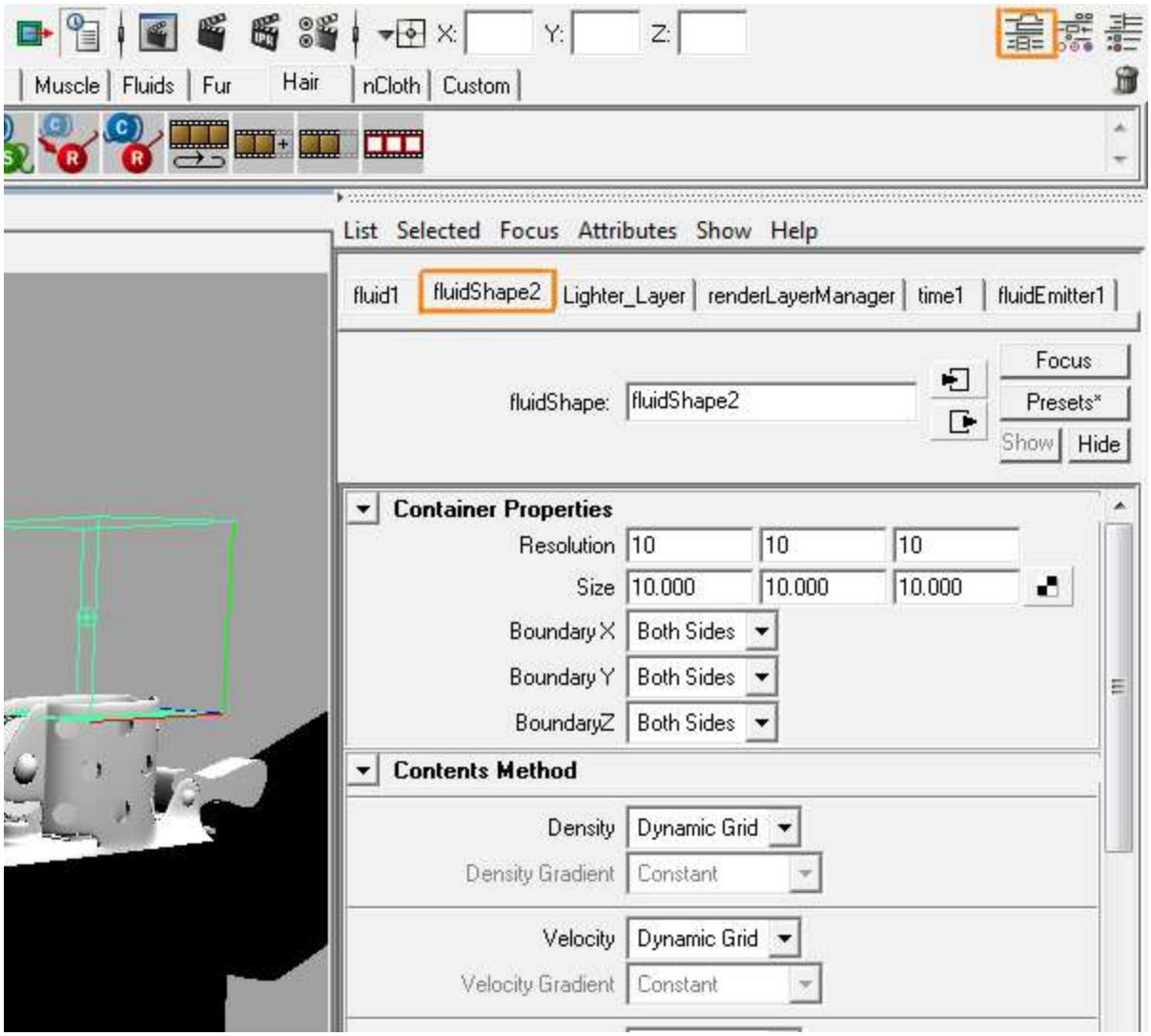
Step 2

Make sure the “Dynamics” menu is active, and then go to “Fluid Effects > Create 3D Container with Emitter”. Position and scale the container to match your scene.



Step 3

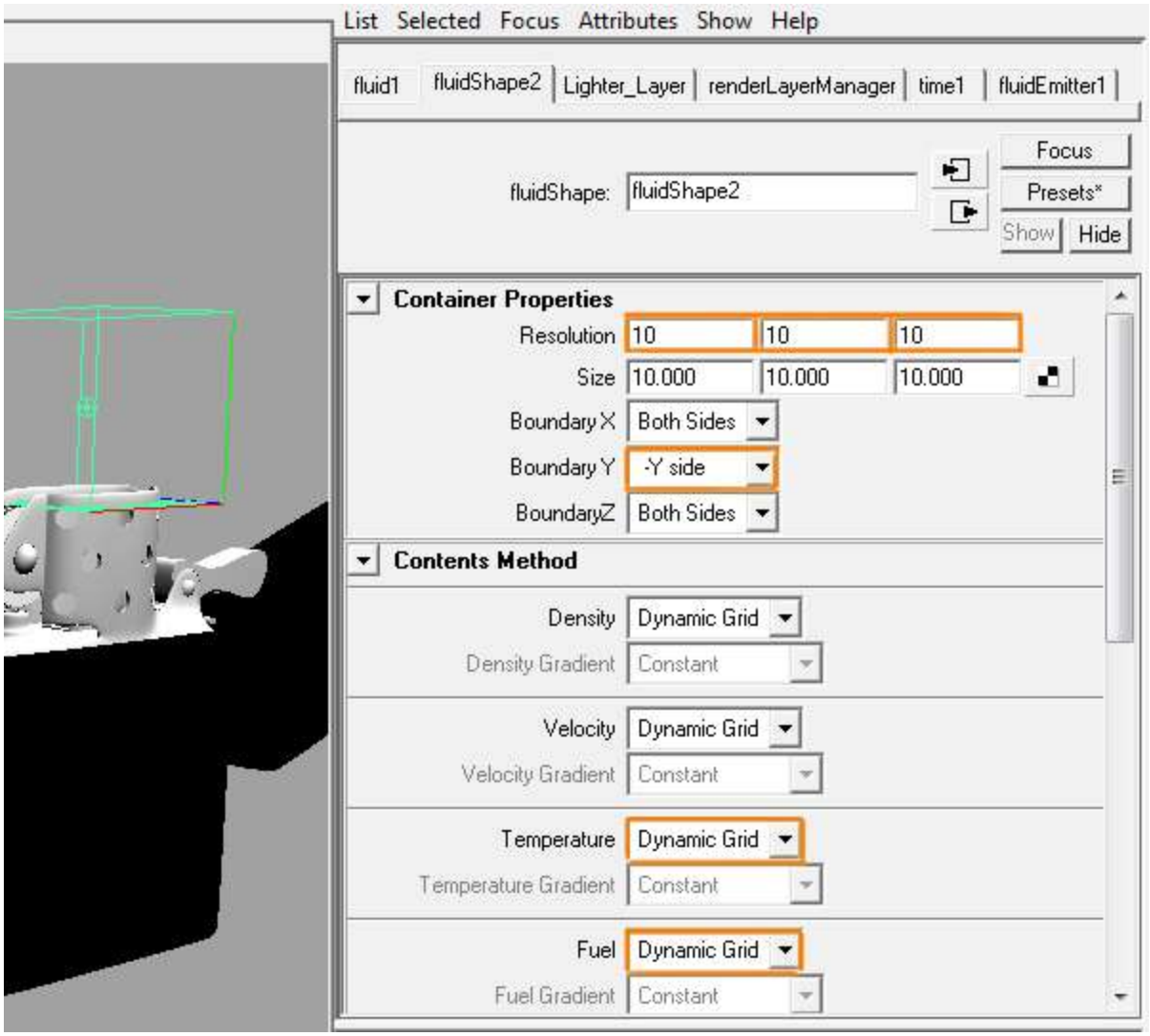
Select the container you just created, and then go to its attributes (make sure you are looking at the “fluidShape2” attributes).



Step 4

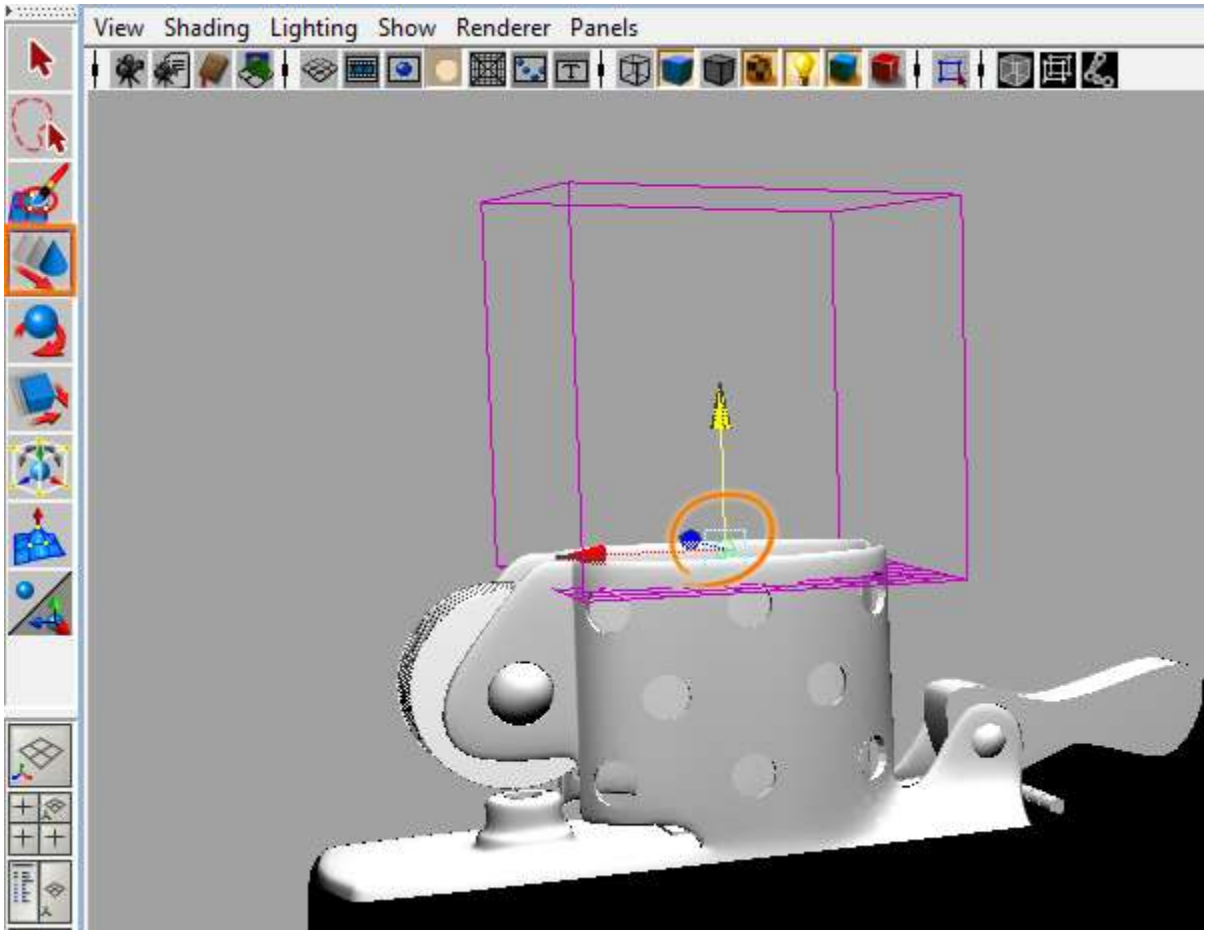
You are going to leave the resolution at a very low number for now. Change the following options under “Container Properties”.

- Resolution = 10, 10, 10
- Boundary Y = -Y side
- Contents Method
- Temperature = Dynamic Grid
- Fuel = Dynamic Grid



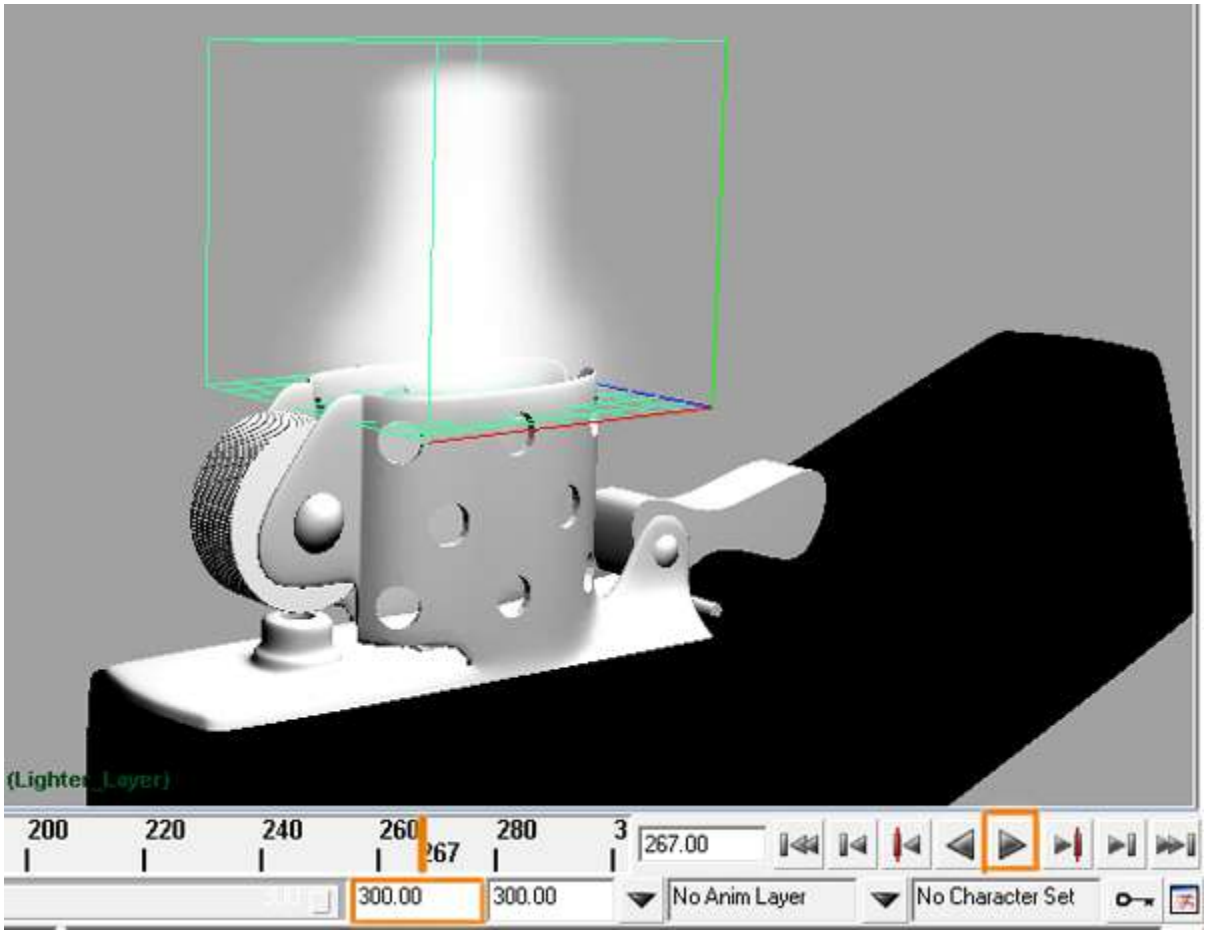
Step 5

Select only the emitter and move it down with the move tool.



Step 6

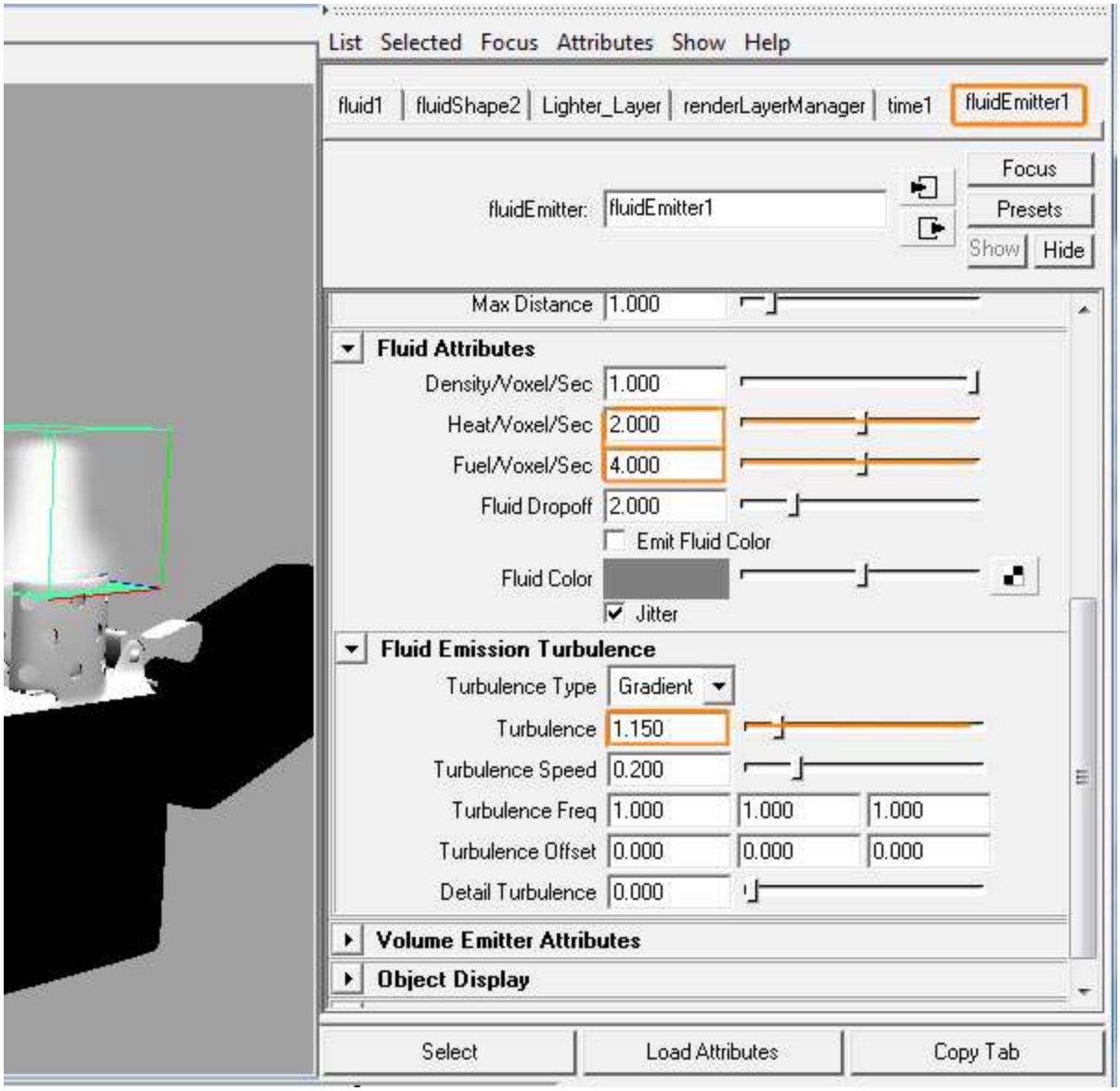
Increase the number of frames. Do a playback to see how the animation of the flame is looking.



Step 7

Select the container, and under the “fluidEmitter1” attributes, change the following options:

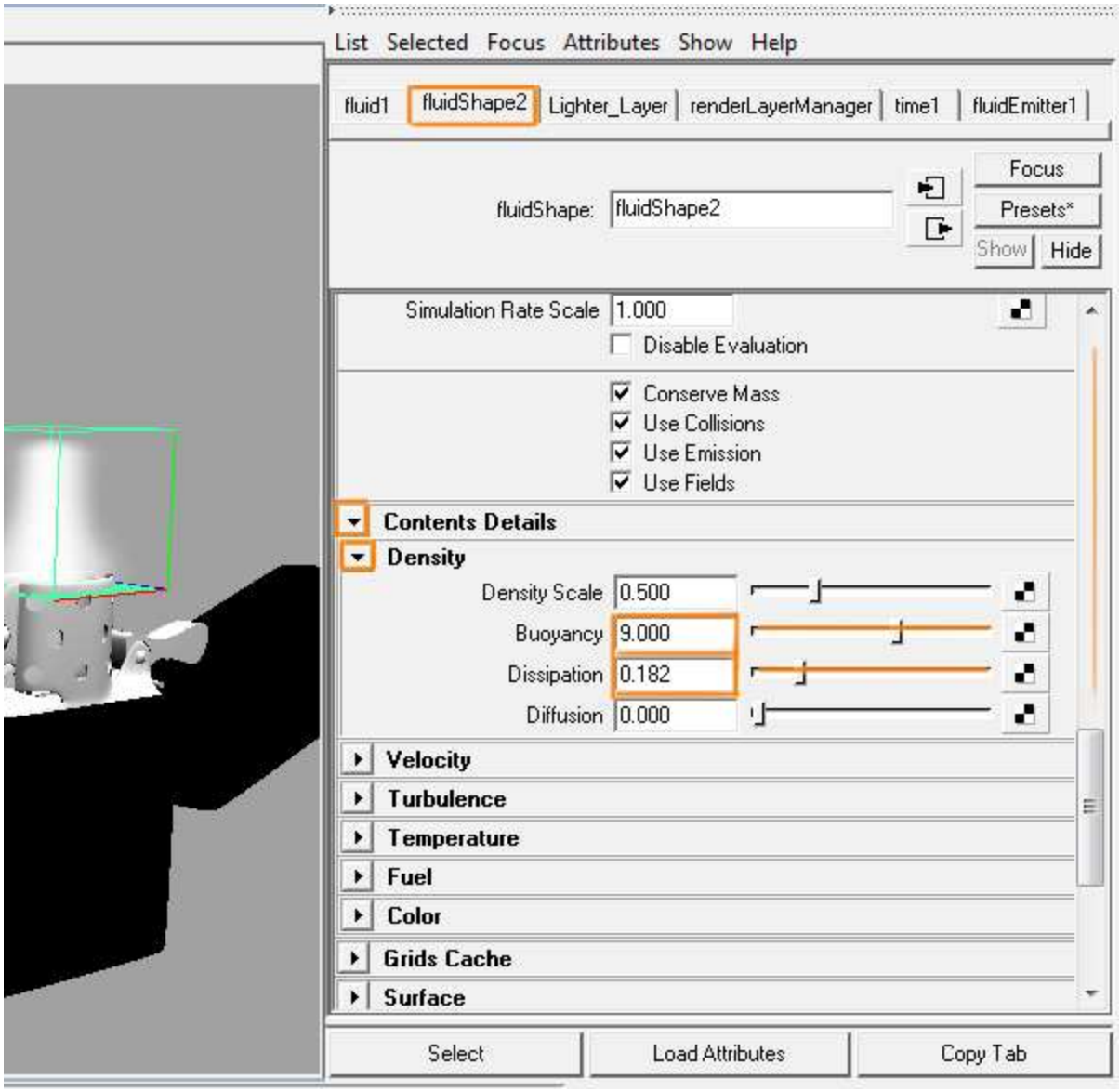
- Fluid Attributes: Heat/Voxel/Sec = 2.000; Fuel/Voxel/Sec = 4.000
- Fluid Emission Turbulence: Turbulence = 1.150



Step 8

Go to the “fluidShape2” attributes and change the following options:

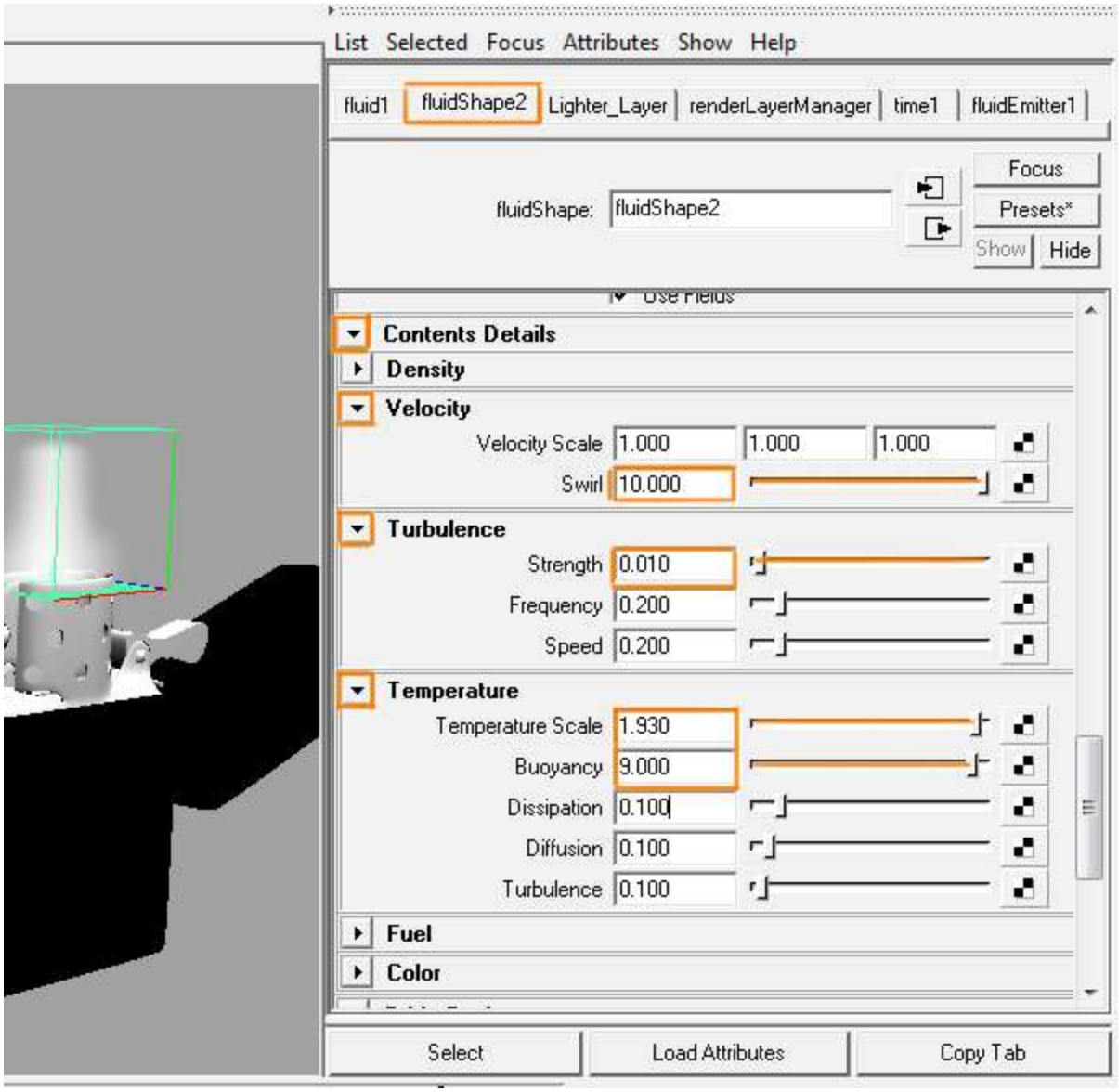
- Density: Buoyancy = 9.000; Dissipation = 0.182



Step 9

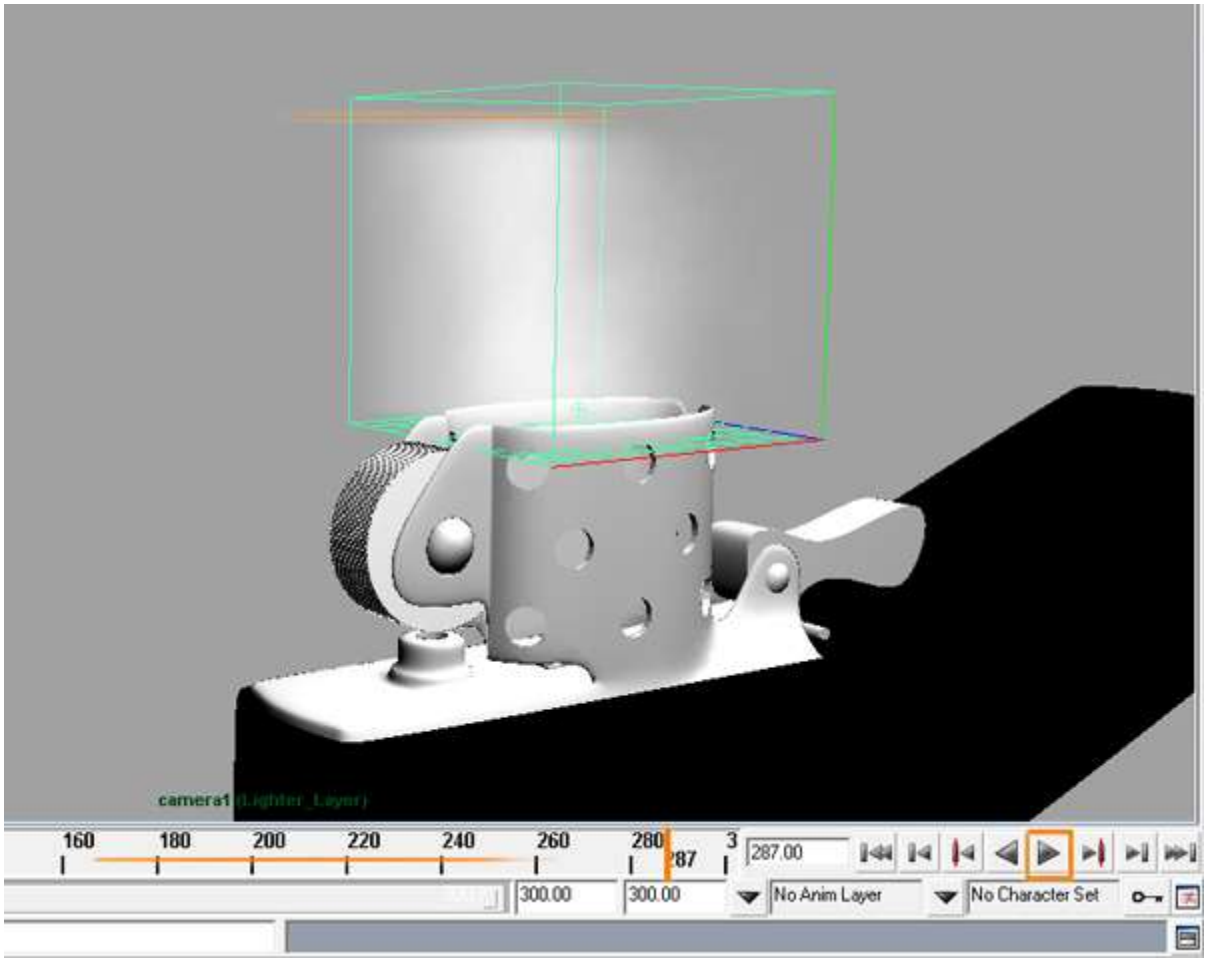
Inside the "fluidShape2" attributes, change the following options under the "Contents Details" section:

- Velocity: Swirl = 10.000
- Turbulence: Strength = 0.010
- Temperature: Temperature Scale = 1.930; Buoyancy = 9.000



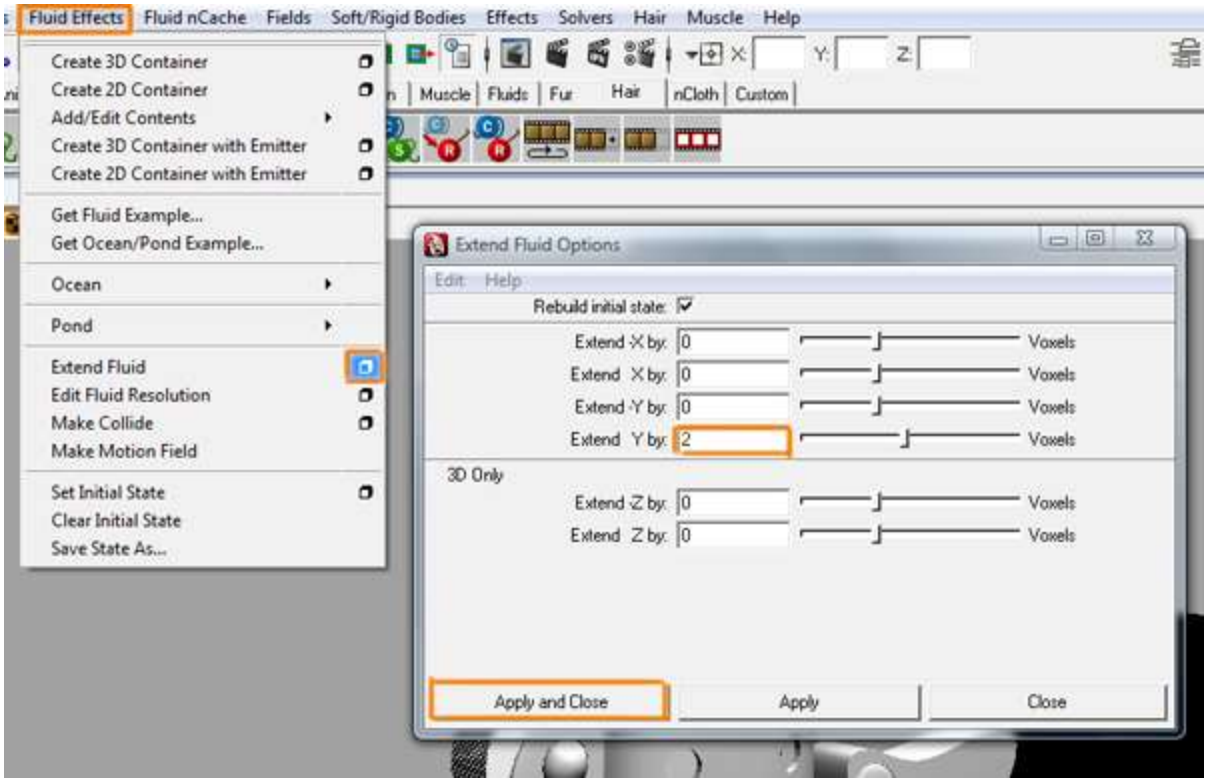
Step 10

If you do a playback of the fire you should see the fire reaching the top of the container and creating an undesirable effect.
To fix this, you need to increase the size of the container.



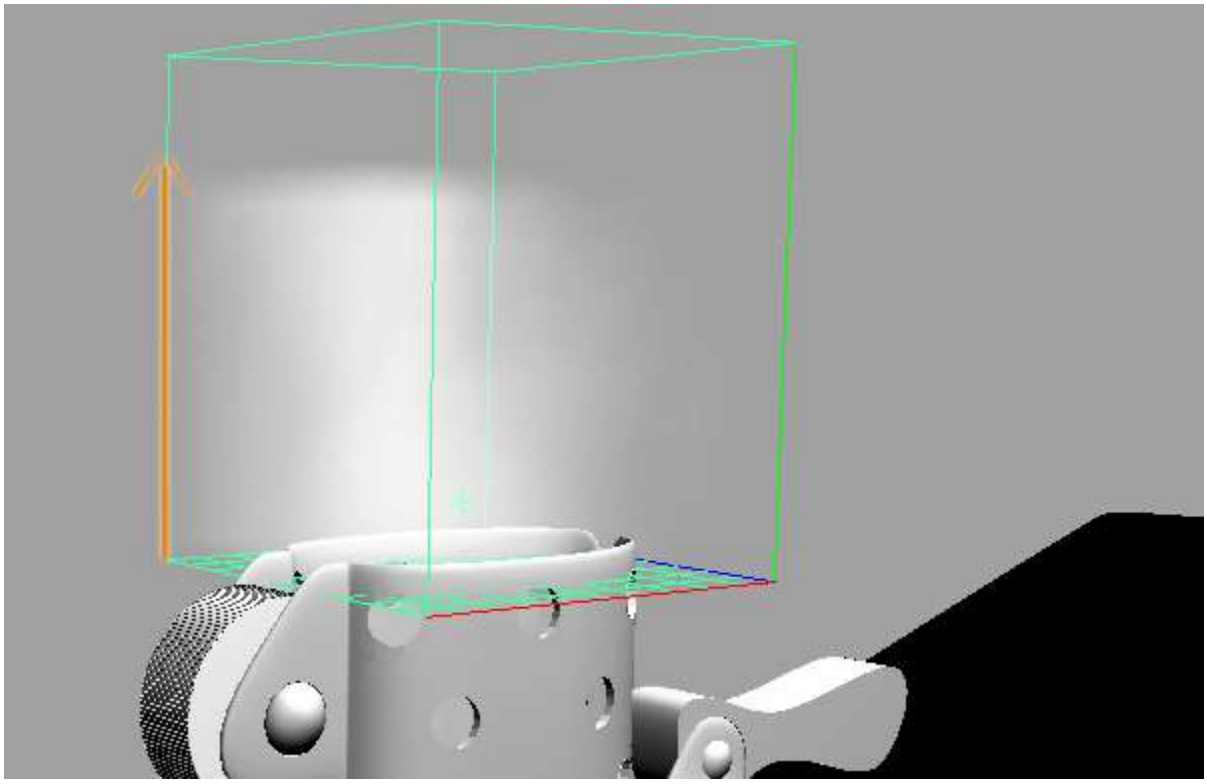
Step 11

Go to “Fluid Effects > Extend Fluid” open the settings of that tool, and then change the “Extend Y by:” to ’2′ and click on “Apply and Close”.



Step 12

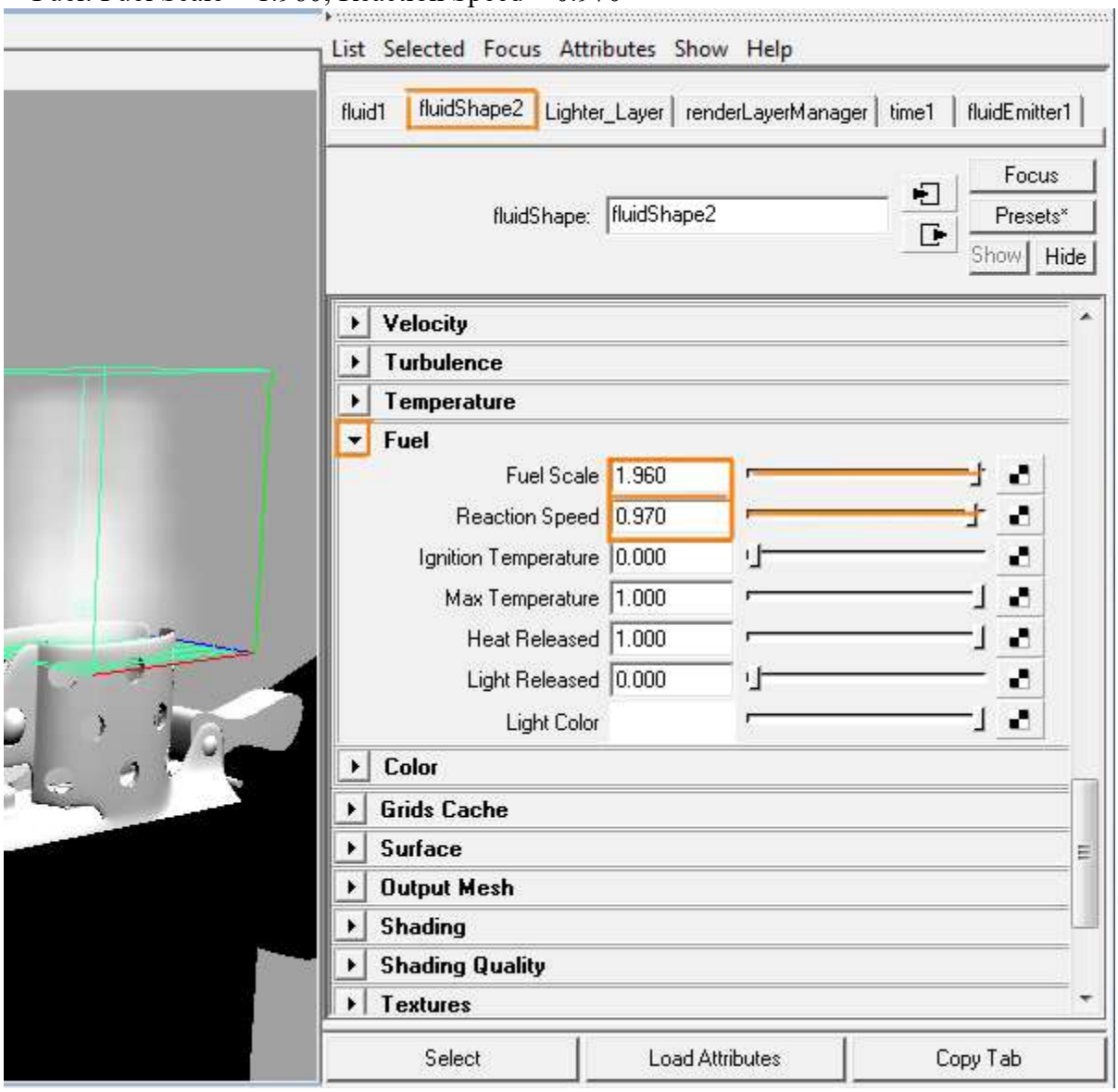
Now the fire has more space to move.



Step 13

Select the container, and under the “fluidShape2” attributes, change the following options:

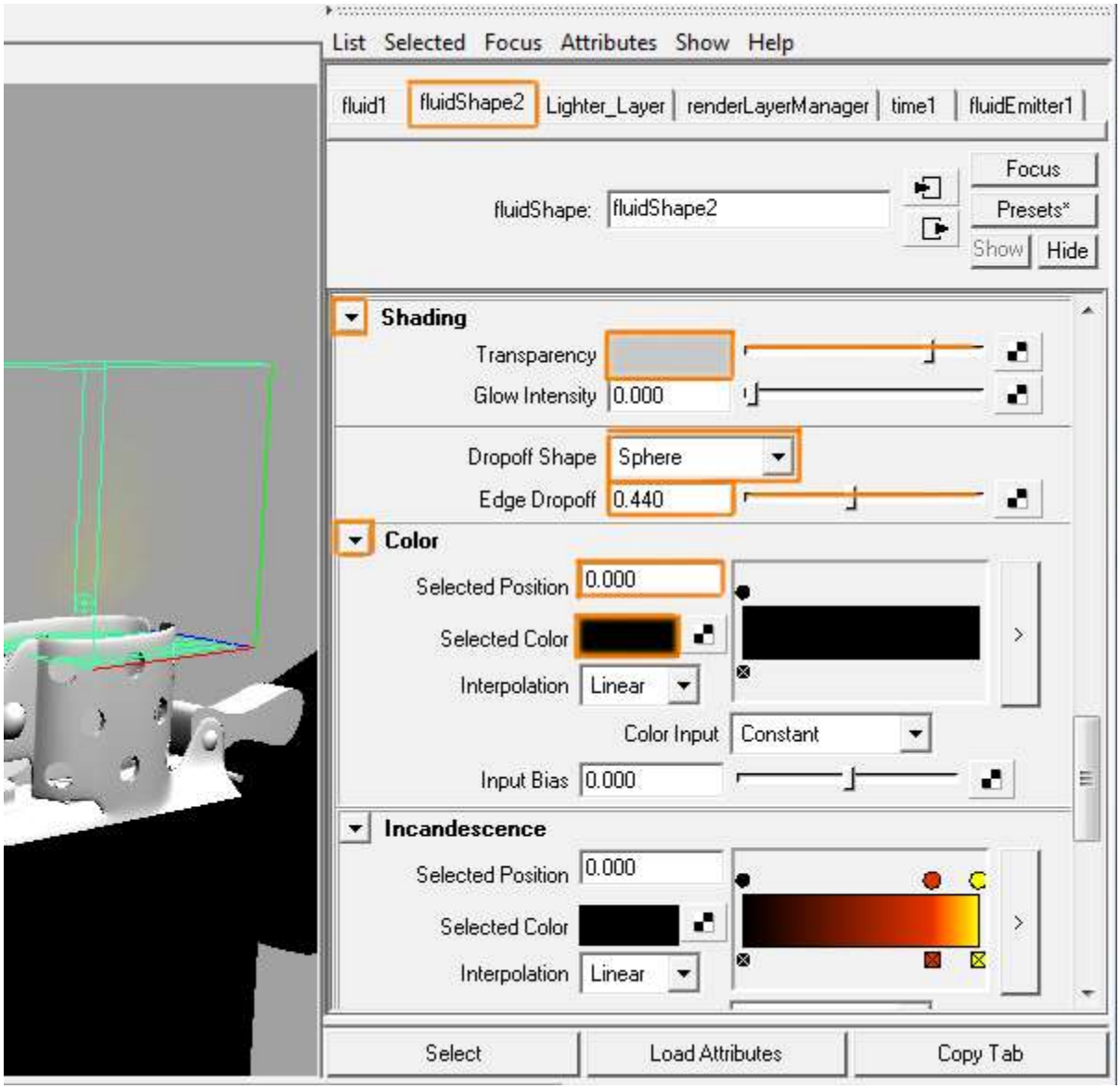
- Fuel: Fuel Scale = 1.960; Reaction Speed = 0.970



Step 14

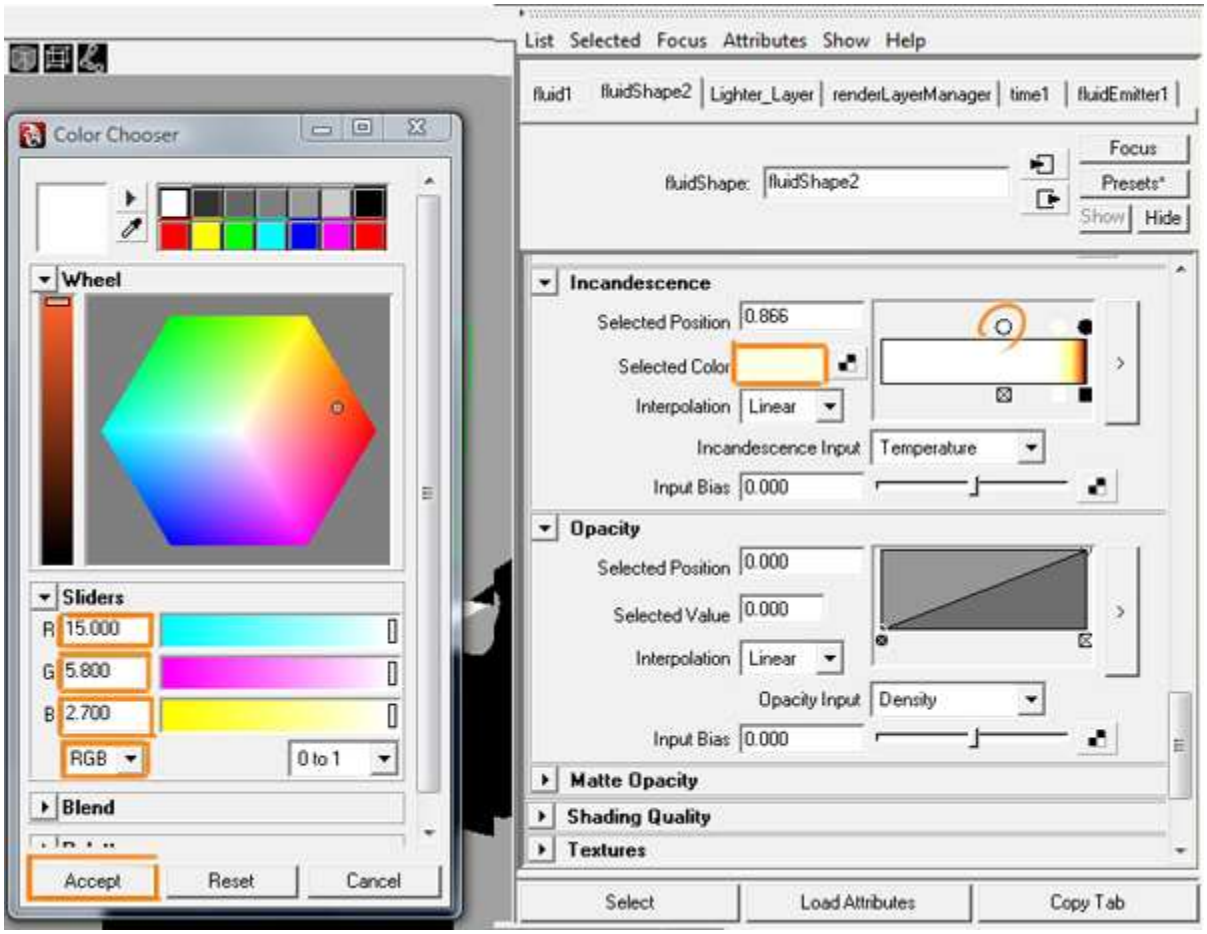
Scroll down to the "Shading" section and change the following options:

- Shading: Transparency = White Grey; Dropoff Shape = Sphere; Edge Dropoff = 0.440
- Color: Selected color = Black



Step 15

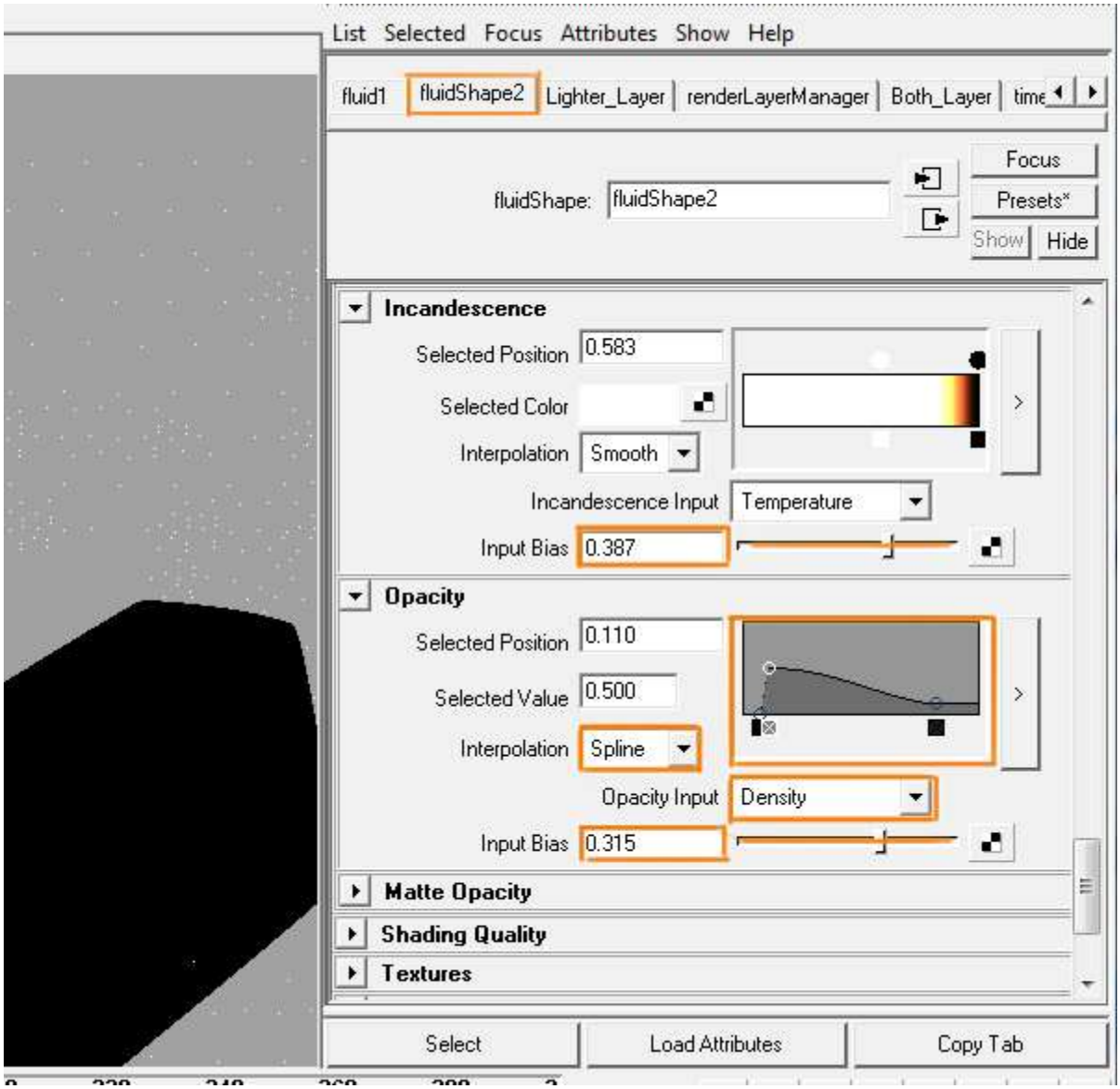
Scroll down to the “Incandescence” section, and change the graph as shown on the image.



Step 16

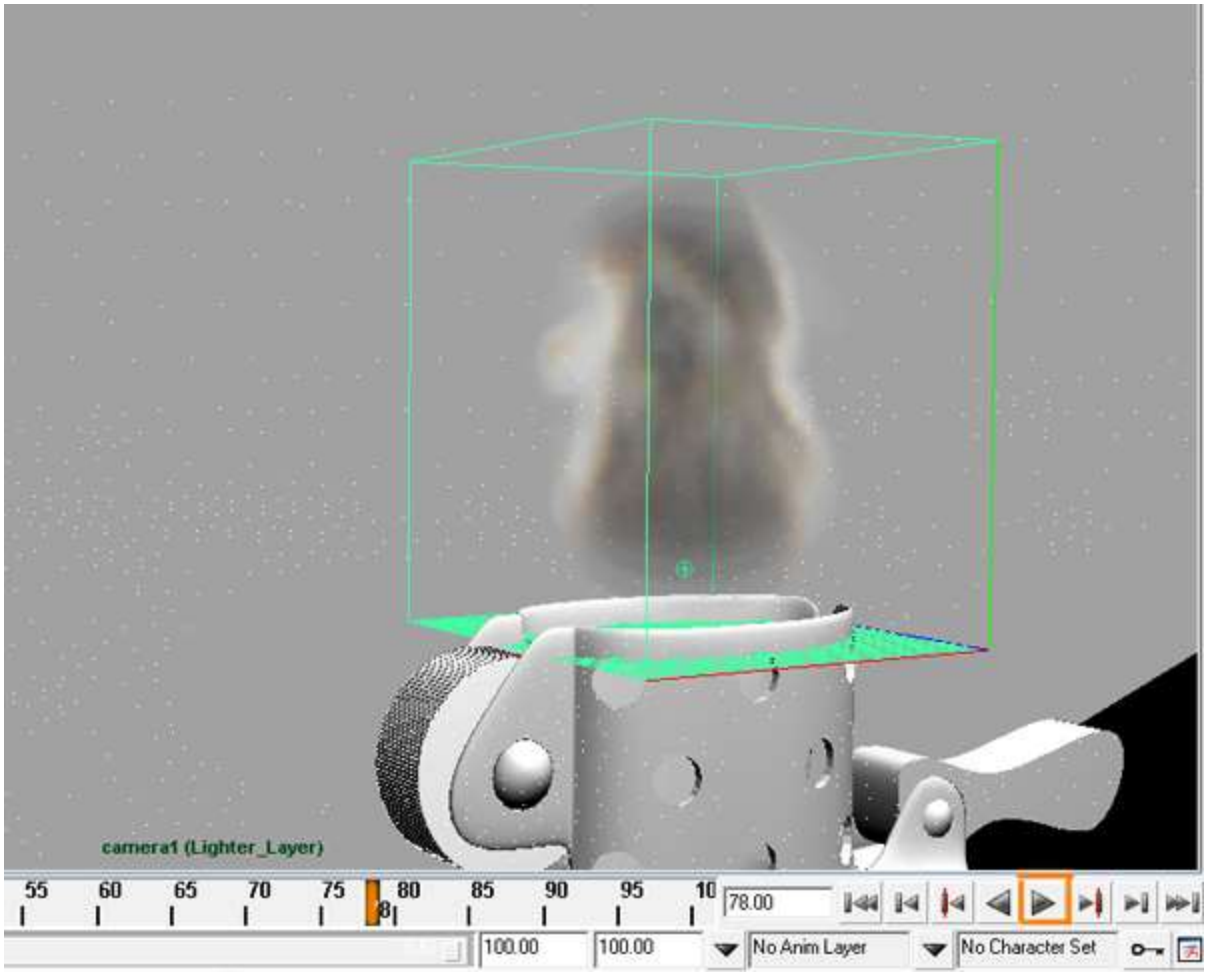
Go to the Opacity graph and change it as shown in the image. Then modify the following options:

- Incandescence: Incandescence Input = Temperature; Input Bias = 0.387
- Opacity: Interpolation = Spline; Opacity Input = Density; Input Bias = 0.315



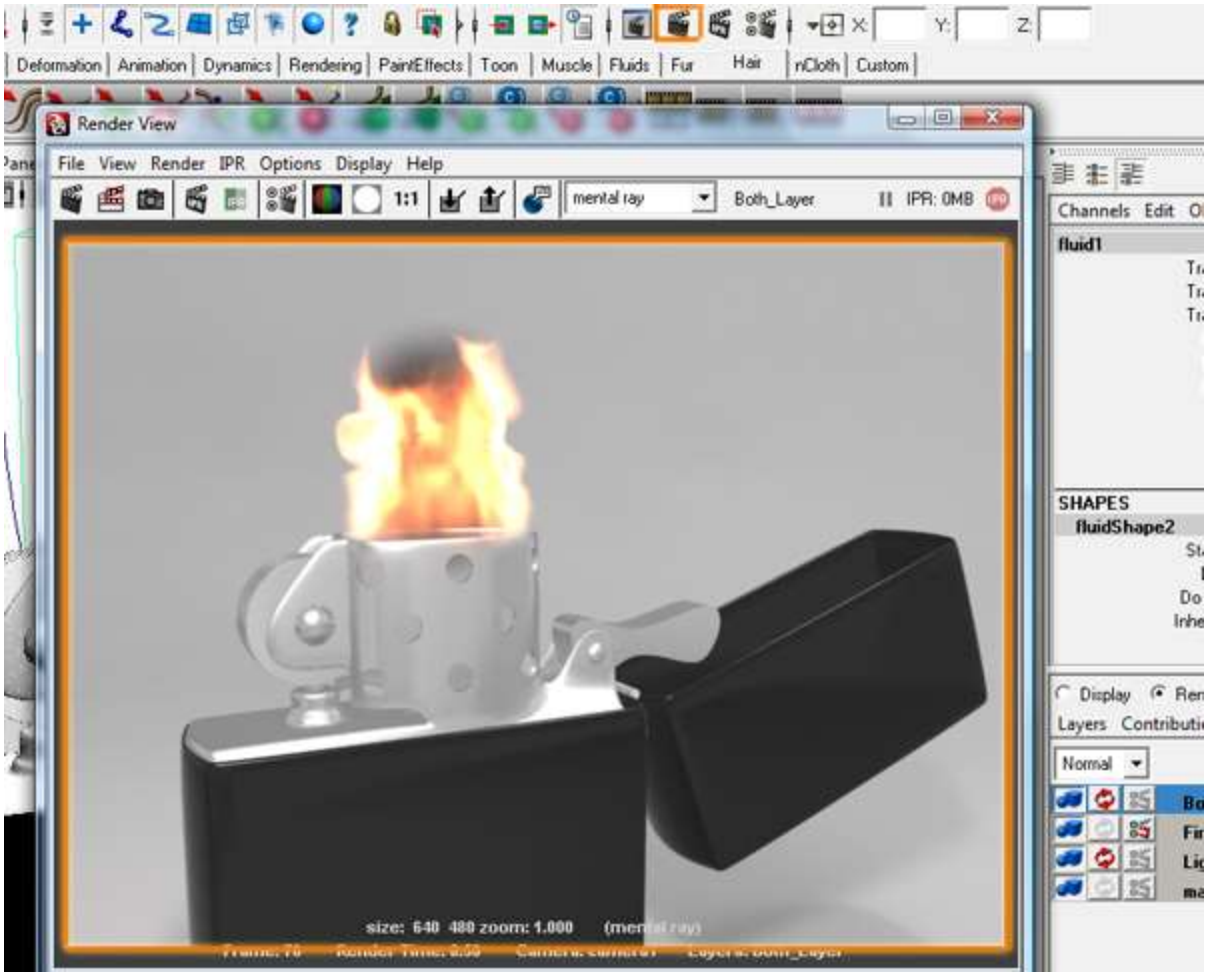
Step 17

If you do a playback of the fire, you should see a nice looking animation.



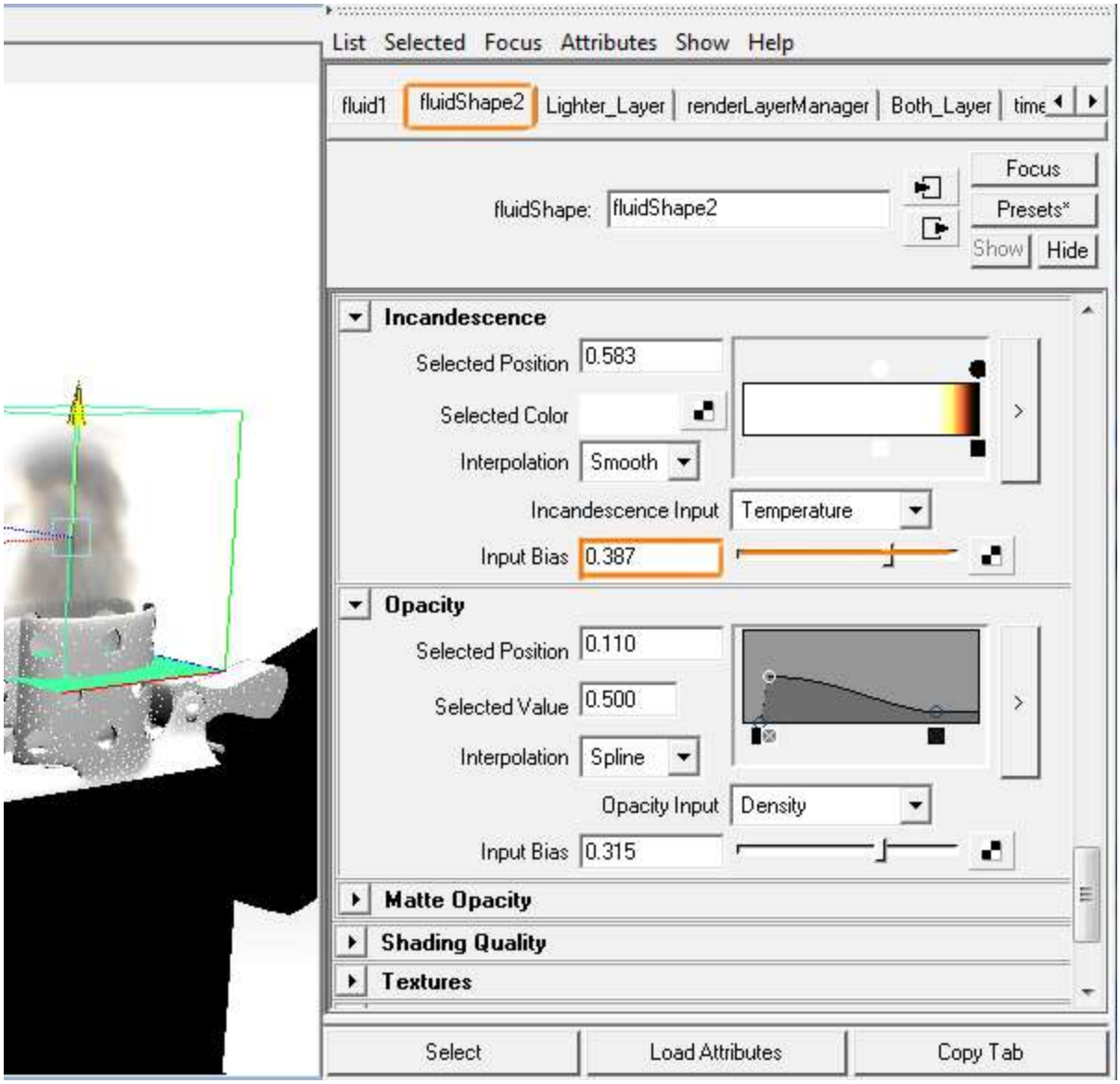
Step 18

If you render the scene, you should see that the fire looks good now too.



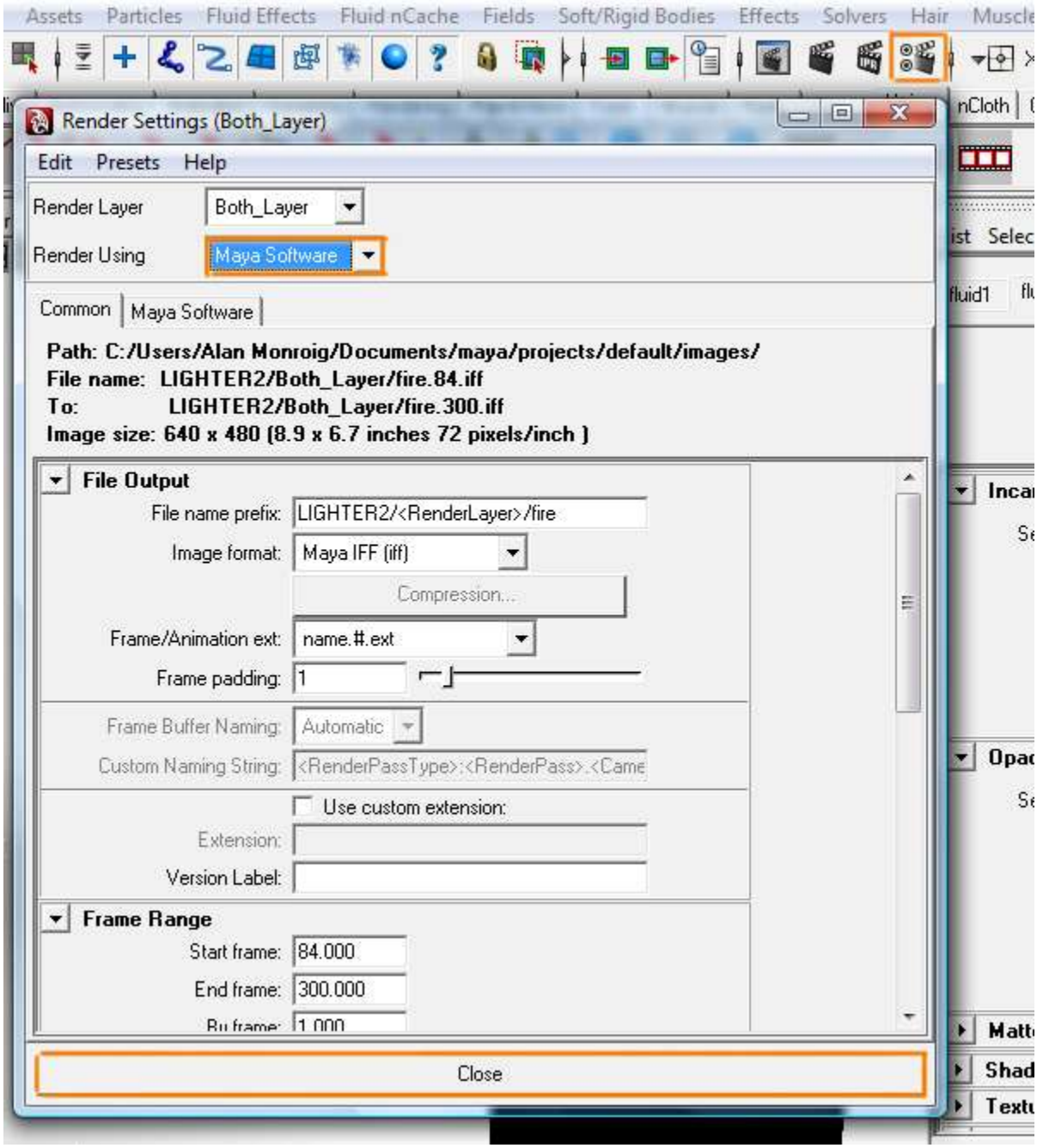
Step 19

If you want to modify the “Brightness” intensity of the fire, go to the “fluidShape2” attributes, and under the “Incandescence” section, change the “Input Bias” to a value that works for you.



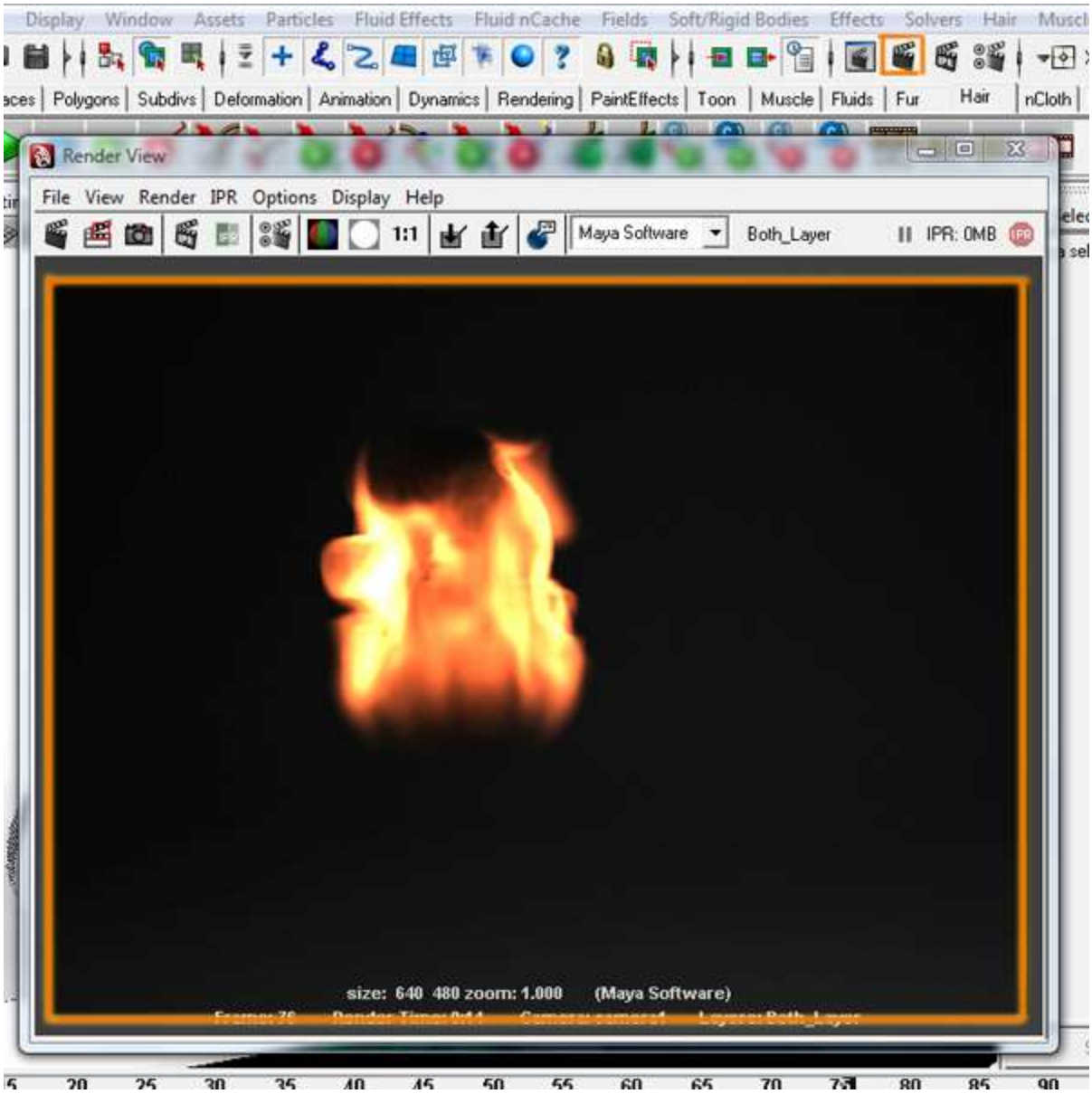
Step 20

I used Mental Ray to render the fire, but you can change it to Maya by going to the “Render Settings” menu, and at the top of the window, change “Render Using” to Maya Software.



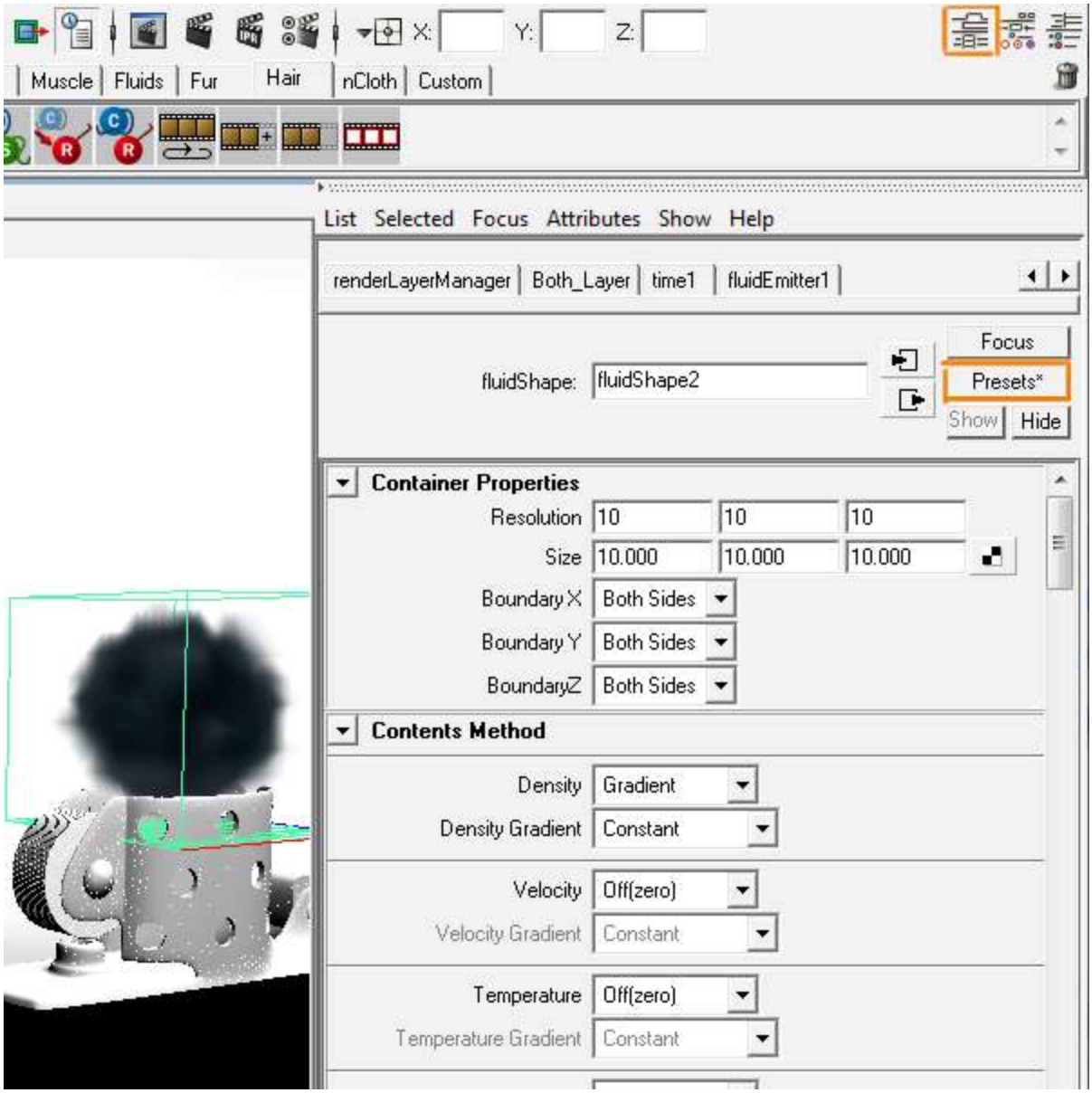
Step 21

If you render the scene it should still looks pretty great, but all of the objects in my scene disappeared (except for the fire) because they all have mental ray materials.



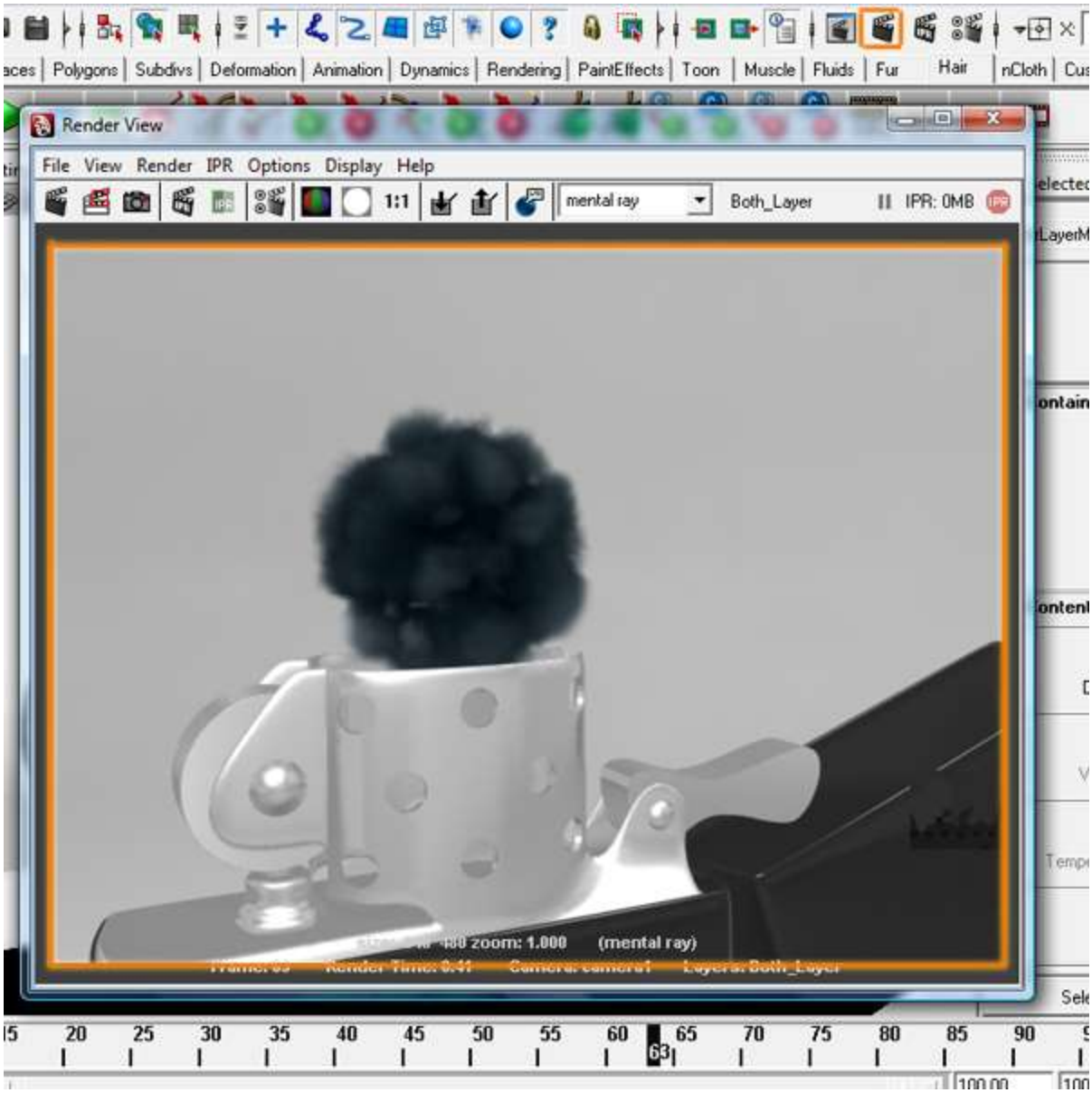
Step 22

Lastly, if you go to the “Attributes” of the container, you can use one of the other cool presets that Maya has built in.



Step 23

The image below was created using the “thickcloudPuff” preset.



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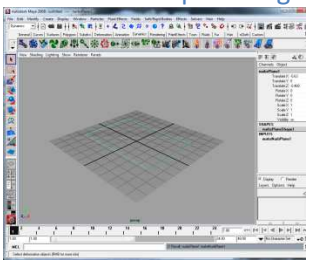
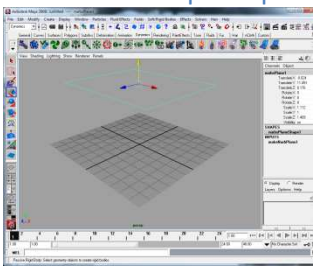
Snow Effect Part 2 (Cloud) Cloud Effect.

Href: http://www.digitaltutors.com/11/training.php?vid=5823&autoplay=1

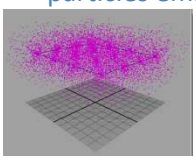
1. In the Time slider enter the number of frames to 200 frames.
2. In the Menu click Create, Nurbs Primitives, Plane.
3. Then draw plan on grid.



4. Then move plan up into the area so that it is off the grid, the rotate z -180.



5. With the Plane still selected go to the Menu and click Particles, Emit from Object.
6. Press play to preview play back, then move head or jog to frame 1. If everything is ok you see particles emitting then proceed.

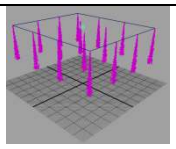


7. Click the Attribute editor.
8. Click the Emitter1 tab.
9. In the Basic Emitter Attributes Section set the following:

Emitter Type: Directional.

10. In the Distance / Direction Attributes section set the following:

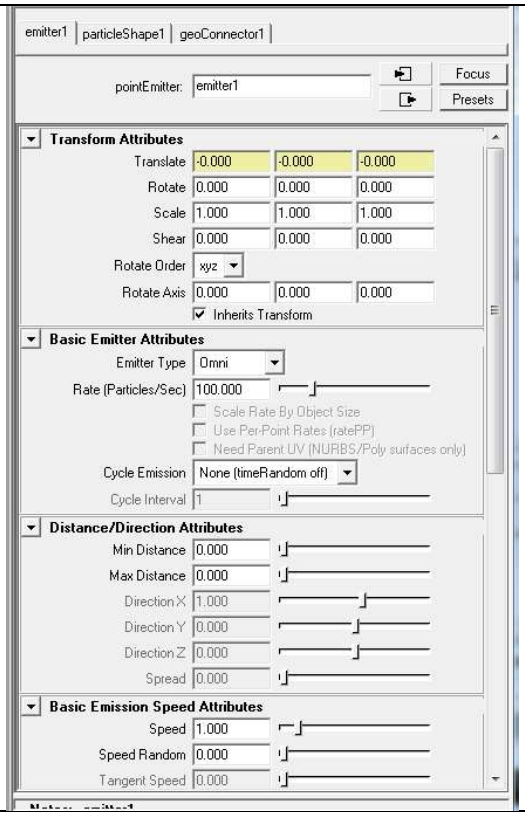
Direction X: 0
Direction Y: 1
Direction Z: 0
Spread: 0.050, 0.124



11. In the Basic Emission Speed Attributes section set the following:

Speed: 2.479

12. a



13. With the Plane still selected Click the ParticleShape1 tab of the particles and bring up the attribute editor if not already open.

14. Go to the Render Attributes section and set the following settings:

Particle Render Type: ????

15. **Particle Render Type:** (Streaks)
16. **Add attribute for:** Click Current Render Type button

Color Accum:	Not Ticked
Line Width:	1
Norm Dir:	2
Tail Fade:	0.00
Tail Size:	1
Use Light:	Not Ticked

17. a
18. **Particle Render Type:** (Streaks)
19. **Add attribute for:** Click Current Render Type button

Color Accum:	Not Ticked
Line Width:	2
Norm Dir:	2
Tail Fade:	-1.00
Tail Size:	12.395
Use Light:	Not Ticked

20. a
21. **Particle Render Type:** (Spheres)
22. **Add attribute for:** Click Current Render Type button

Color Accum:	Not Ticked
Line Width:	
Norm Dir:	
Radius:	0.140
Tail Fade:	
Tail Size:	
Use Light:	Not Ticked

23. A
24. **Particle Render Type:** (Cloud (s/w))
25. **Add attribute for:** Click Current Render Type button

Color Accum:	Not Ticked
Line Width:	
Norm Dir:	
Radius:	0.140, 0.94, 0.140
Tail Fade:	
Tail Size:	

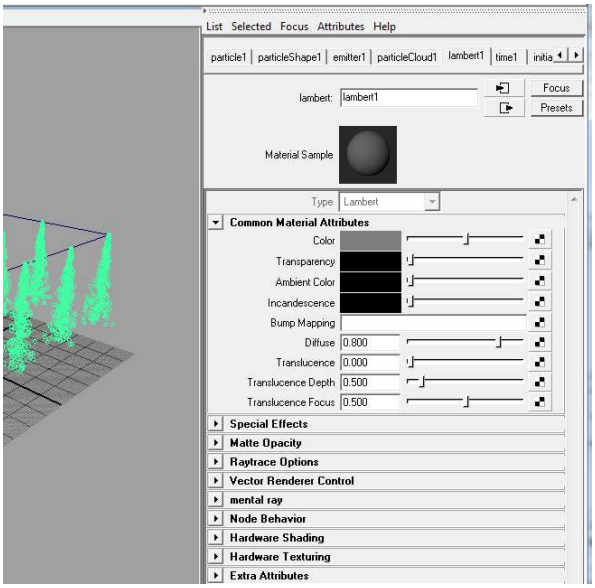
Experiment with each of the settings

Particle Render Types:
MultiPoint (Multi streak): No of particles with small paring of particles.
MultiStreak
Numeric: (Puts a number on each particle emitting so that you know what is happening in what sequence.
Points: (Dots)
Sphere: (Balls)
Sprites: You can put a picture on the sprite and as you rotate in your scene the sprites are always pointing towards the camera.
Streak: Rain and sparts that have a head and tail that has some fading on it.
Streaks have there own attributes.

Blobby Surface (s/w):
Cloud (s/w):
Tube (s/w):

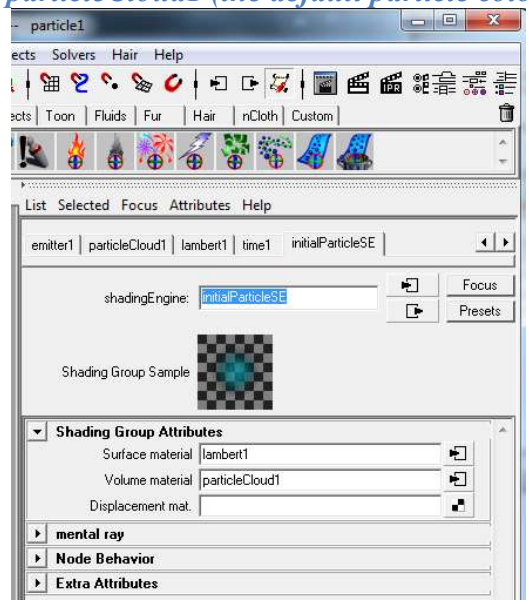
Use Light:	Not Ticked

26. Click one the particles in the Persp view the attributes change, we are now not looking at the plan or emitter but the particles.
27. Click the lamber1 tab, or node. You will notice when we rendered out scene out the particle were a magenta color. But in lambert1 tab the color is Gray. That is not where to color comes from.

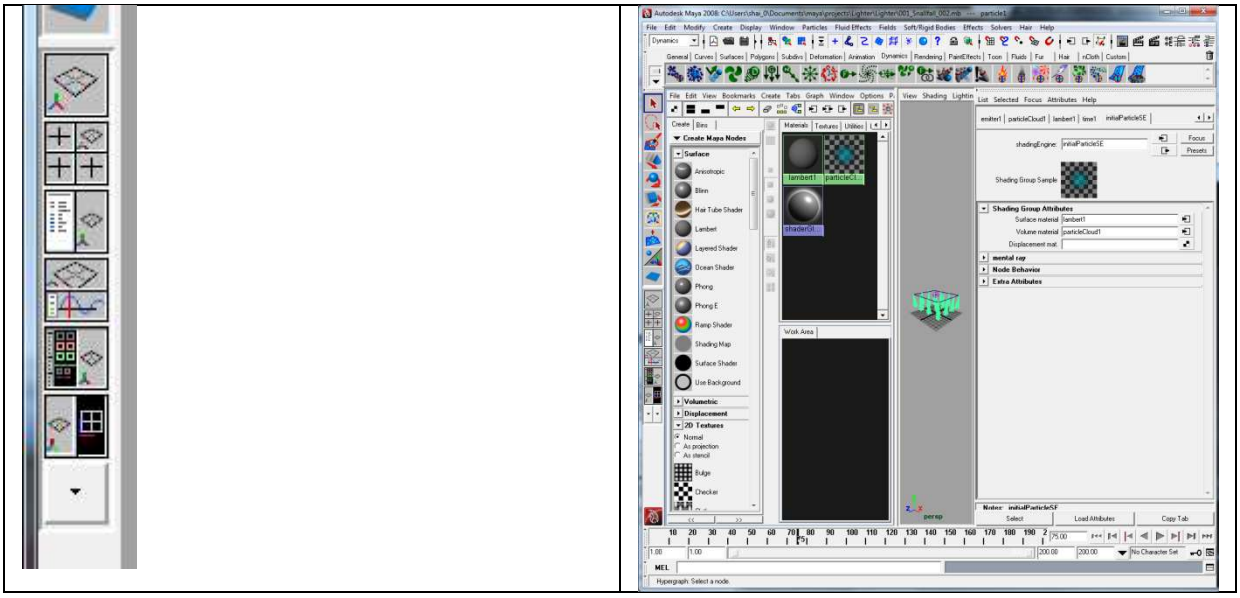


28. Click the initialParticleSE tab or node to view the color shadier.

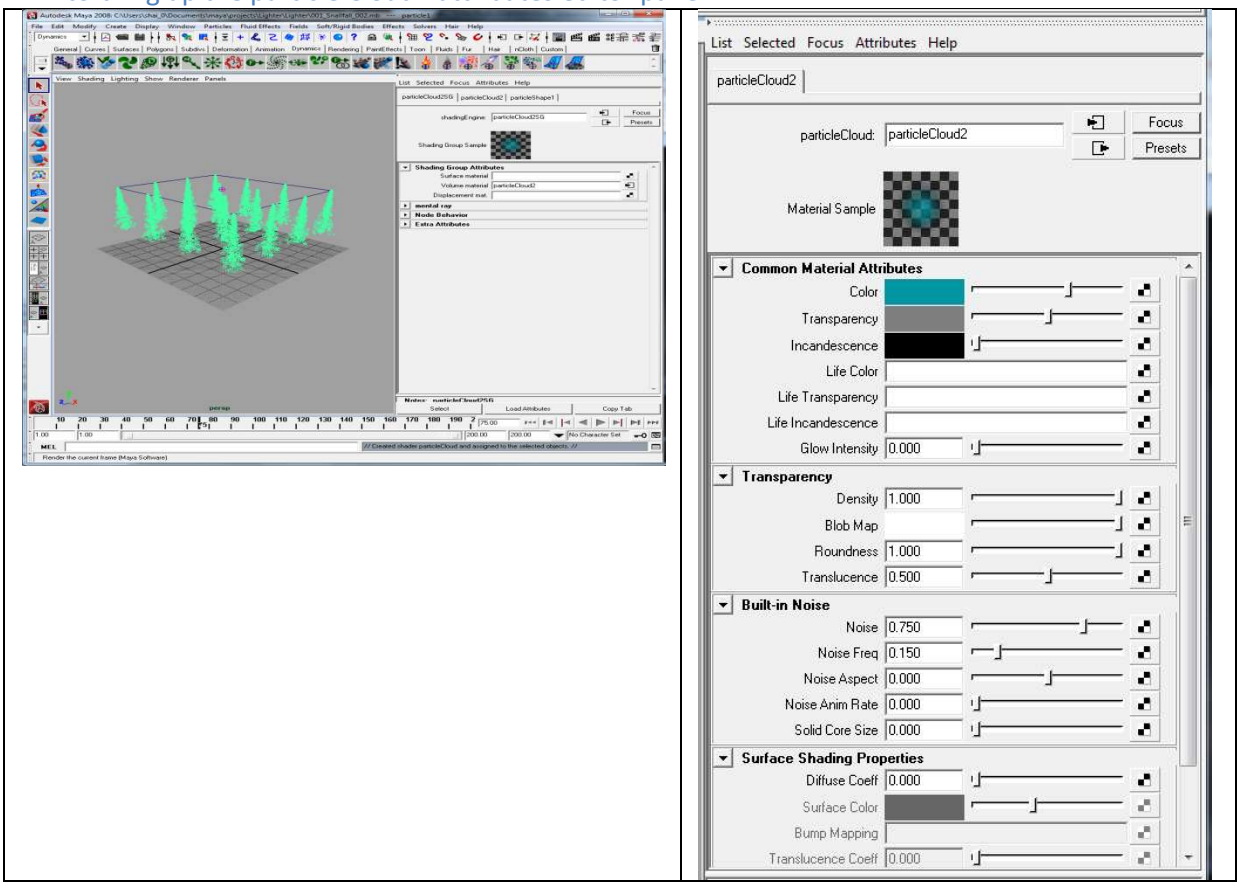
Note: ***in the Shading Group attributes section, the volume material text box is: particleCloud1 (the default particle color which can be found in the hypershade.***



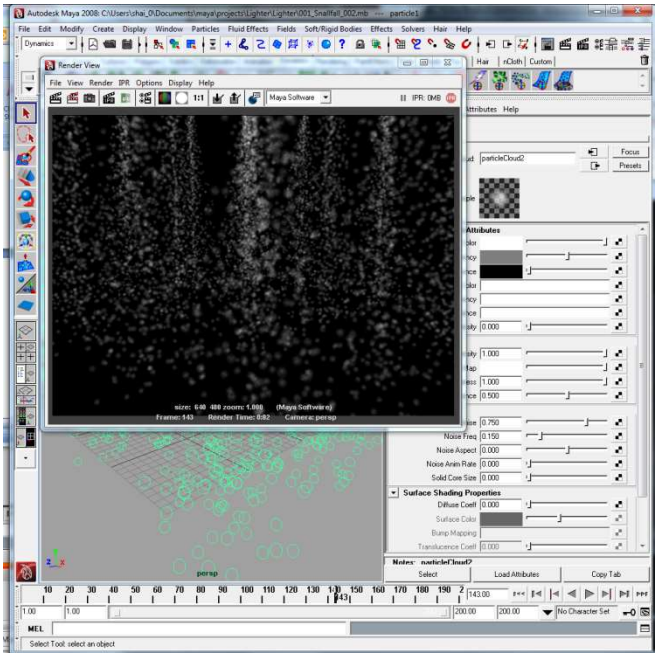
29. Go the Quick layouts buttons panel and using the right mouse button select Hypershade/Persp



30. In the Hypershade you will see the particalCloud1 texture.
31. Go back to the persp view.
32. Move the mouse over one of the particles in persp view while holding down the Right mouse button click Assign New Material from the short cut list box and select Particle Cloud.
33. In the Shading Group attributes section, the volume material text box changes from particleCloud1 to particleCloud2, click the options button next to the Volume Material text box to bring up the particle Cloud2 attributes editor panel.



34. Change the Color from Green to perhaps White.



35. Select the plane object.
36. Click the **Emitter object** and click **Emitter1 tab** or node.
37. Go to the **Basic Emitter Attributes** section and set the following:

Emitter Type: Surface

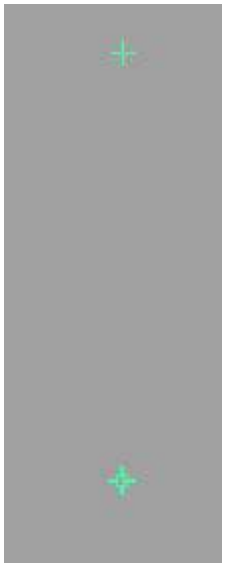
38. Then go to the **particleShape1** tab and in the Render attributes section set the following settings:

Radius: 0.150

39. Then render Preview.

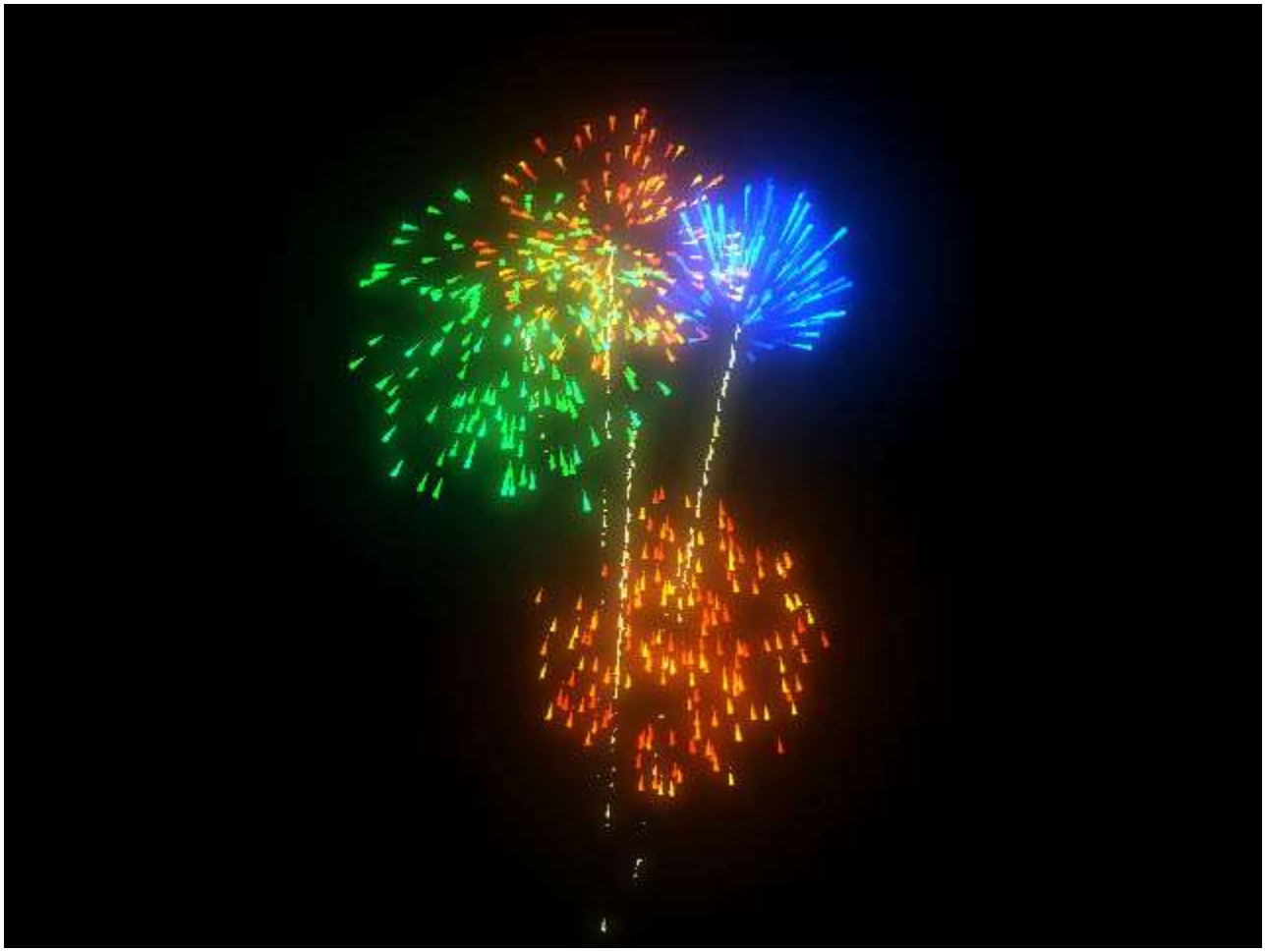
Step one - Go to the dynamics menu set.

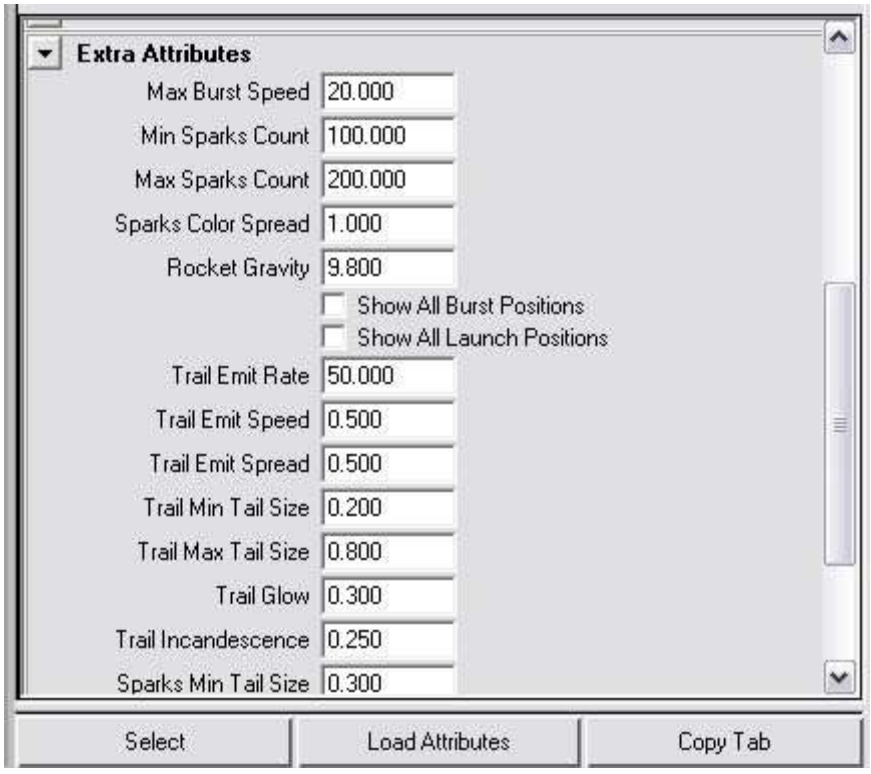
Step two - Got to effects>create fireworks.



Step three - With the fireworks selected, open the attributes editor by going to window>attributes editor.

Step four - Roll down to the extra attributes. Here's where you can set the additional fireworks attributes and twig them to your personal liking.

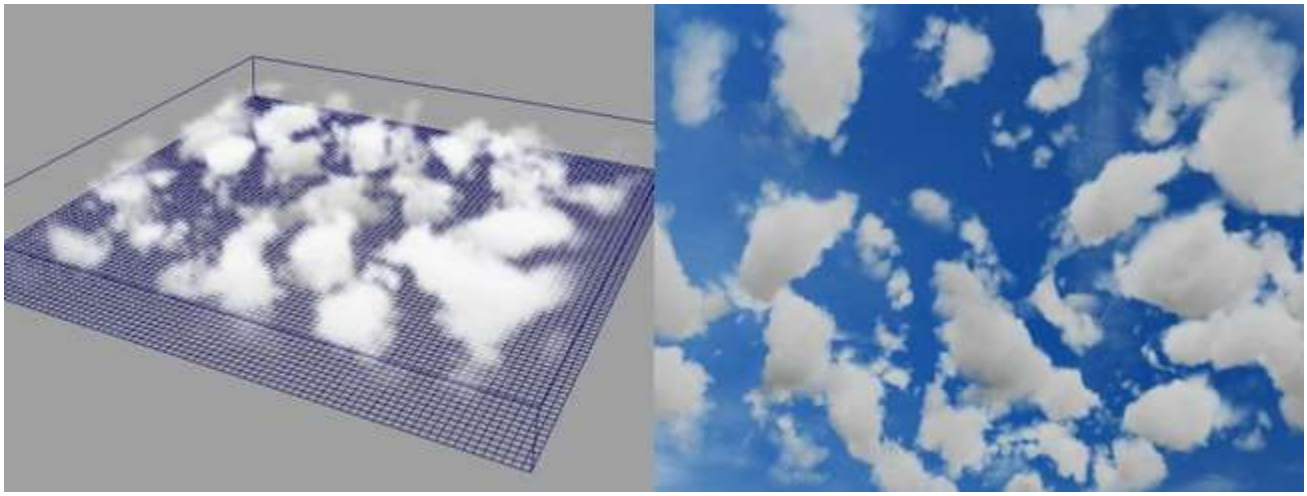




And you're done.

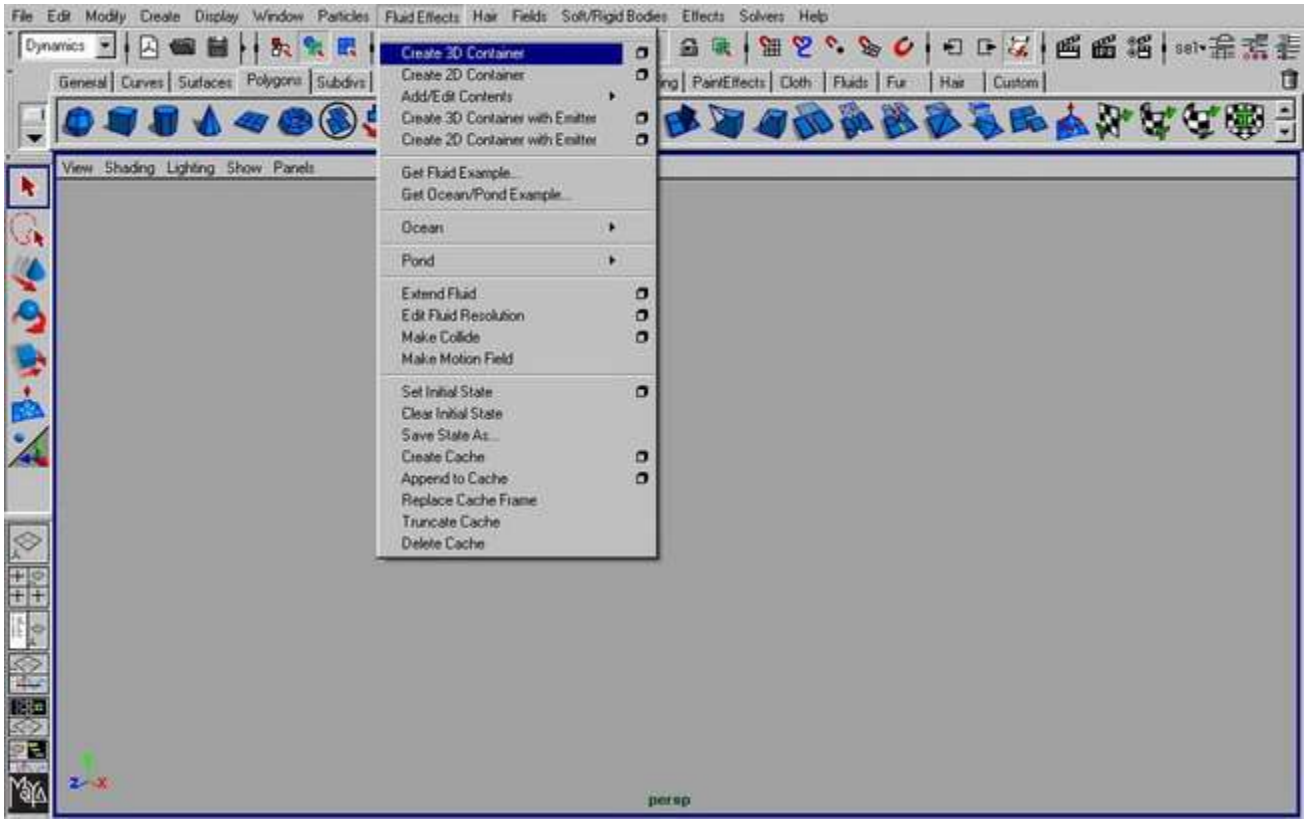
How to create realistic clouds using fluids.
Href: http://www.tutorialized.com/view/tutorial/How-to-Make-Realistic-Clouds-using-Maya-Fluids/33213

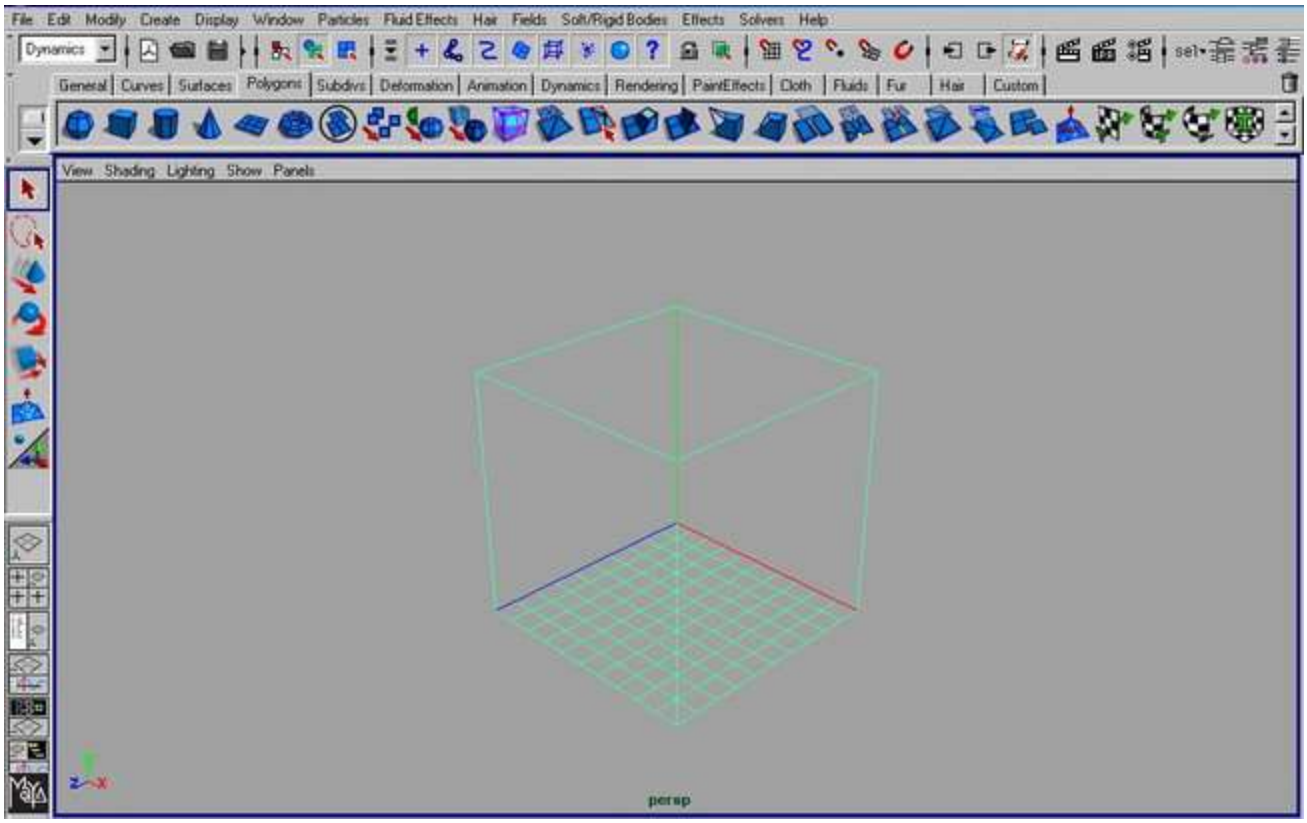
Author: Avi Morgan
Author Website: http://www.avimorgan.com/



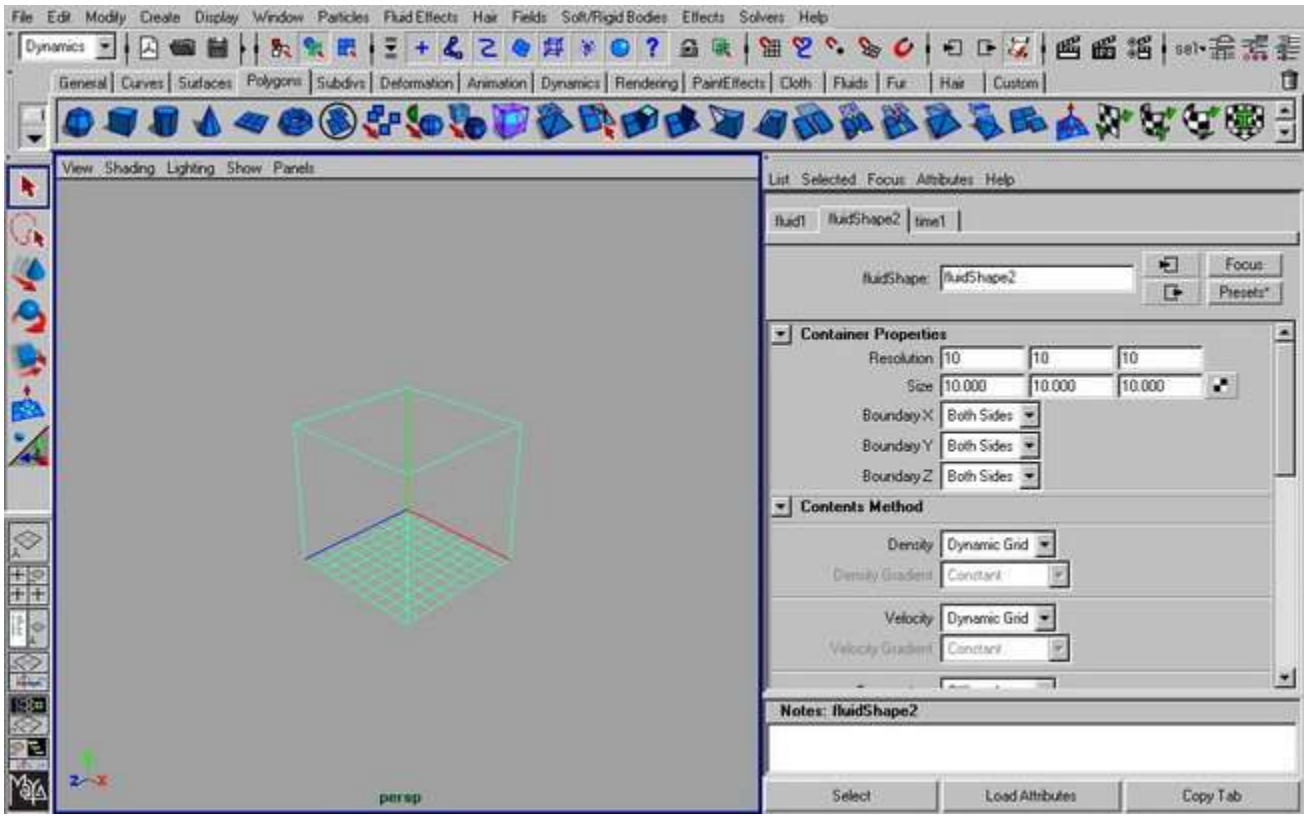
PART I - CLOUDS

01. Create a 3D Fluid Container: "Fluid Effects" -> "Create 3D Container".



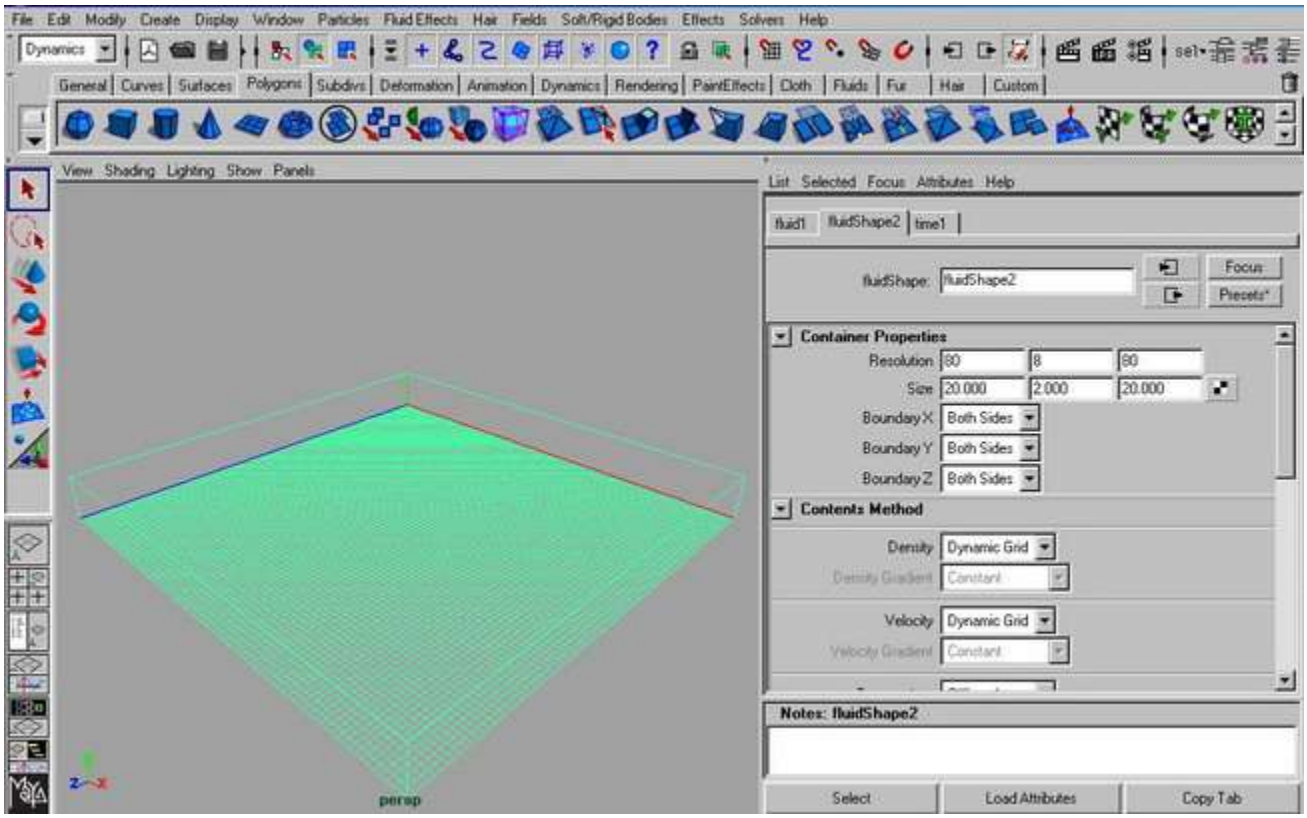


02. Access the Attributes of the 3D Container.



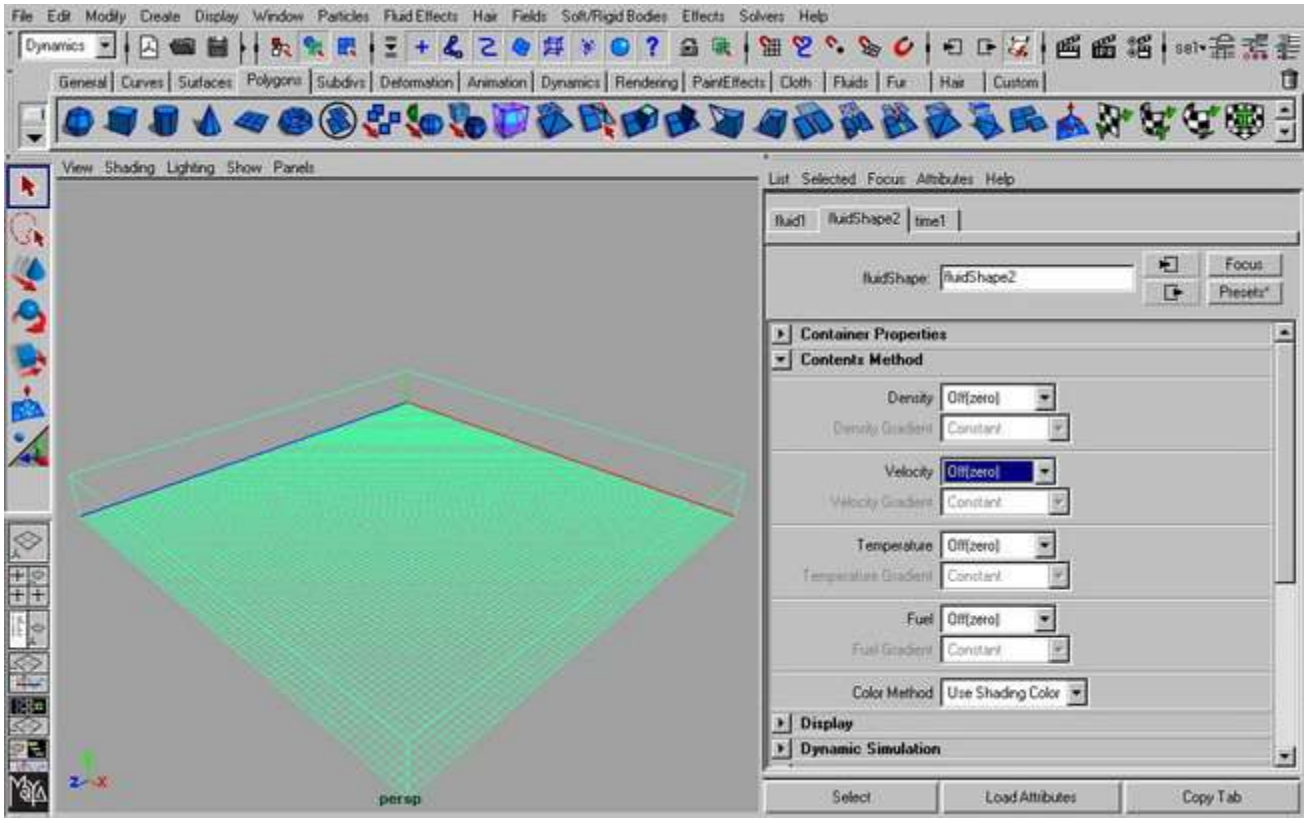
03. Set the 'Container Properties' to the following values:

X Resolution: 75
Y Resolution: 10
Z Resolution: 75
X Size: 25
Y Size: 05
Z Size: 25



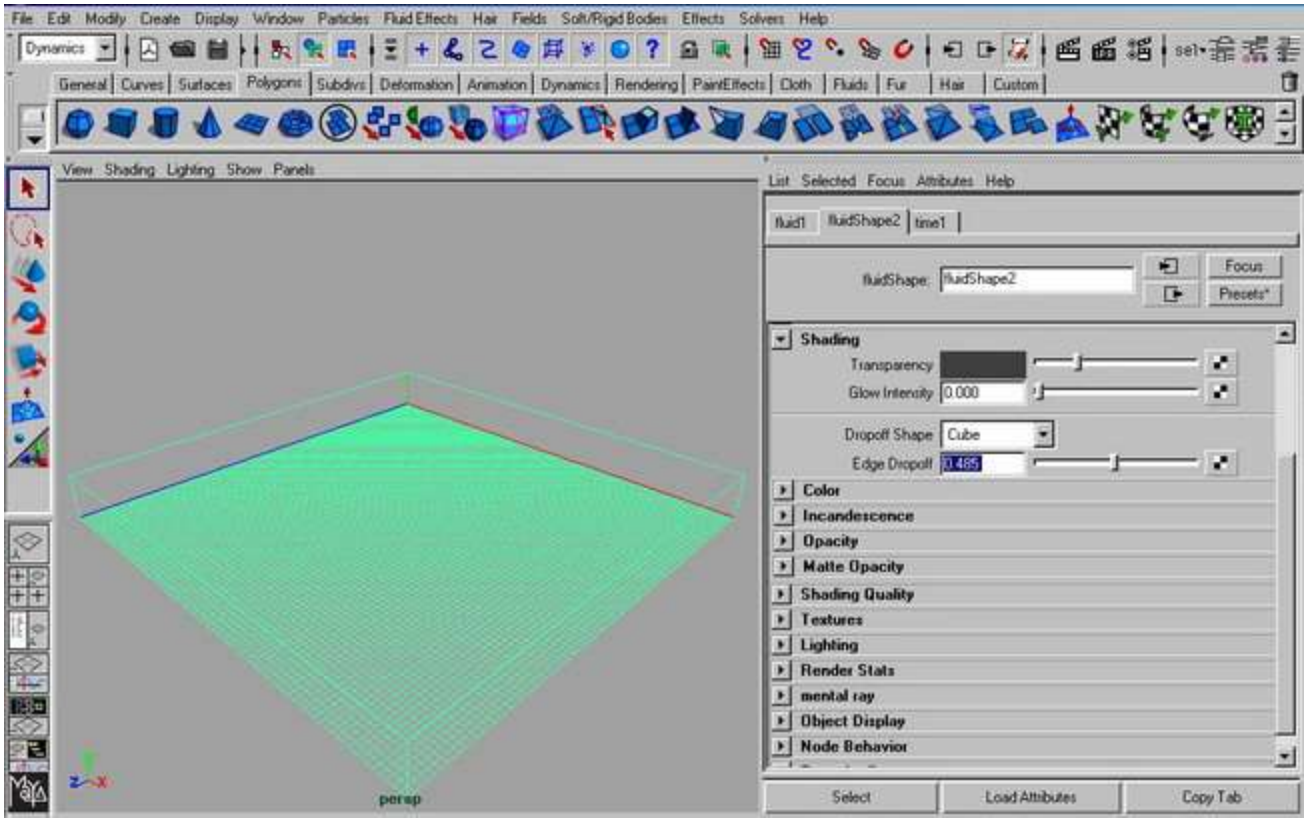
04. Set the 'Contents Method' attributes to the following values:

Density: Off (zero)
Velocity: Off (zero)



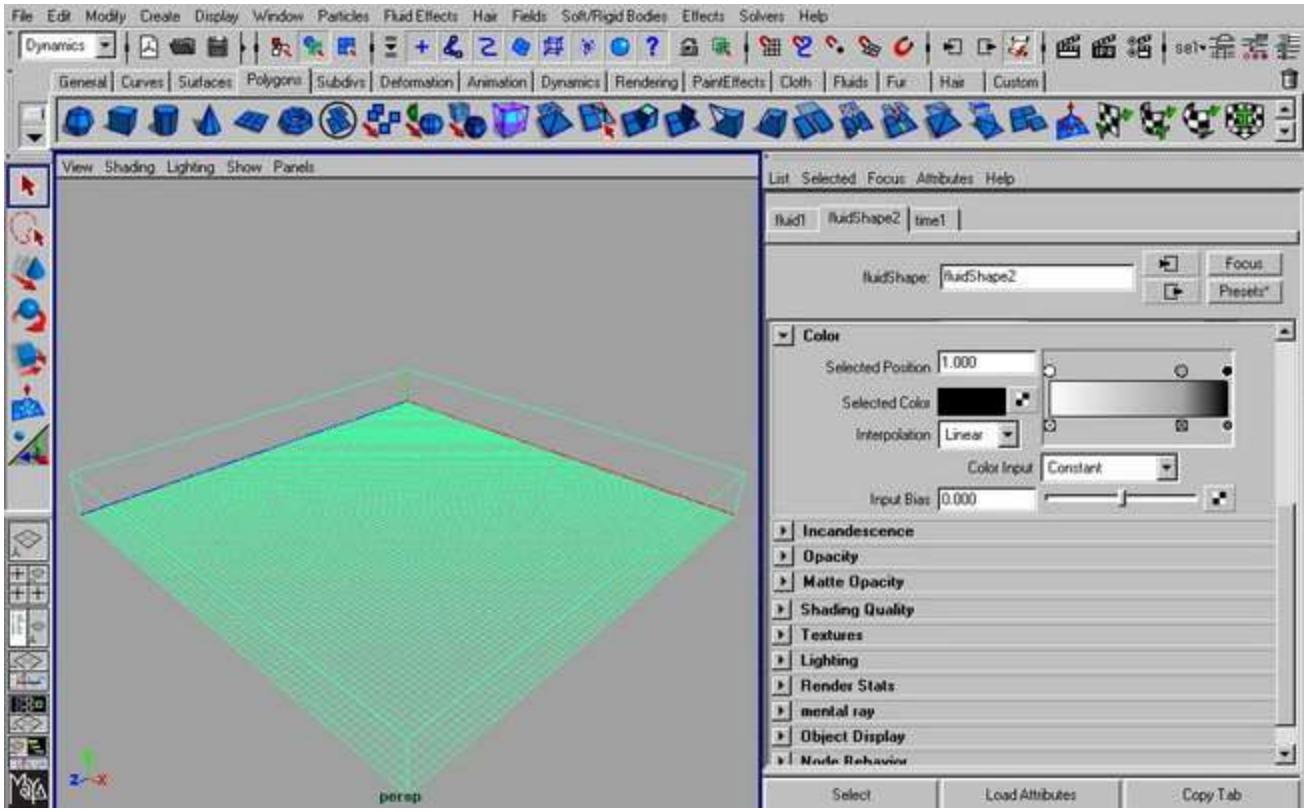
05. Set the 'Shading' attributes to the following values:

Transparency (R, G, B): 0.090
Edge Dropoff: 0.50

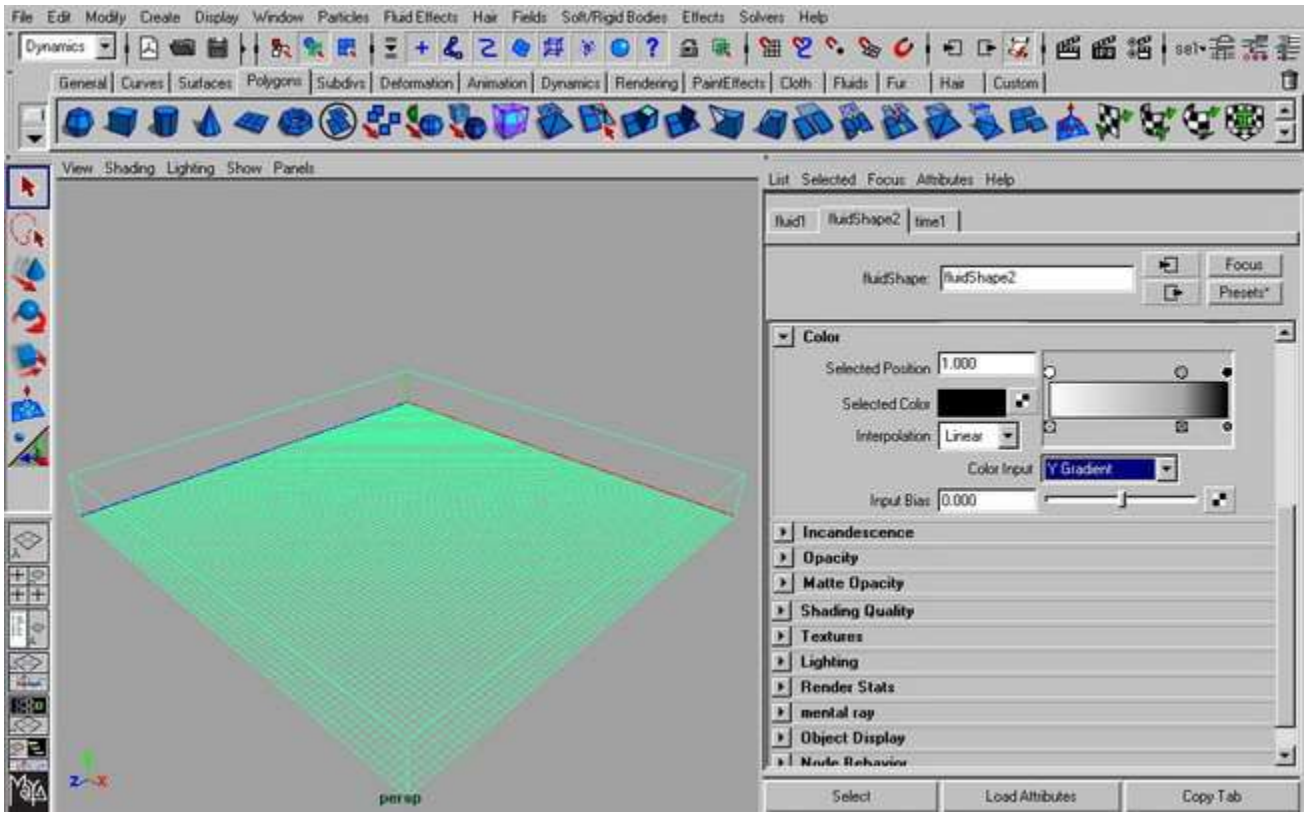


06. Set the 'Color' attributes to the following values:

Point 1 -- Position: 0.00 / Selected Color: White
Point 2 -- Position: 0.75 / Selected Color: Grey
Point 3 -- Position: 1.00 / Selected Color: Black

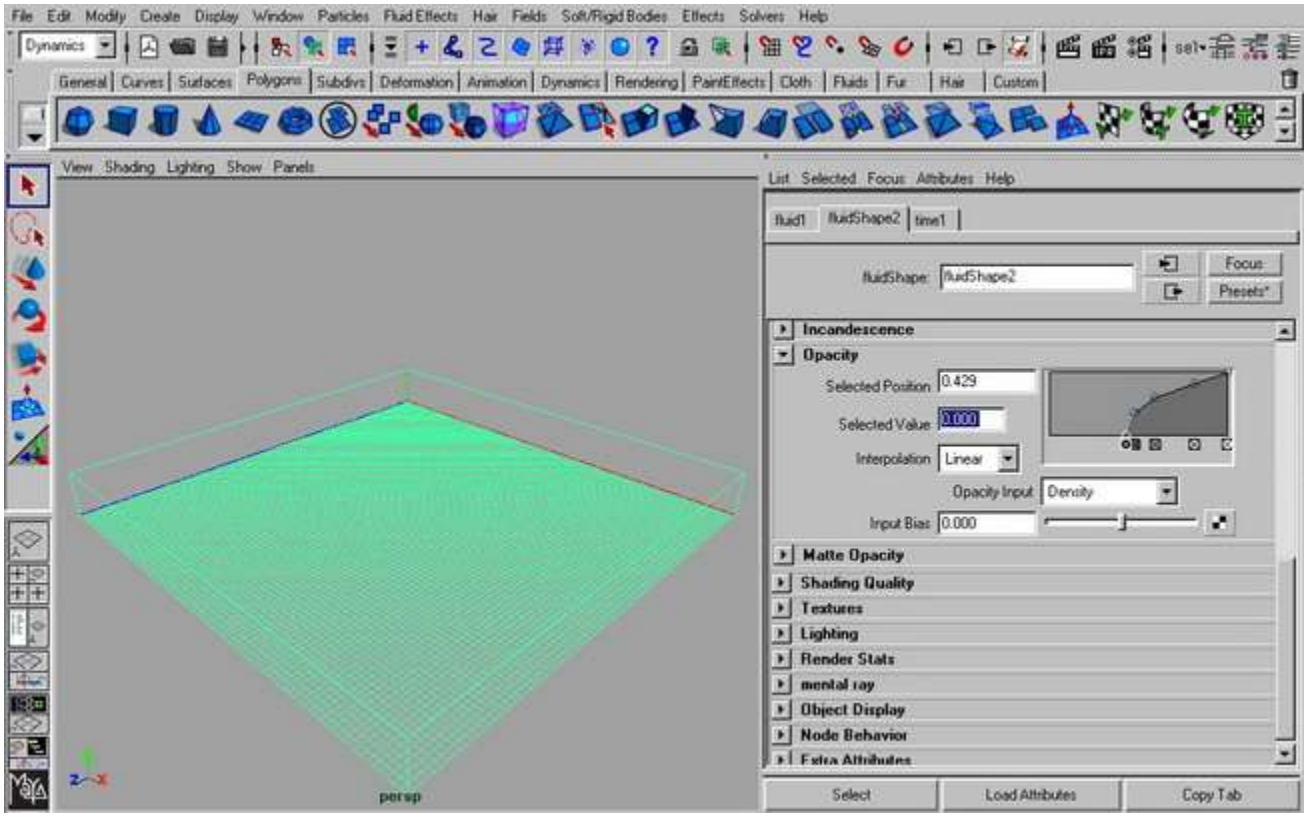


Color Input: Y Gradient

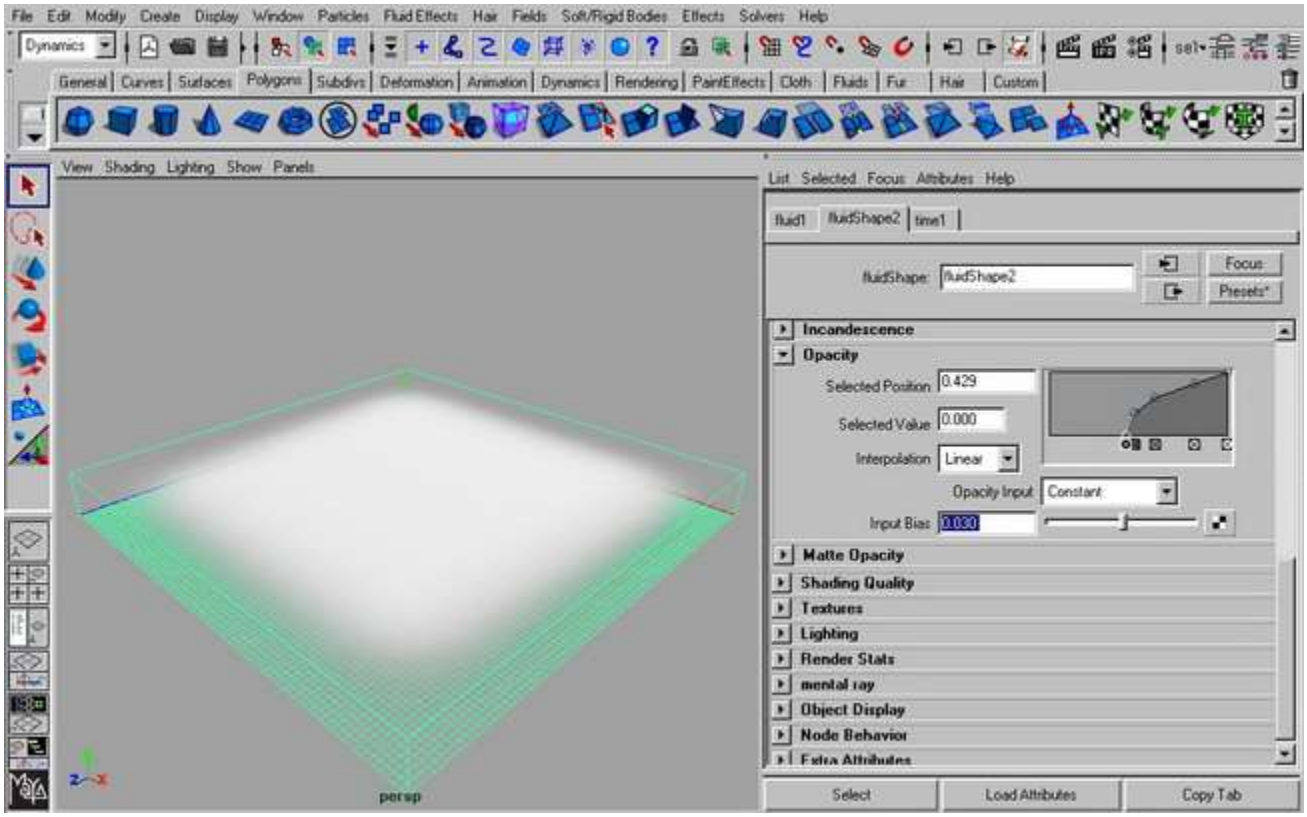


07. Set the 'Opacity' attributes to the following values:

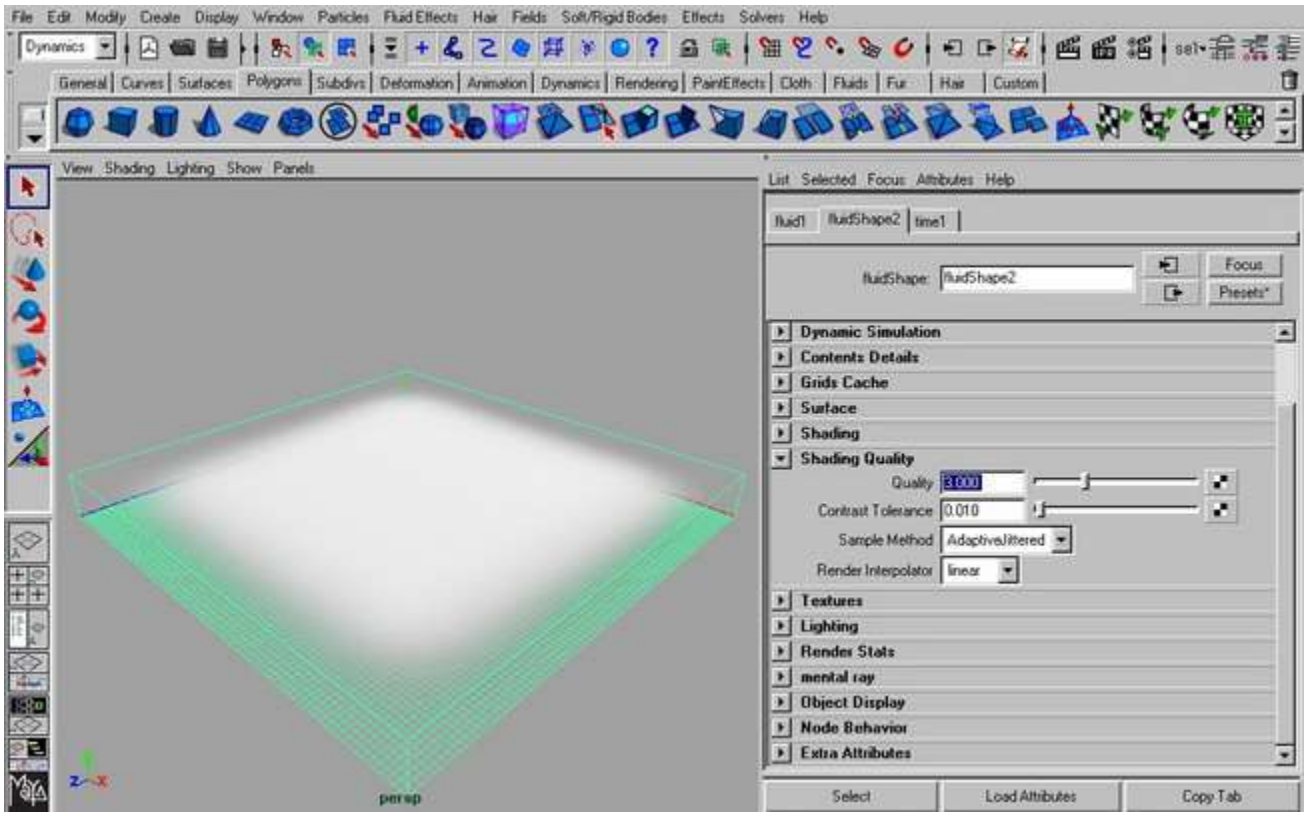
Point 1 -- Position: 1.00 / Selected Value: 0.95
Point 2 -- Position: 0.80 / Selected Value: 0.80
Point 3 -- Position: 0.60 / Selected Value: 0.60
Point 4 -- Position: 0.50 / Selected Value: 0.35
Point 5 -- Position: 0.45 / Selected Value: 0.00



Set the 'Opacity Input' to "Constant", and the 'Input Bias' to "0.03".

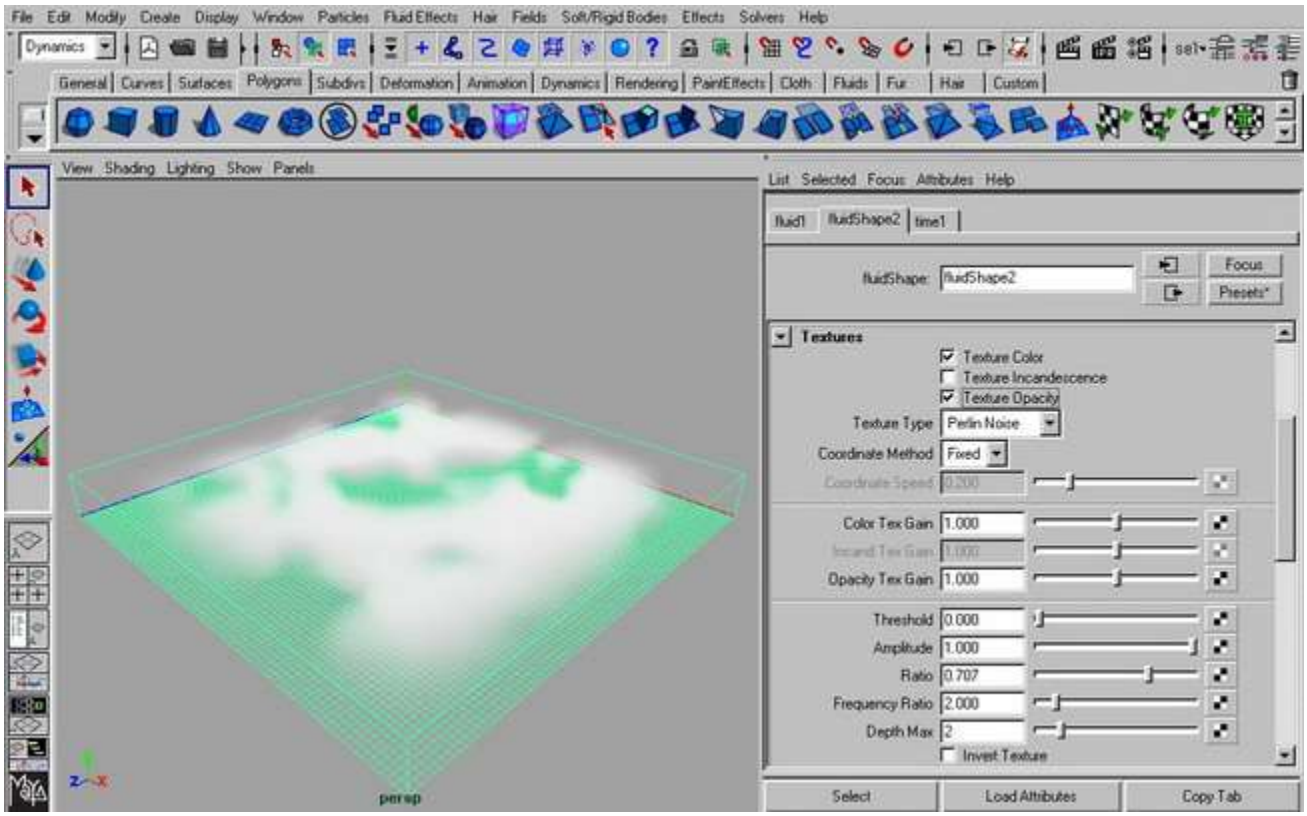


08. Set the 'Shading Quality' to "3.00".

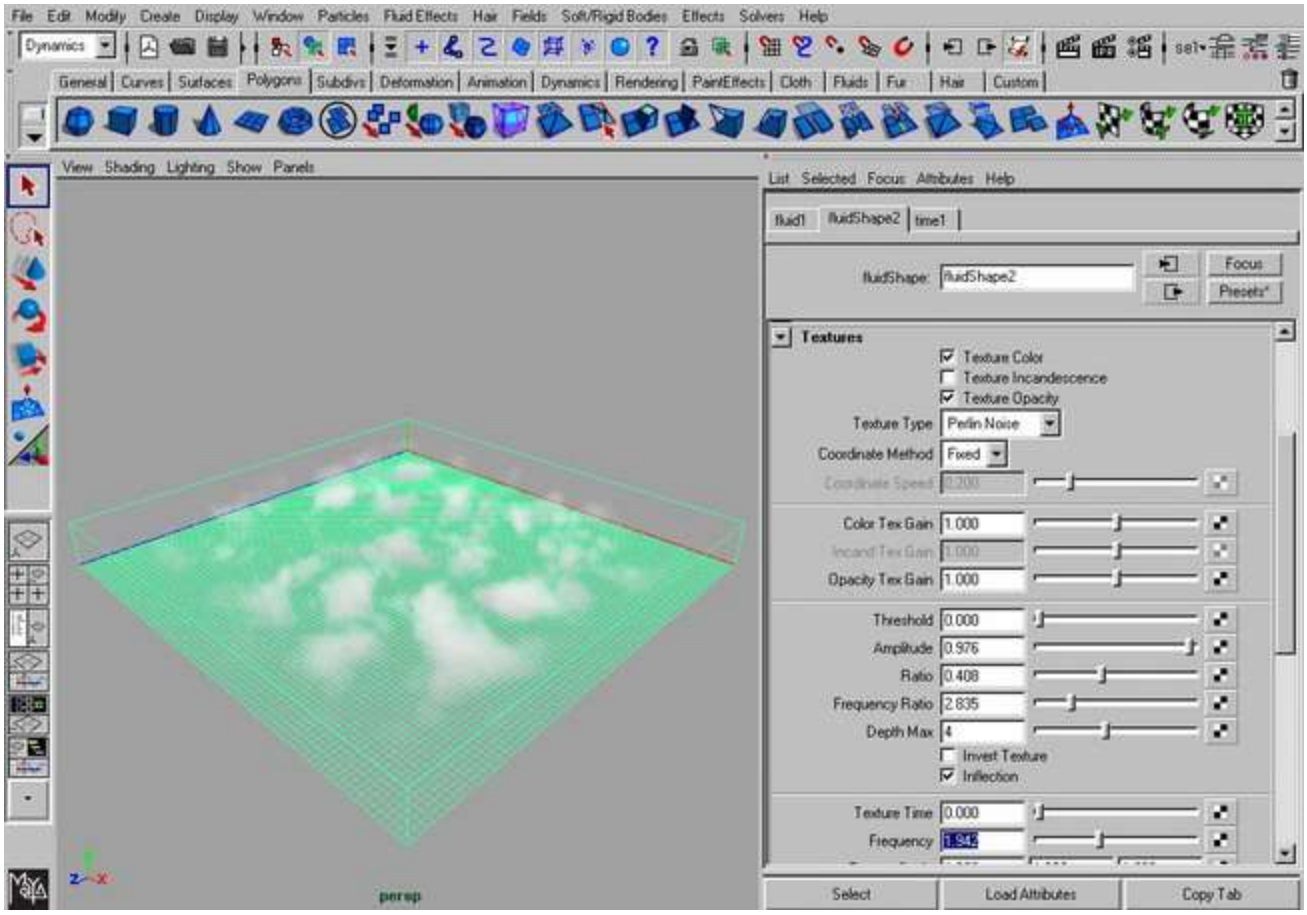


09. Set the 'Textures' attributes to the following values:

Texture Color: On
Texture Opacity: On



Amplitude: 0.95
Ratio: 0.40
Frequency Ratio: 2.75
Depth Max: 4
Inflection: On
Frequency: 1.95

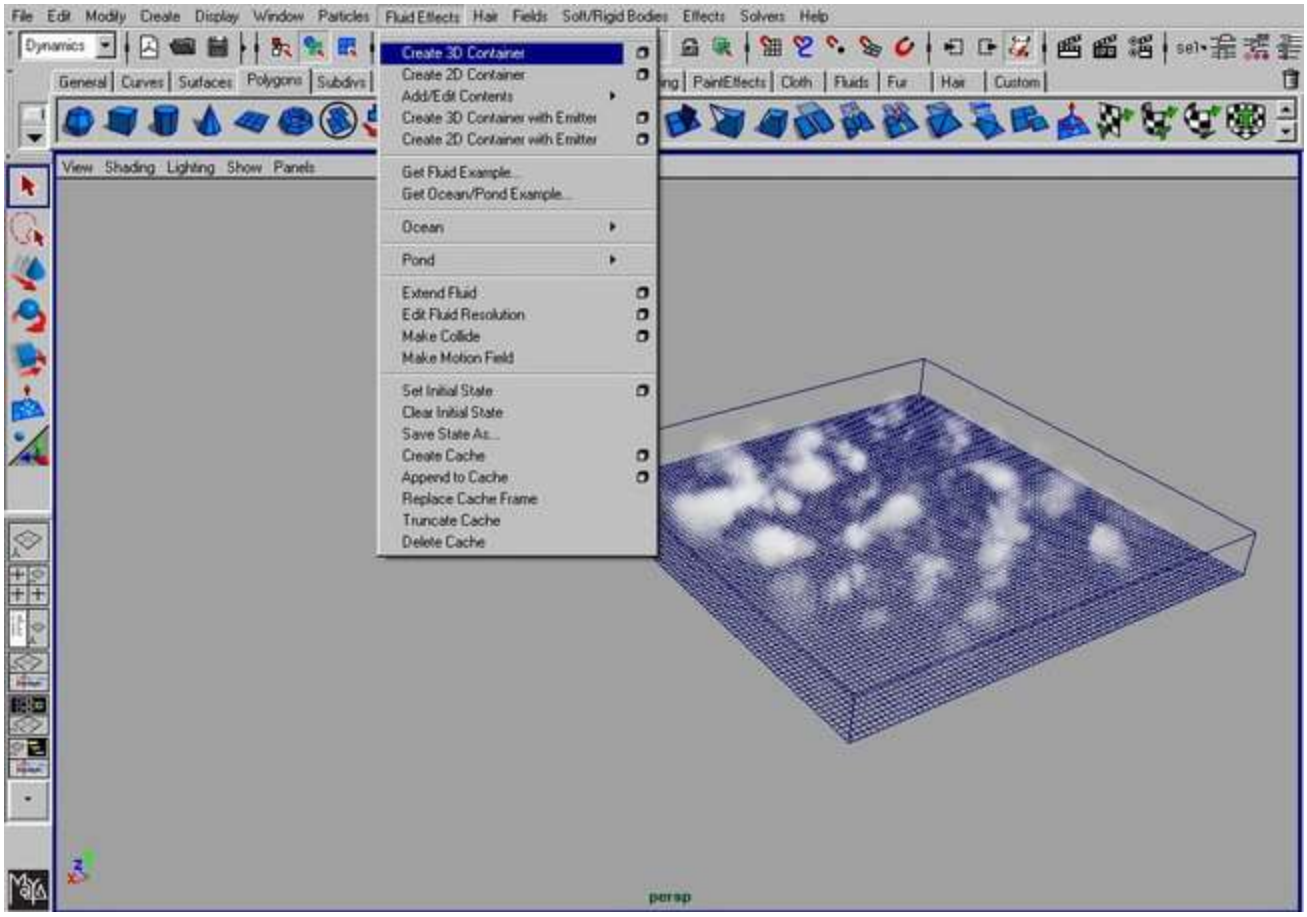


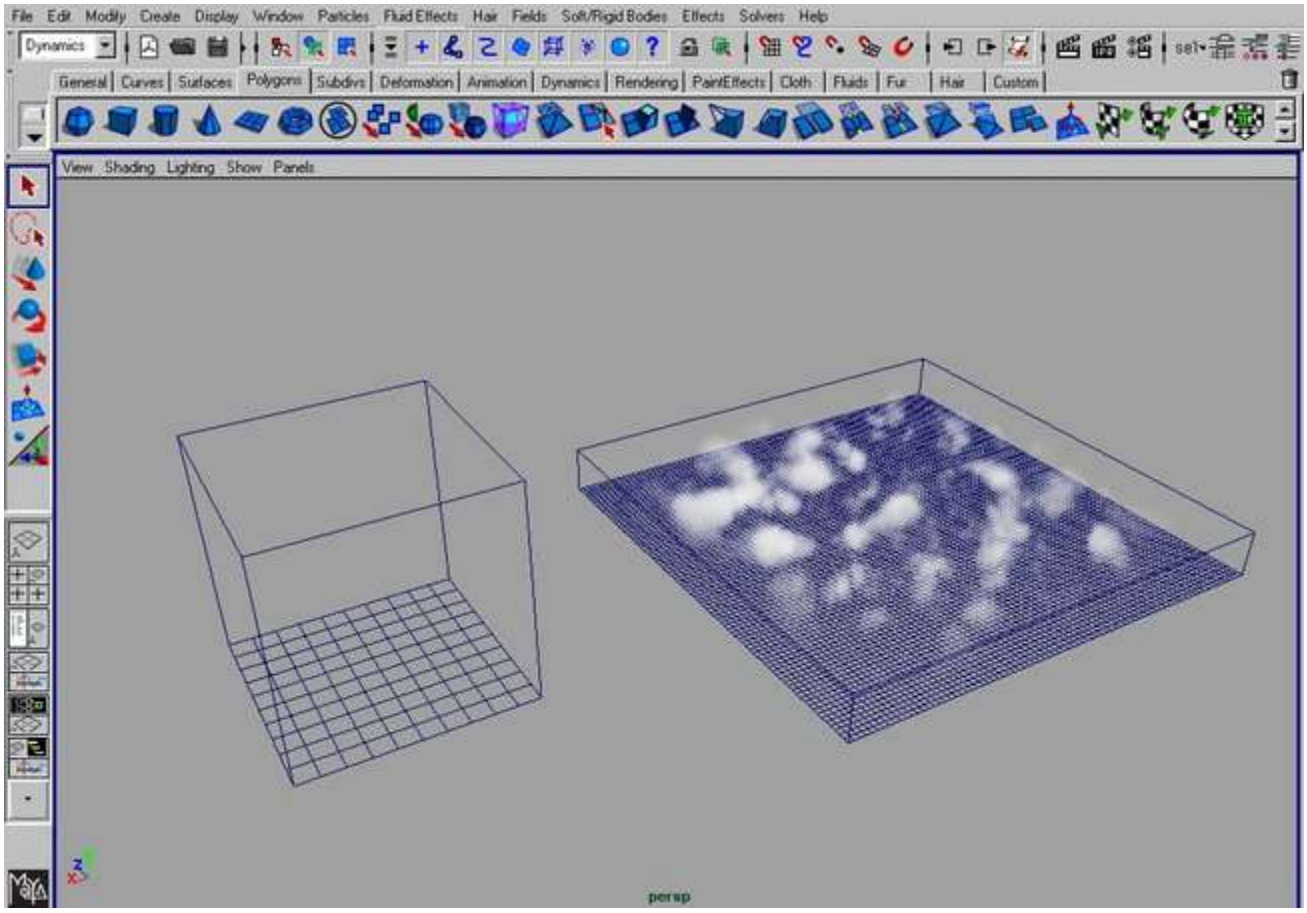
Finished with the clouds!

Now let's make the sky...

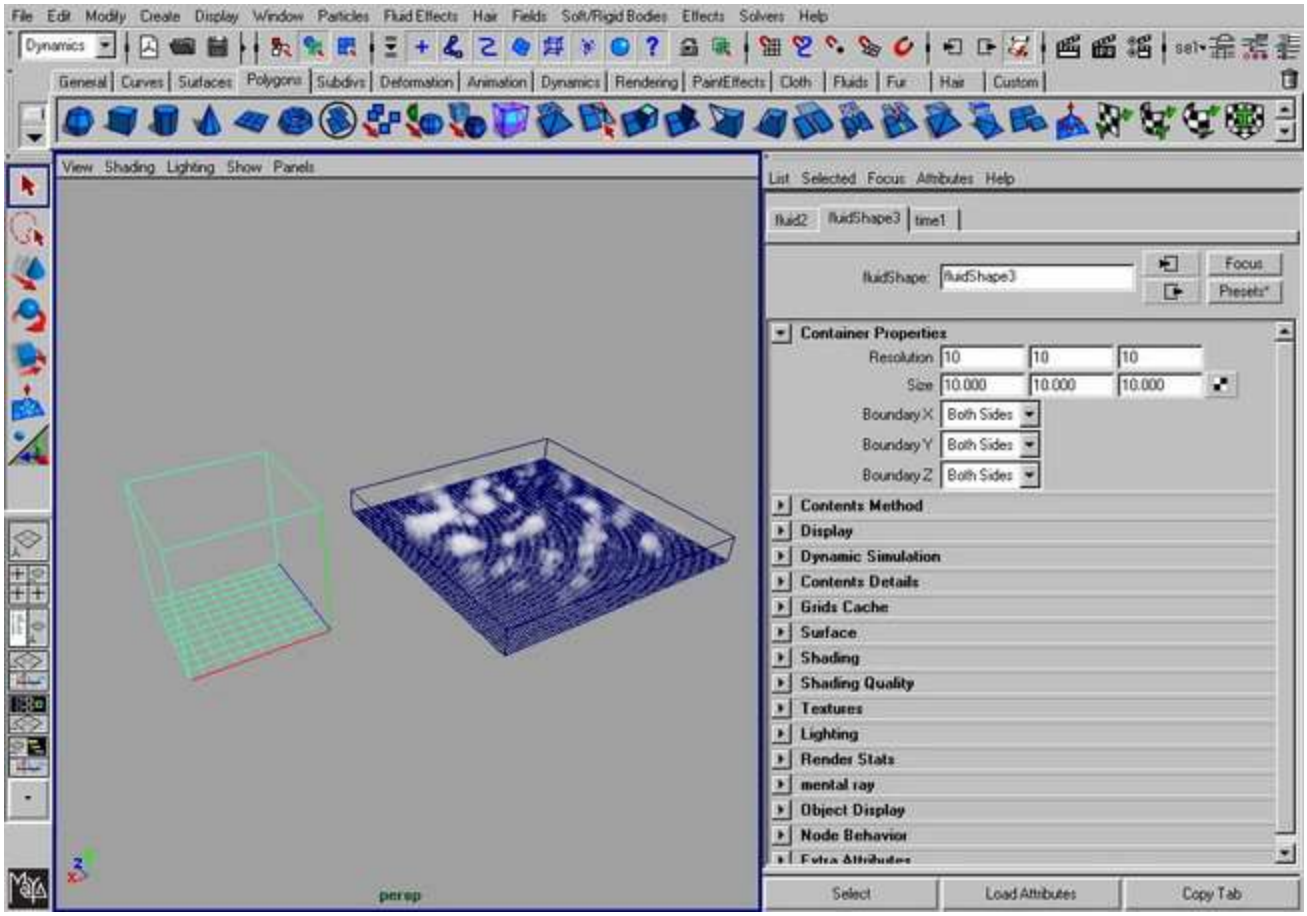
PART II - SKY

01. Create another 3d Fluid Container.


File Edit Modify Create Display Window Particles Fluid Effects Hair Fields Soft/Rigid Bodies Effects Solvers Help
Dynamics
General Curves Surfaces Polygons Subdivs
PaintEffects Cloth Fluids Fur Hair Custom
View Shading Lighting Show Panels
Create 3D Container
Create 2D Container
Add/Edit Contents
Create 3D Container with Emitter
Create 2D Container with Emitter
Get Fluid Example...
Get Ocean/Pond Example...
Ocean
Pond
Extend Fluid
Edit Fluid Resolution
Make Collide
Make Motion Field
Set Initial State
Clear Initial State
Save State As...
Create Cache
Append to Cache
Replace Cache Frame
Truncate Cache
Delete Cache
persp

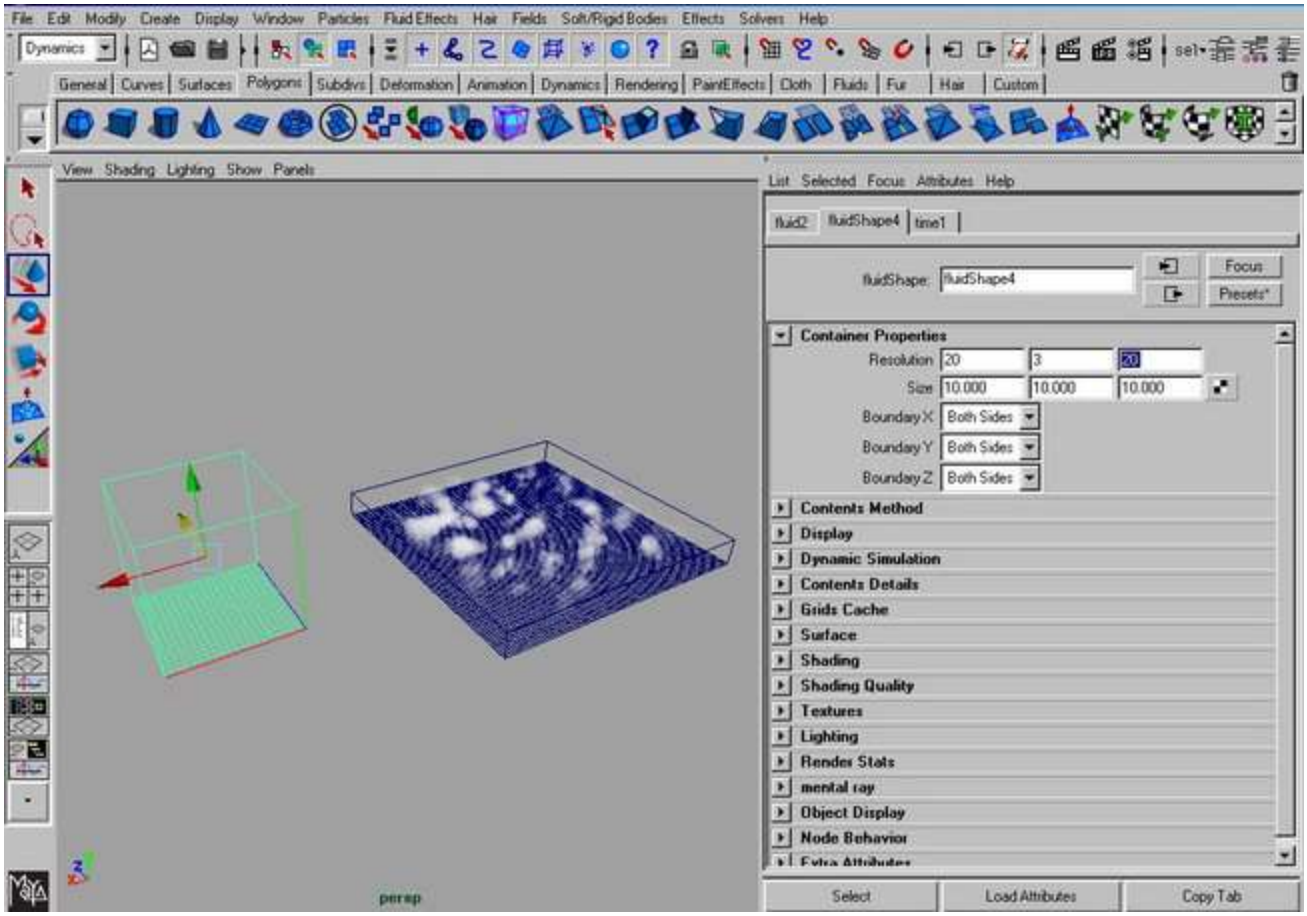


02. Access the Container's attributes.

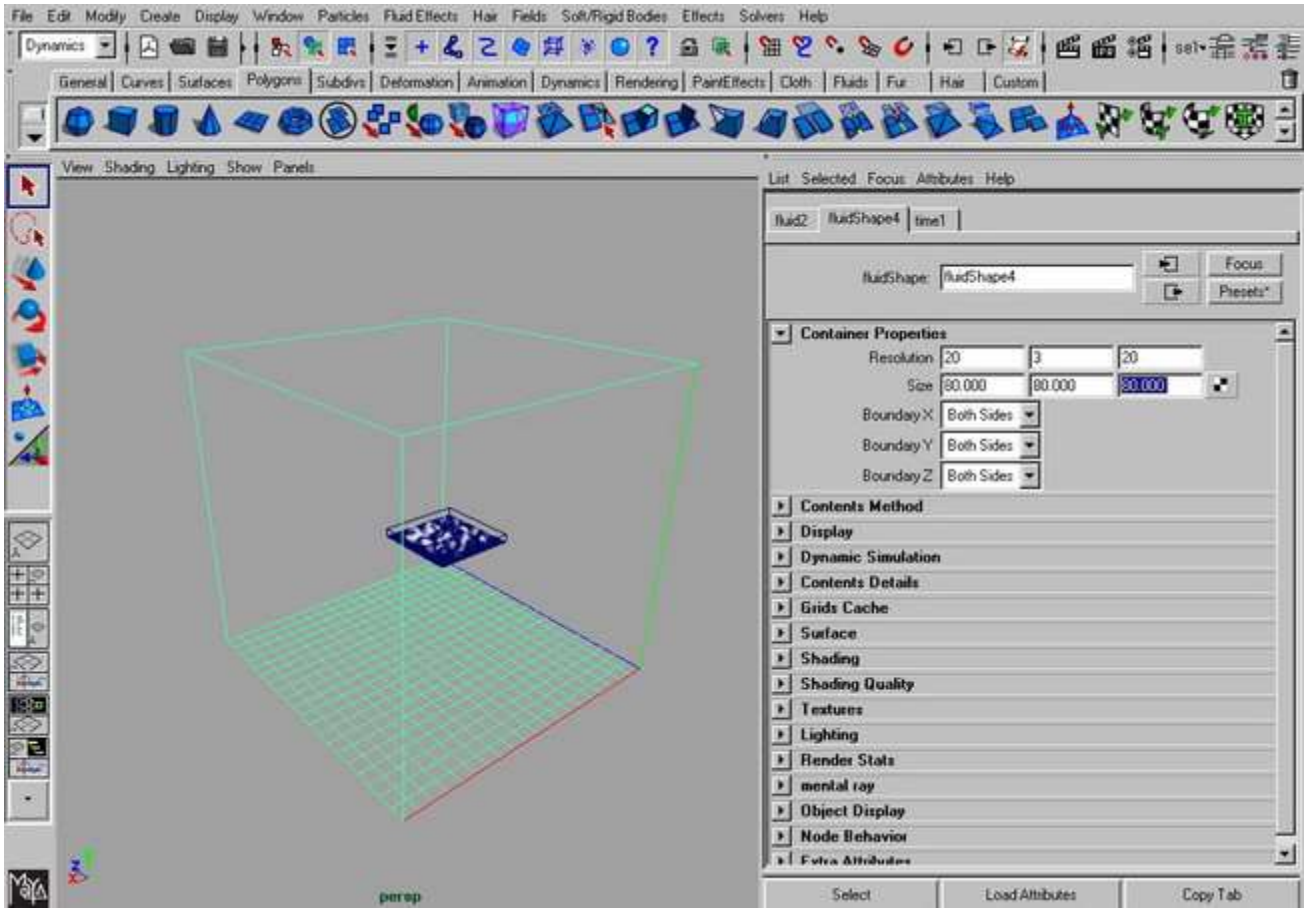


03. Set the 'Container Properties' to the following values:

X Resolution: 25
Y Resolution: 05
Z Resolution: 25

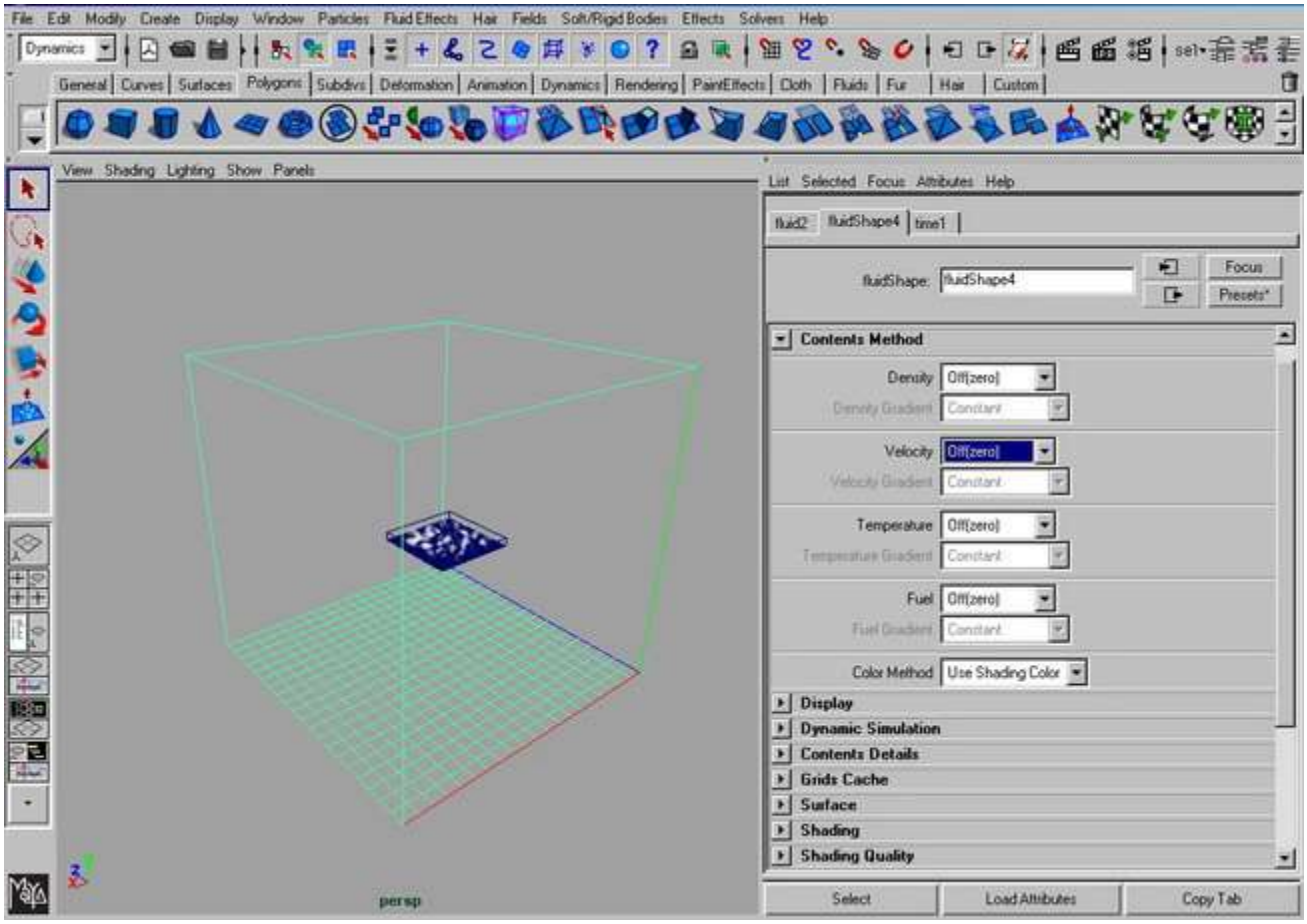


Set the Size of this container so that it's large enough to encompass your clouds.



04. Set the 'Contents Method' attributes to the following values:

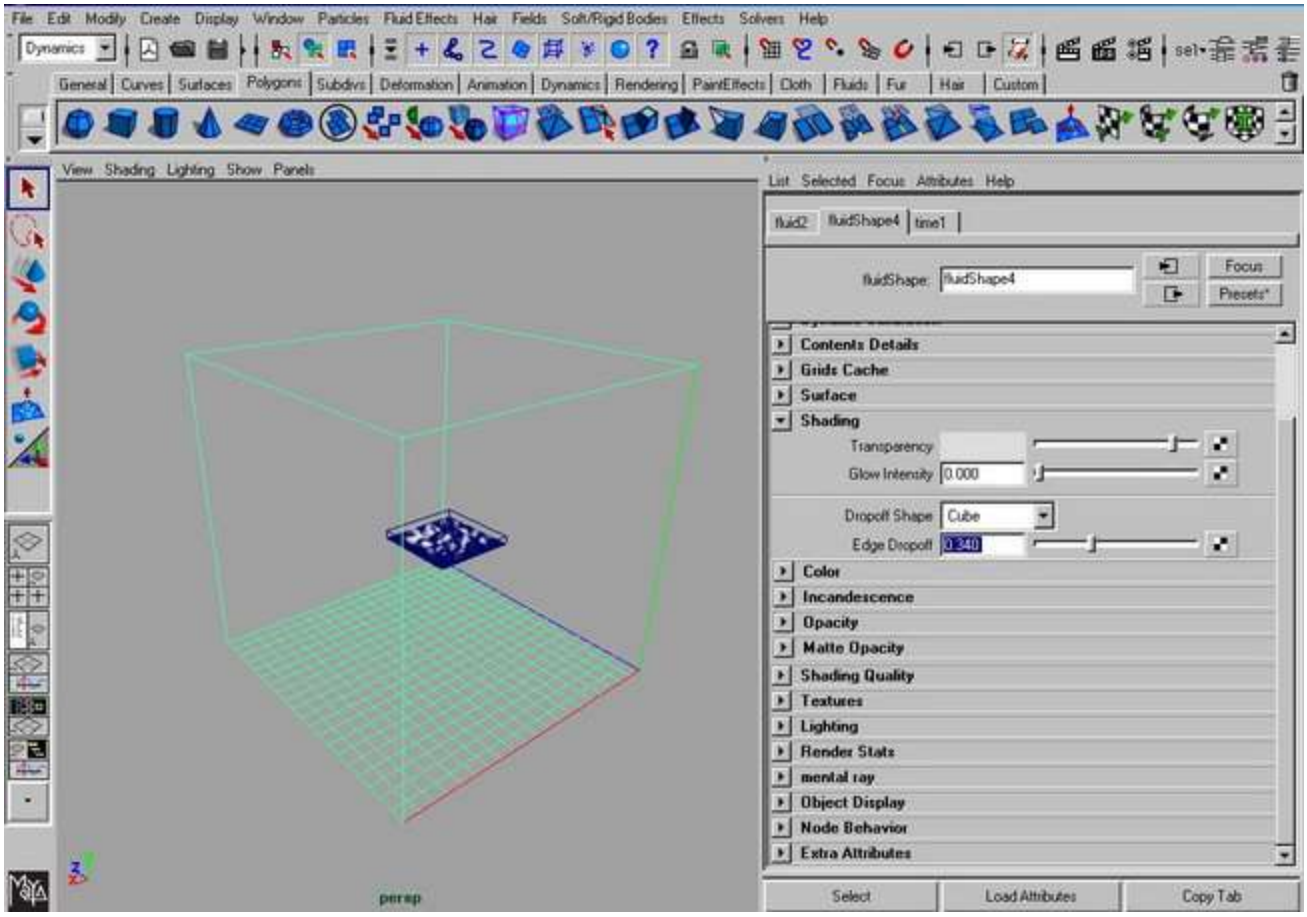
Density: Off (zero)
Velocity: Off (zero)



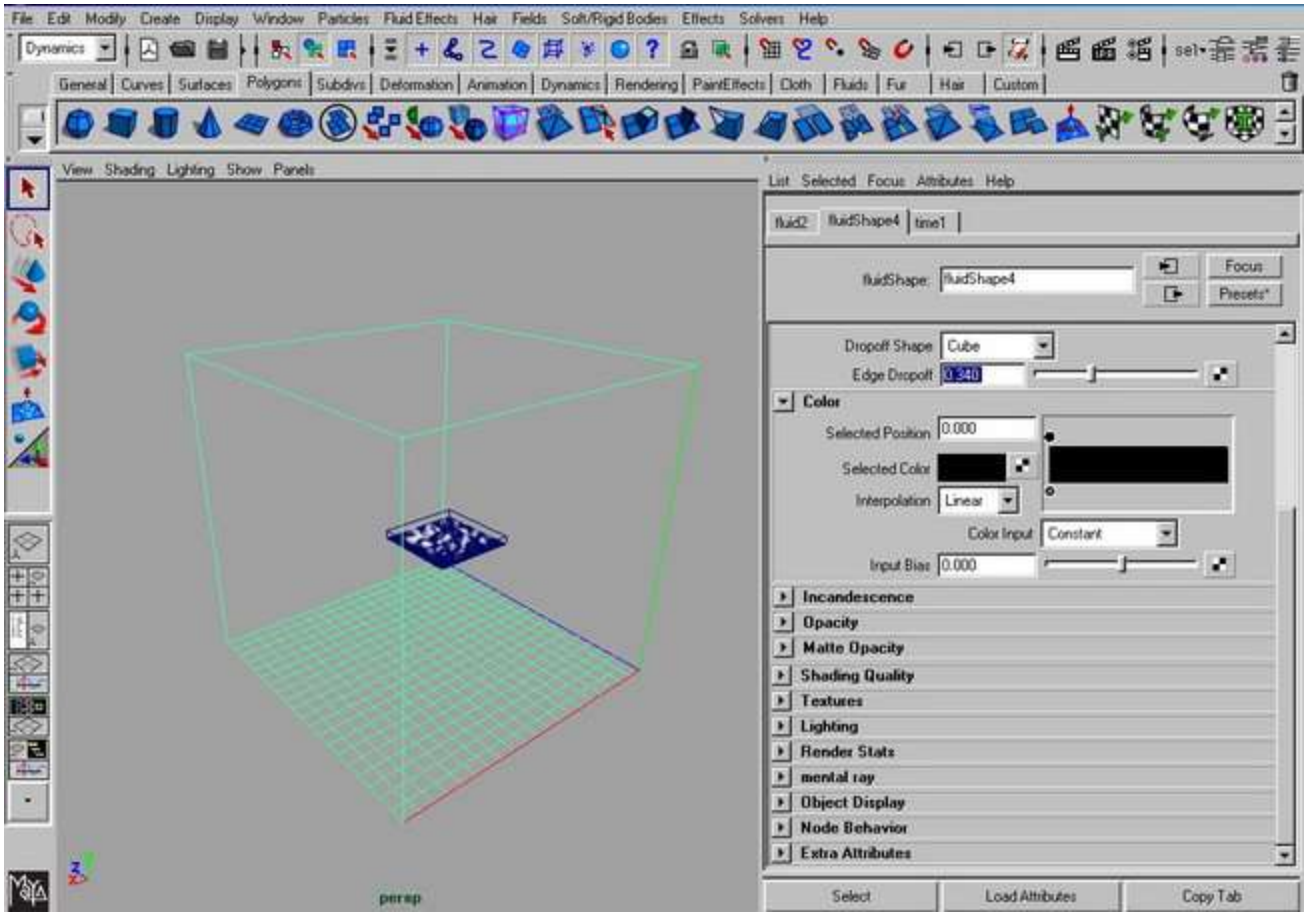
05. Set the 'Shading' attributes to the following values:

Transparency (R, G, B): 0.85

Edge Dropoff: 0.35

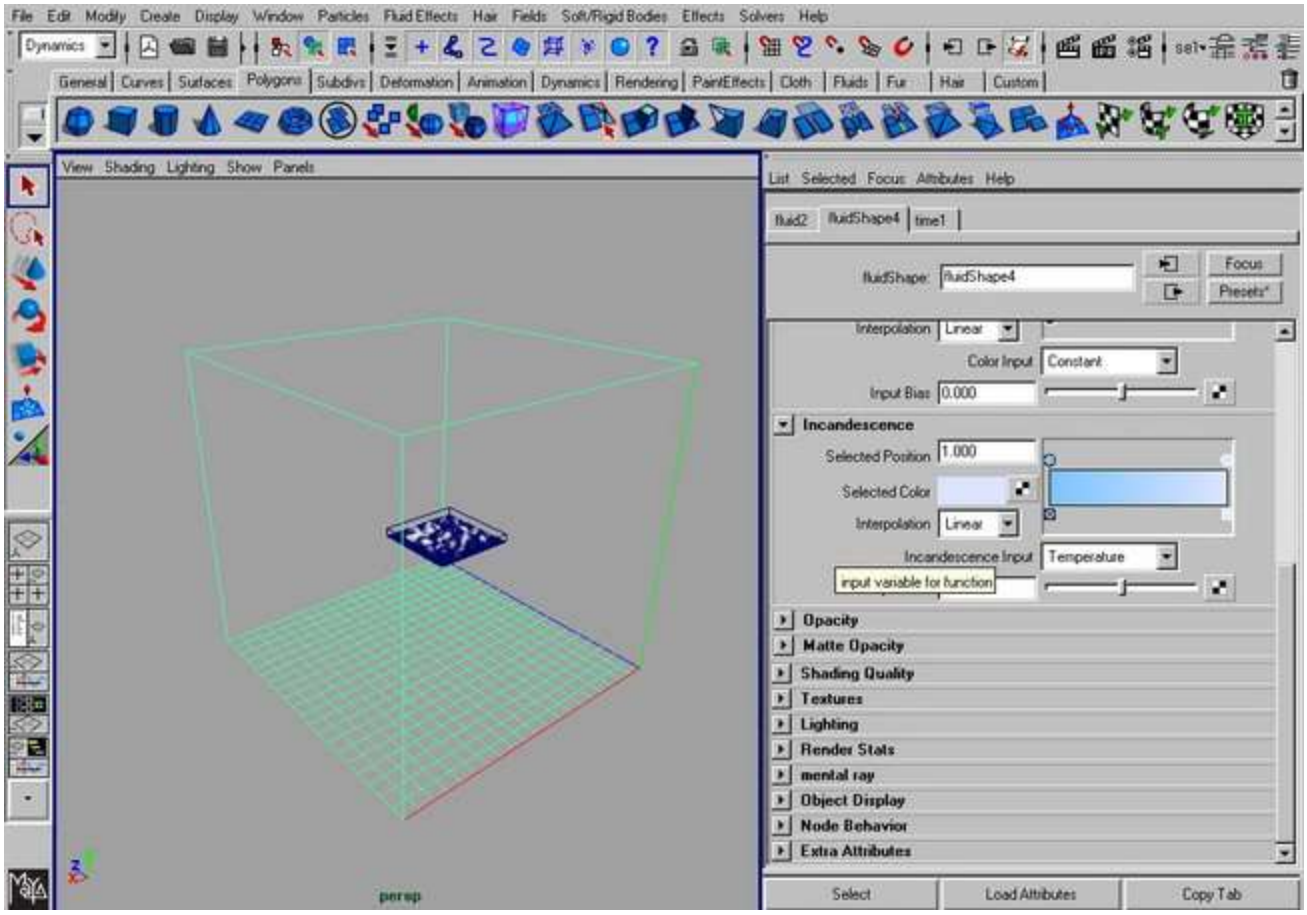


06. Access the 'Color' Subsection and set the 'Selected Color' to Black.

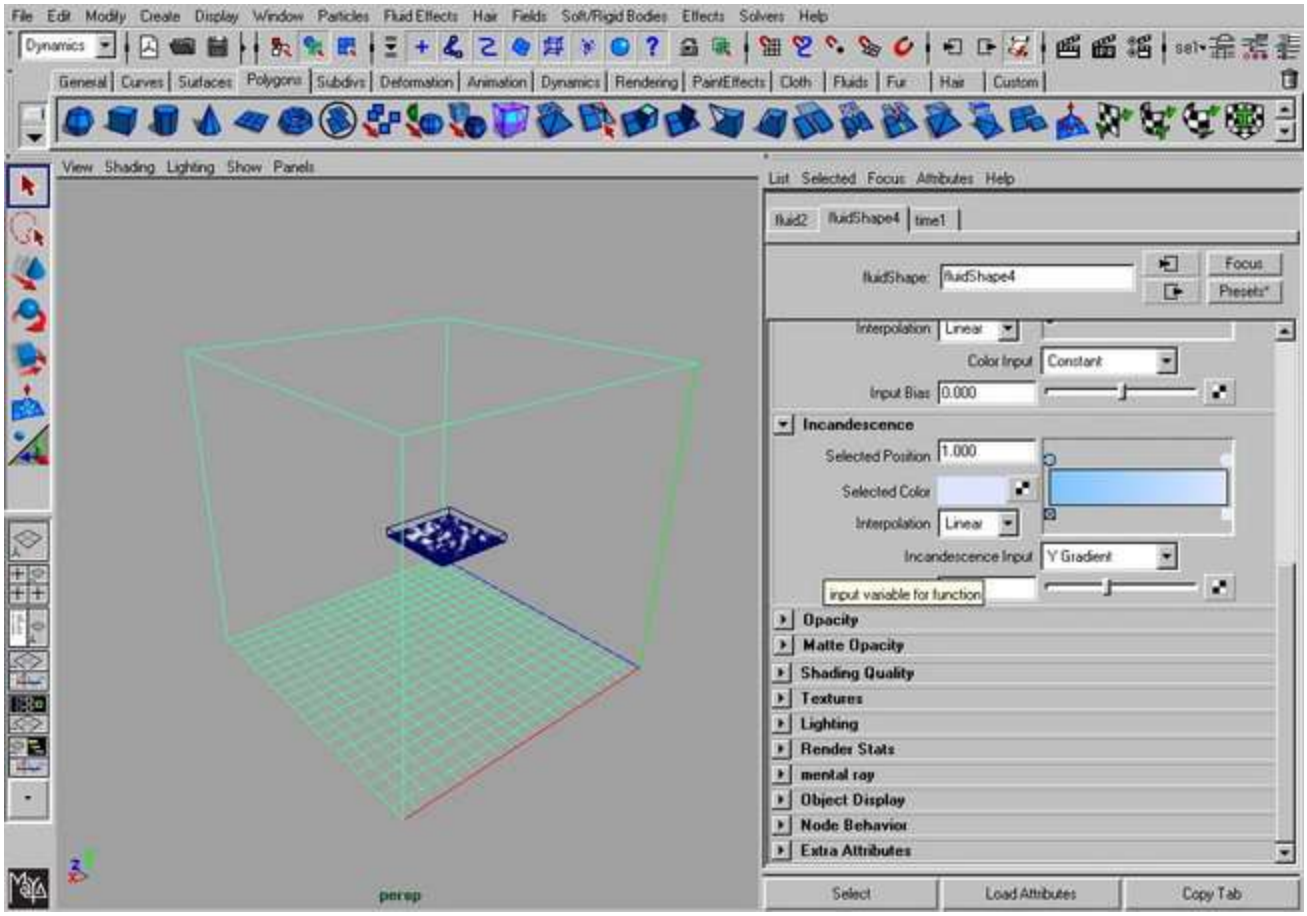


07. Set the 'Incandescence' attributes to the following values:

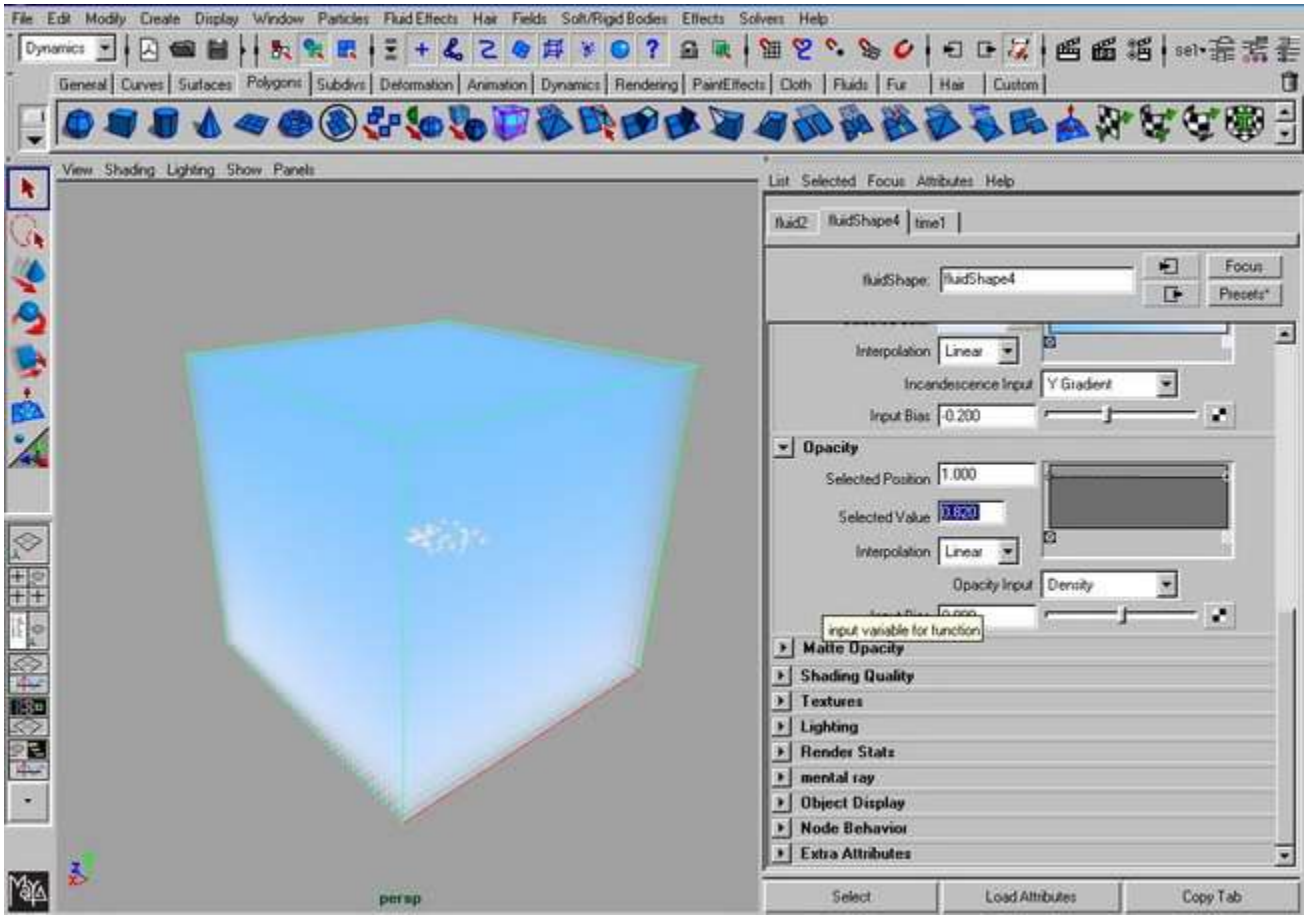
Point 1 -- Position: 0.000 / Selected Color: R 0.50, G 0.75, B 3.000
Point 2 -- Position: 1.000 / Selected Color: R 0.85, G 0.90, B 1.000



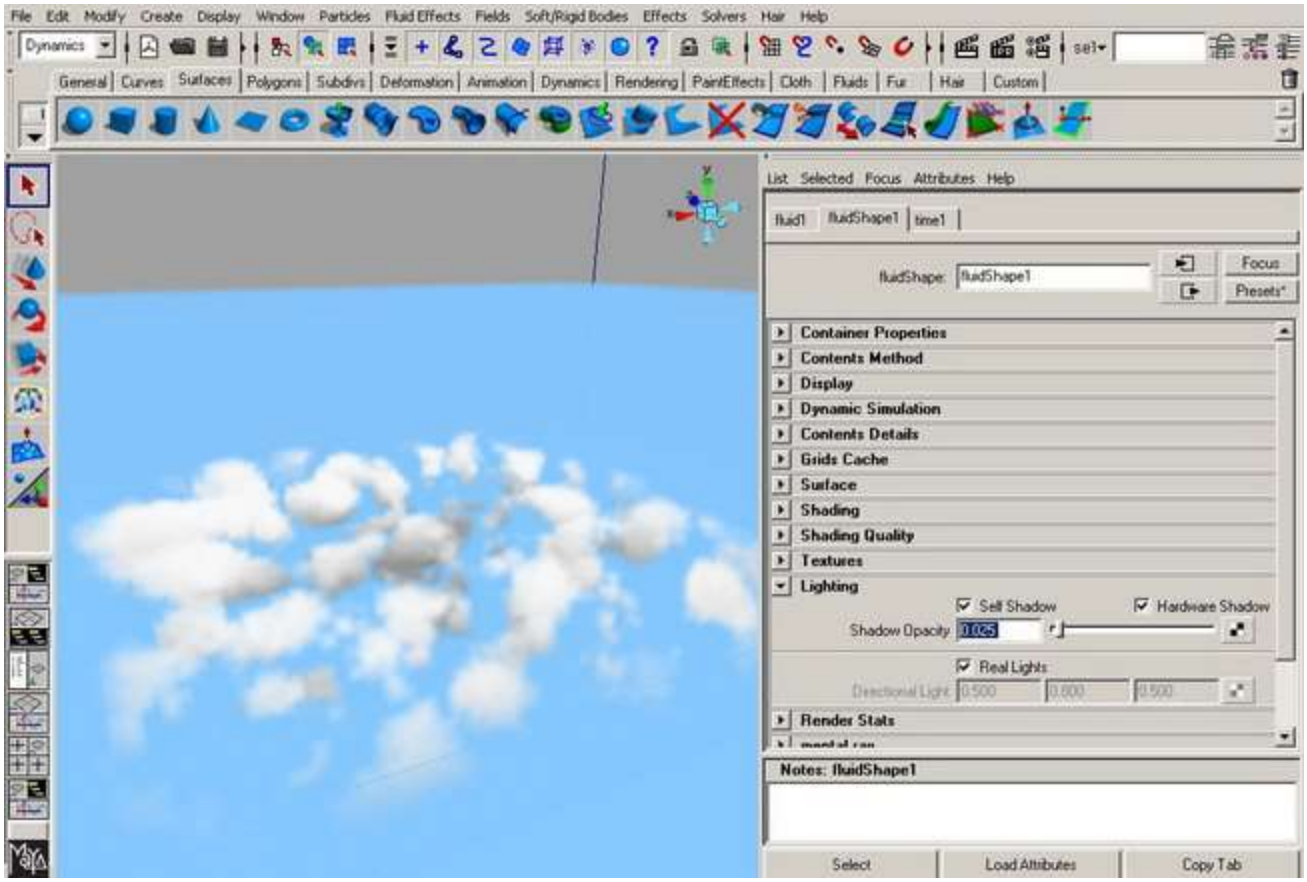
08. Set the 'Incandescent Input' to "Y Gradient," and the 'Input Bias' to "-0.25".



09. Access the 'Opacity' Subsection and set the value of both points to "0.85".



10. To emphasize the shading of the clouds, access the 'Lighting' Subsection and set the 'Self Shadow' on. Adjust the Opacity level to your desire.



That's it for creating a realistic sky with clouds!