

# Intro to Fulldome Production with Blender

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## 2017 Pleiades National Planetarium Conference

Part 1: Interface Tour and Initial Settings  
Part 2: Output and Camera Settings for Fulldome  
Part 3: Blender World Creation  
Part 4: Various Objects, Materials and More  
Part 5: Compositing Render Layers  
Part 6: Animating the Blender World Environment  
Part 7: Various Animated Examples  
Appendix A: Recommended Learning Resources  
Appendix B: Notes on Video Output

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## Welcome to the Blender Fulldome Workshop at the 2017 Pleiades National Conference!

This workshop is focused on some of the methods, tips and tricks useful for getting started with using Blender specifically to produce fulldome content.

If you...

...have little experience with graphics software, these materials may be helpful later on as you learn the basics.

...have experience with other software packages, this may be helpful in transferring your skills from other packages to Blender.

...know Blender, but haven't used it for fulldome, this should be a nice start toward building your own bag of tricks.

...already have plenty of experience working with Blender, perhaps you will find a new method or two. And please do let us know about the methods and tricks that you have found helpful in your own fulldome Blender work.

Most of all, we hope that you will enjoy the workshop and will use the provided materials as examples for further learning and experimentation.