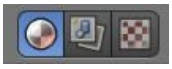
Create a Blender “World”

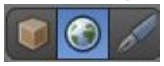
World in Blender is the name for the environment map, background pattern or color surrounding the entire scene. It can be used as a simple background or can be used to provide color and light to the objects in the scene.

Switch to the Compositing screen.

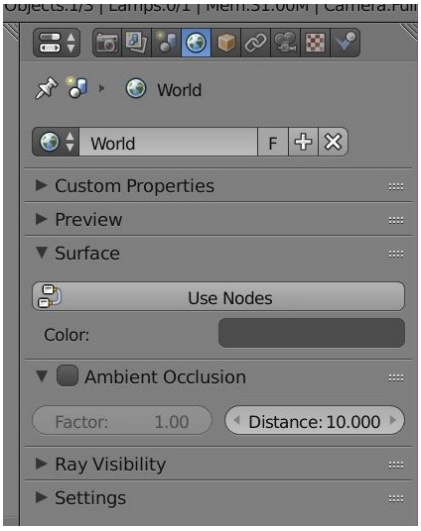
> Shortcut Tip:
> To quickly navigate the available screens use Ctrl and left or right arrows:
> *Ctrl* → and *Ctrl* ←

- In the node editor, select Shader as the node tree type, and select World as the data type to display.





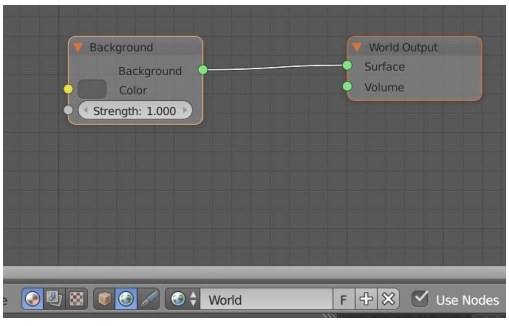
- In the properties editor, click the globe icon to see the World settings.

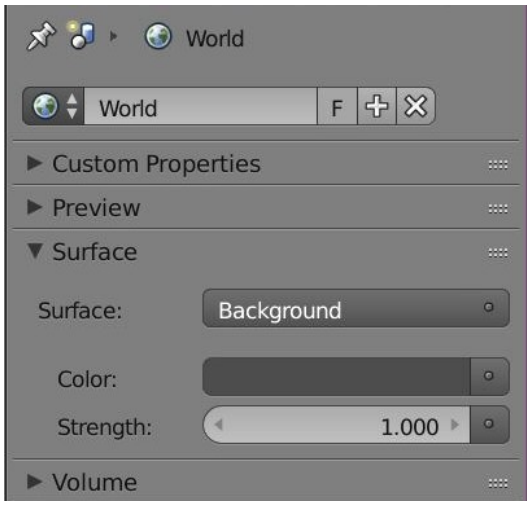


> WorkflowTip:
> When working with shader nodes, keep the corresponding Properties Tab visible. Some settings are easier in one than the other. Used together, they speed up the process considerably.

- Instruct Blender to *Use Nodes* by either checking the box in the Node Editor toolbar or by clicking the “Use Nodes” button in the Surface panel of the World properties tab. This will automatically create the initial node setup.

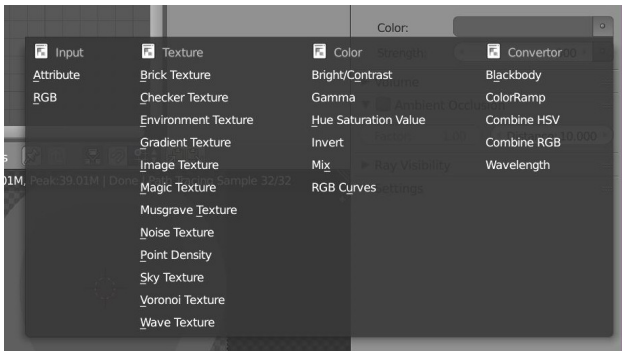
The initial node setup is very simple. In the Node Editor we see a Background shader with color and strength connected to the output node. In the Properties Editor, we see the same information.





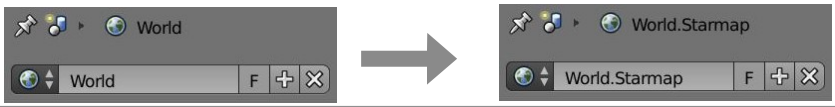
Instead of using a color for our World, we will use an environment map connected to the color input of the Background shader.

- In the World properties Surface panel, click the box with the dot in the Color setting.



- Under the *Texture* heading, select Environment Texture.
- Note that an Environment Texture node has been created and connected to the Background shader node.
- In either the Node Editor or the Surface properties, click the Open button.

- Navigate to the folder containing the textures for this workshop, select and open the image file starmap_4k.jpg
- Since we will want to reuse this World and possibly even animate it in the future, we need to rename it. In either the Node Editor or Properties Editor, click into text field and change “World” to “World.Starmap”

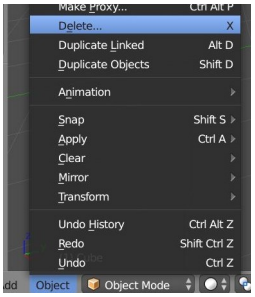


Texture ResourceTip:
This and several other star maps are available to download for free from NASA/Goddard Space Flight Center Scientific Visualization Studio.
http://svs.gsfc.nasa.gov/3895

Before we finish this section, we need to remove the cube object from the center of the scene.

- Select the cube in either the 3D View or the Outliner.
- Delete the cube through either the menu in the 3D View toolbar *or* through the Outliner.

  To delete through the Outliner, right-click and choose “Delete” from the list of options.



Save the Blend file.

Incremental Saving Tip:
To save files with incremental version numbers, use Save As but instead of typing in a new name, press the Numpad + key. That will add 1 to the end of the file name. File.blend becomes File1.blend, File1.blend would save as File2.blend, etc.