**4 Rendering it**

1. Create Attribute Randomize Node [attribrandomize1, copytopoints1]；
2. Go Up, Create **Camera**, Right Up, change No cam = cam1 and lock;
3. Create Envir Light;
4. Lock Icon and Ctrl + T, copy window, change to out, Create Mantra Node;
5. Ctrl + T, change to mat, Create **Classic Shader** Node, set BaseColor = White;
6. Select /obj/geo1, set Render/Material = /mat/classicshader1;
7. Create **Grid** Node, enter, set Orientation = XY Plane, connect cam1 and grid1, adjust gird Position;
8. Go to **Render View** window, Render;
9. Copy classicshader1, rename BG, set Base Color = HSV(240, 0.9, 0.01), set as grid1’s Material;