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Tutorial Six

This tutorial will teach you how to create planet rings, like Saturn.

Tutorial Six Planet Rings

Introduction

To start the planet tutorials, we will use Saturn, it is a simple planet, no atmosphere, but features planet rings. Planet rings have long eluded many blender users, Recently, someone at Elysium.com posted a very simple method of doing them.

Step One

Download the Tutorial 6 package "Saturn" [here](#): and extract it to a directory of your choice;

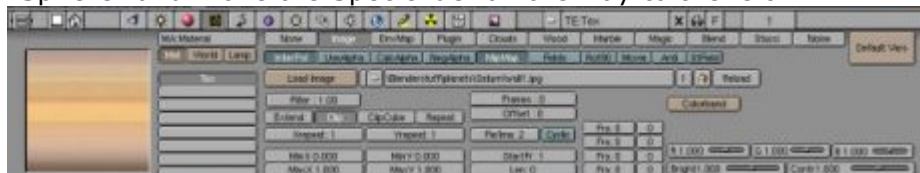
Step Two

Start Blender, delete the plane (If it's there), and add a UVSphere with 100 segments and 100 rings.



Step Three

Add a new material, and a new texture. Browse to the Saturn texture you downloaded, and select it. Back in the materials window, check "Sphere" and move the Spec slider all the way to the left.



Step Four

Add a spot light, and move it away from the sphere, point it towards the sphere, and raise its brightness to 2.5



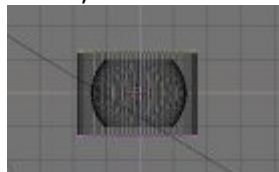
Step Five

Select the sphere, and in the edit buttons click "Set Smooth".



Step Six

if you render, you will see saturn, but it is missing the rings, to add these, hit start --> add --> Mesh --> Tube.



Step Seven

Add a new material for the tube, and then add two textures, Saturnringscol.jpg and Saturnringalph.jpg.



Step Eight

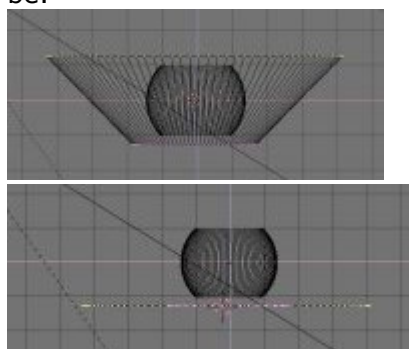
In the materials window, select the alpha texture, and uncheck "col" at the side, instead check "Alpha" then in the center check "ZTransp" and move the alpha slider all the way to the left. In the bottom center you will see a 4x3 set of XYZ boxes, for the planet rings from top to bottom it should read "Z X Z" for both textures.





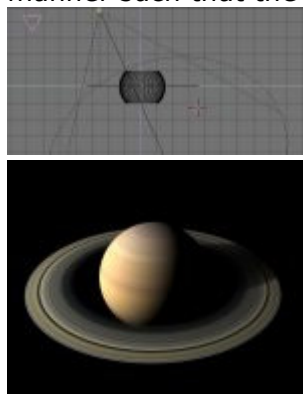
Step Nine

Now, in front view (1), hit TAB to enter edit mode, select the vertexes at the top of the tube with the "B" button, then hit "S" to scale them larger, and then drag them so they are level with the bottom of the tube, effectively making a ring. Then move the right up to the center of the planet, so they are where they are supposed to be.




Step Ten

Adjust the camera a little higher, so it points at the planet in a manner such that the rings are clearly visible, and render.



Finishing Up

Voila! planet rings! You may need to adjust the size of the inner or outer circle to make the rings look right, to do this just enter top view (7) hit tab, and hit B twice, you now have a selection circle, making it easier to select the vertexes you need to edit. Also, to make the rings slightly visible on the shadow of the planet, set the emit value on the rings material up a little bit.

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