



MODELLING A GLASS

By [Olivier Saraja](#)

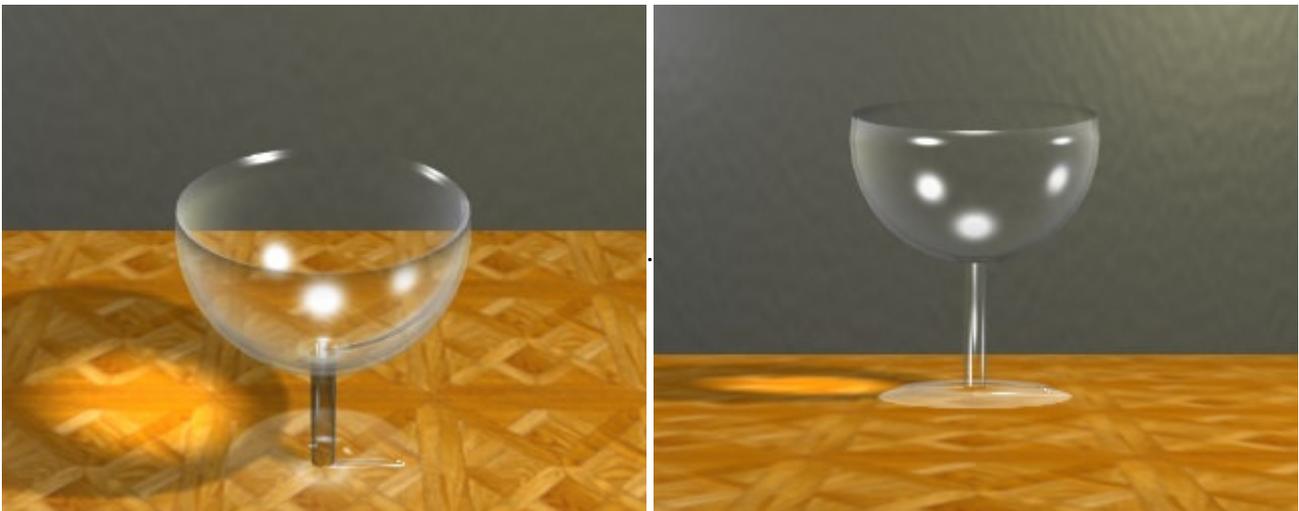
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Introduction

This is not a secret for anyone : Blender is not a raytracer and it works poorly when glass is involved into renderings, showing quite unrealistic results, because it doesn't take into account the thickness of the glass, the diffusion of light or simply refraction through the glass.

Without bringing to you a universal and absolute solution to these troubles, this tutorial offers easy and quick tricks and tips to put in use in order to give your glass objects a far better look.



Alas, no satisfying solution has been found in order to simulate light refraction, and for this reason, the entire Blender community hope that NaN will soon develop a tool that will take into account IOR (indices of refraction), so that we could fill the gap between Blender and the raytracers family. We are not so far away !

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