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

## Tutorial Six Planet Rings

### Introduction

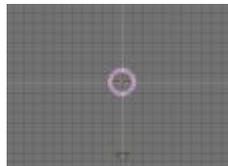
To start the planet tutorials, we will use Saturn, it is a simple planet, no atmosphere, but features planet rings. Planet rings have long eluded many blender users, Recently, someone at Elysiun.com posted a very simple method of doing them.

### Step One

Download the Tutorial 6 package "Saturn" here: and extract it to a directory of your choice;

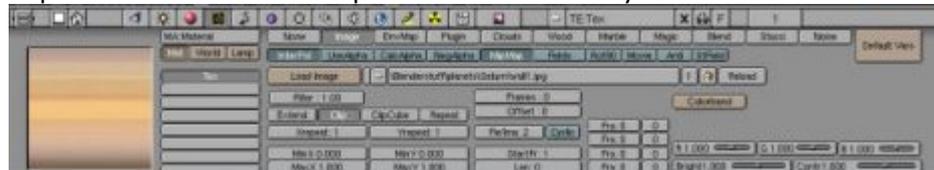
### Step Two

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

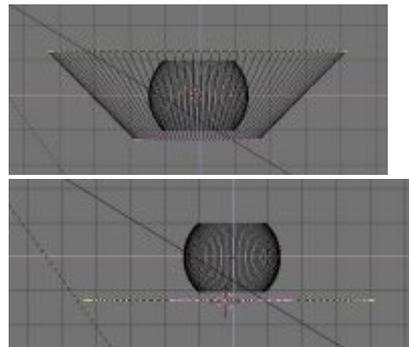
Add a spot light, and move it away from the sphere, point it towards the sphere, and raise its brightness to 2.5





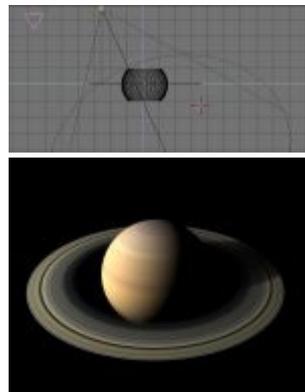
**Step Nine**

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 made 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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