



The 'World' buttons within Blender

By [Maigrot Michel](#)

LinuxGraphic.org

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Step 3:



Texture mapping:

The buttons and the sliders available for the 'World' textures are almost the same as those found in the Material buttons. The functionalities are the same and won't be documented here. Exception:

the 'Nor' slider has no effect on the 'World' textures. At first, let see how the 'Real' and 'Paper' effects a texture. In the following examples, the 'Blend' button is **never set 'on'**.



1/ No button is set 'on': The texture appears as if mapped onto a sphere and looks always the same, whatever the Rotation of the camera could be.



2/ The 'Real' button is set 'on': The texture appears as if mapped onto a sphere, and the mapping varies according to the Rotation of the camera.



3/ With the 'Paper' button set 'on': The texture appears as if mapped onto a plane et and looks exactly the same, whatever the Rotation of the camera could be. You can use 'Real' and 'Paper' at the same time to see the results.



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