



The 'World' buttons within Blender

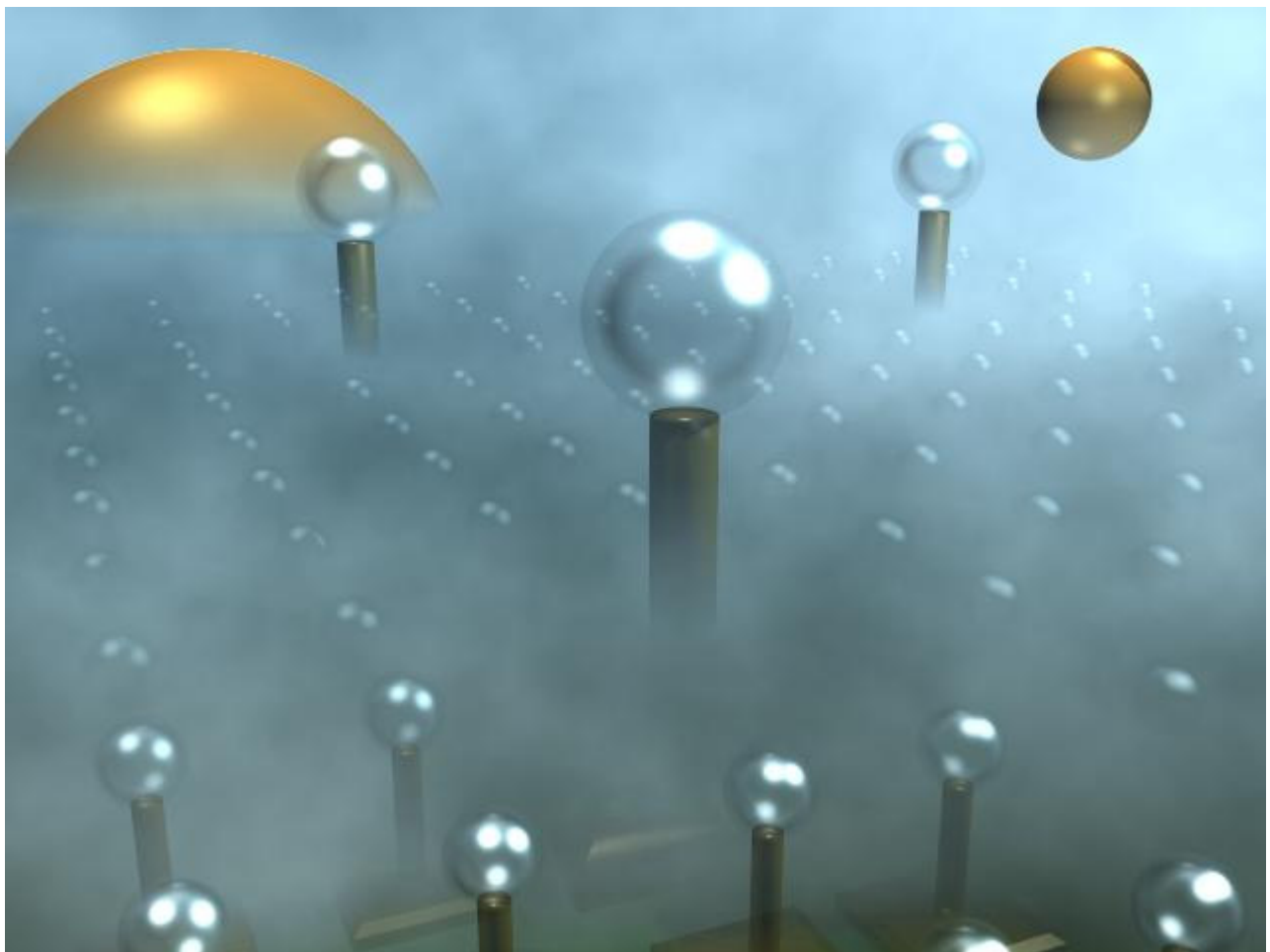
By [Maigrot Michel](#)

LinuxGraphic.org

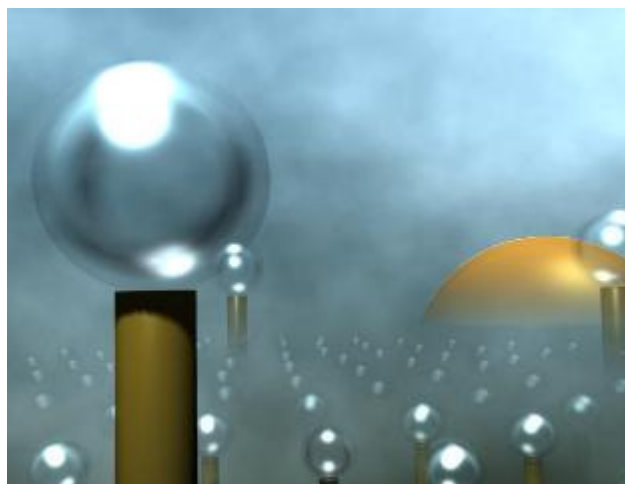
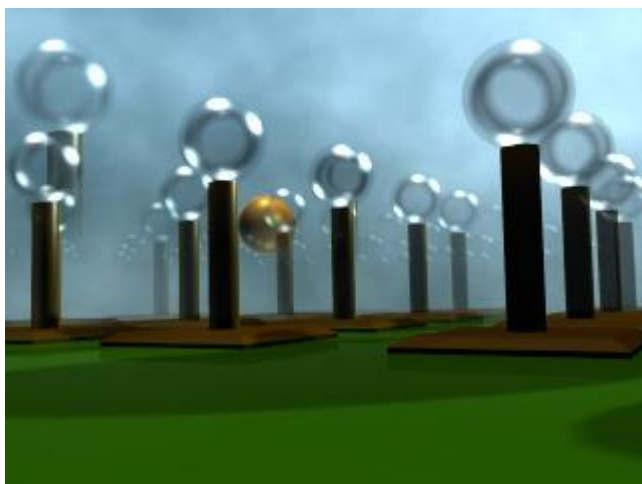
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Step 7:

Once the environment and light settings eventually appear satisfactory, you just have to delete the temporary objects and start to work on the scene itself.



Hint: If you plan to make an animation using some world effects, please do some preliminary renderings at various key frames in order to make sure that the general effect is really the one you were waiting for...



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