

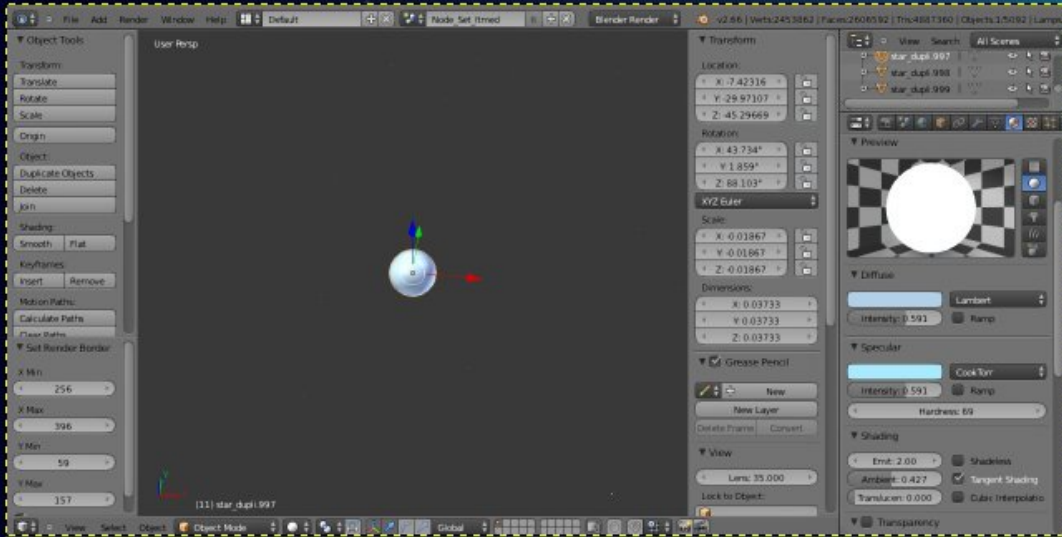
Creating A Starfield in Blender 2.66

Creating a Starfield in Blender 2.66 : Sphere Mesh (non Particle) Parented to Master Star (object)

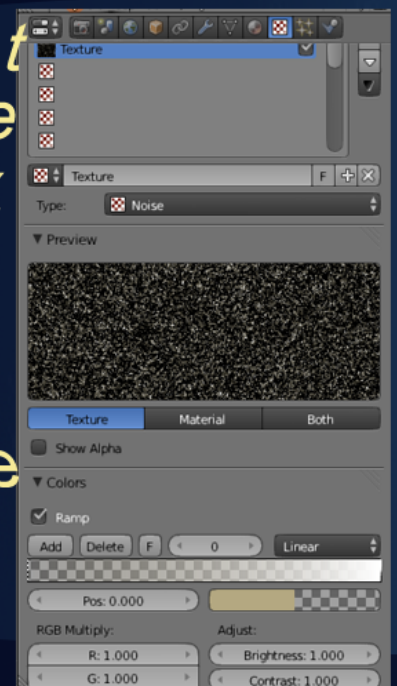
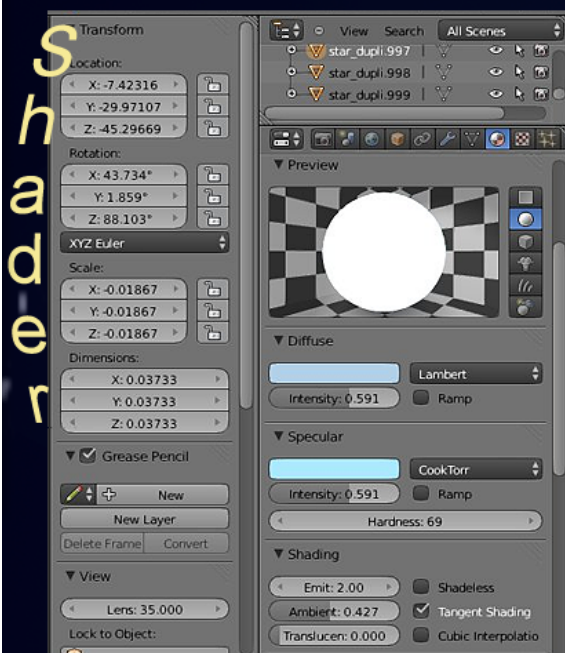
This starfield can be used and tweaked for any animation instead of wasting time creating one for each animation shot etc.

Directions :

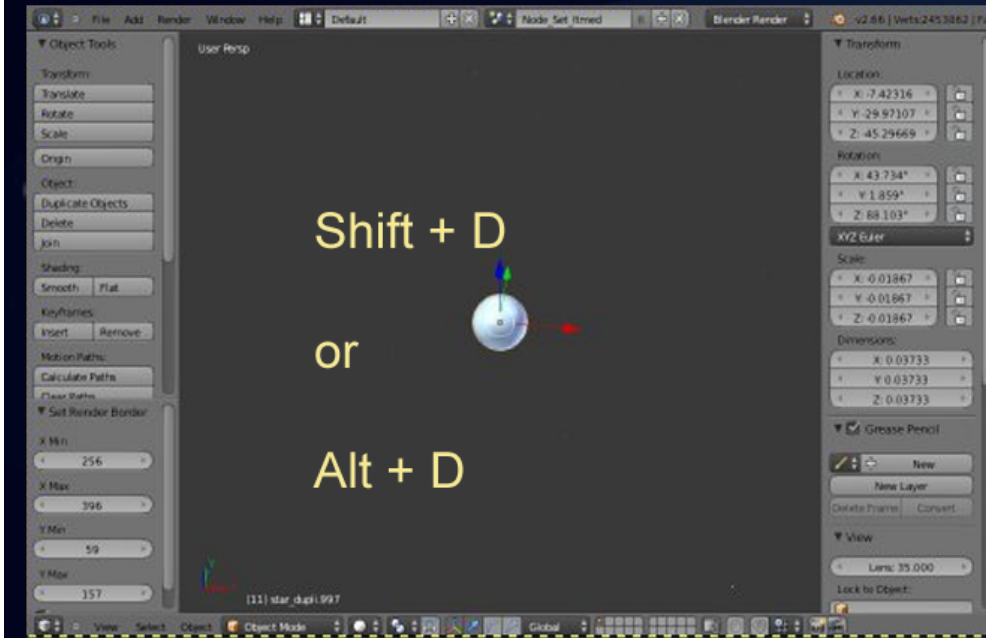
- 1.) Create a sphere with the dimensions stated or of your own dimensions, set up Shader and texture for starfield.



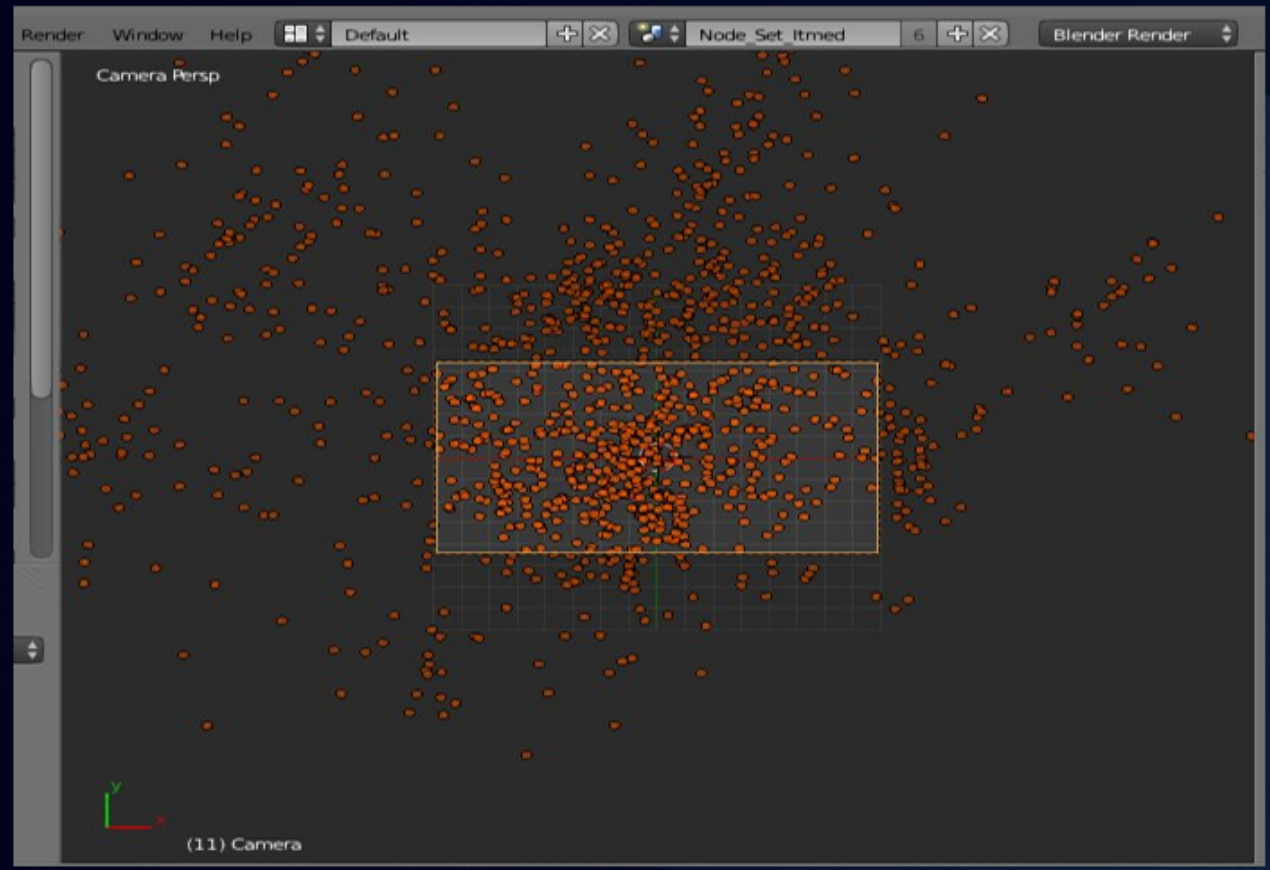
Detailed Shader & Texture info



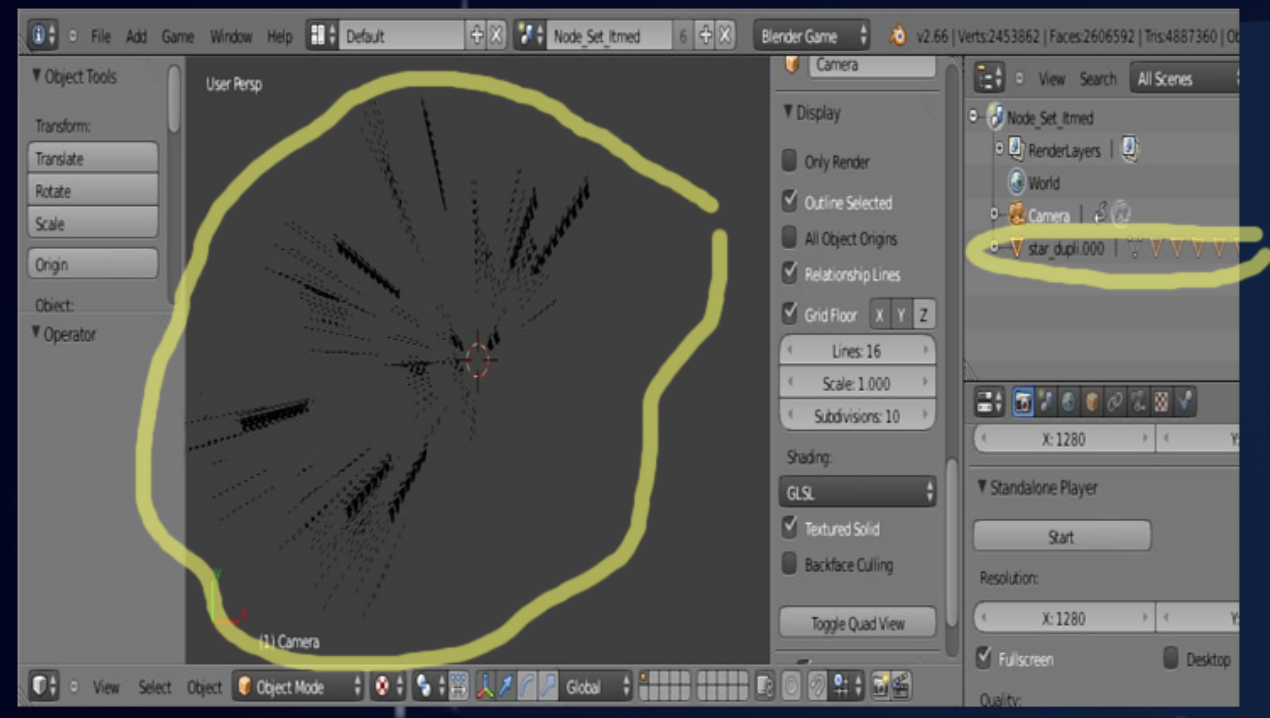
2.) Shift + D to duplicate with different parameters for each star or Alt + D Duplications to control every single star with the same parameters. You can duplicate 20 stars and another set of 20 by rotating them around in the 3d view port to your satisfaction.



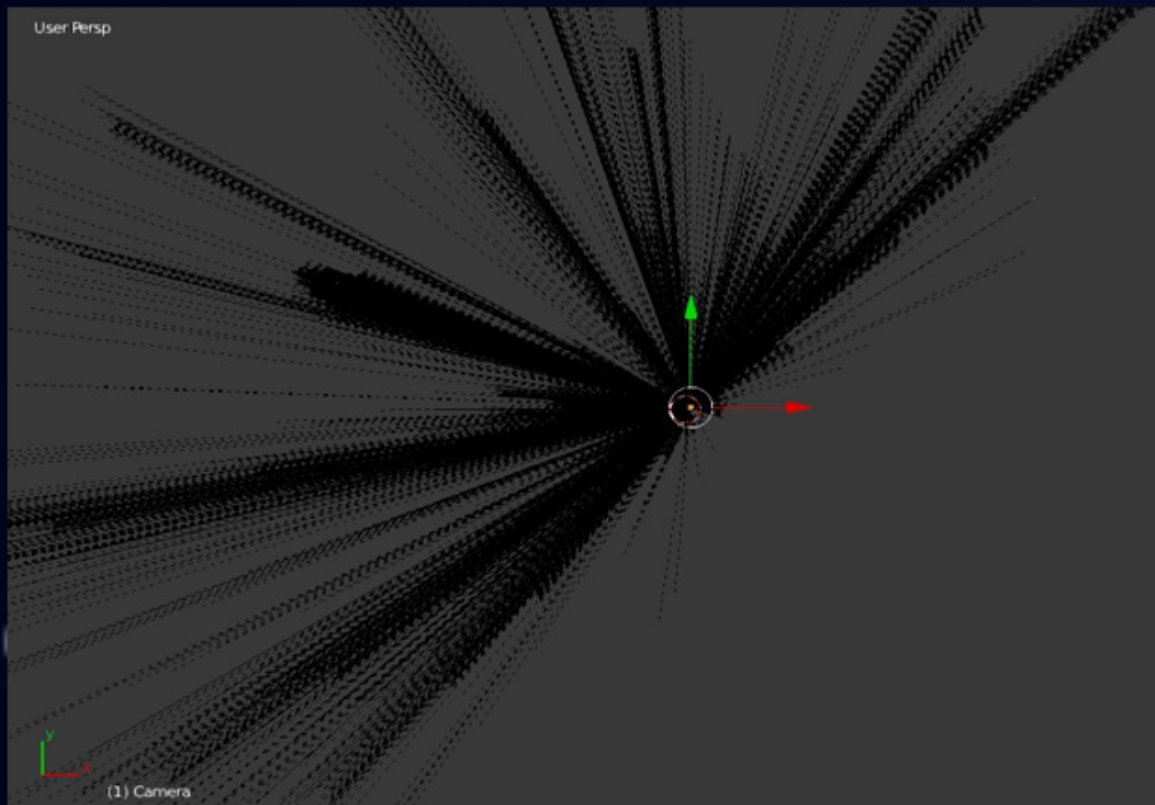
Results of Duplicate Stars (Objects) in 3d Viewport



Distance & Light calculated automatically of Duplicate Stars (Objects) in 3d Viewport after stars are parented



Detailed Closeup



World Settings

This is your background used for the scene. Tweak for different colors if you desire.



Rendered Still (scene) of Starfield



I Hope this tutorial was usefull.