Blender: Your First Render

From the starting cube to a finished picture

1. Open Blender

Start a General project. You see a cube, a light and a camera in the middle of the 3D view.

2. Add a shape

Press Shift + A, then choose Mesh and UV Sphere. Move it up with G, Z, then 1.5 and Enter.

3. Smooth it

With the sphere selected, open the Object menu and choose Shade Smooth.

4. Add color

Open the Material tab, press New, and click Base Color to pick a color.

5. Check the camera

Press Numpad 0 to see through the camera. Move the objects until the picture looks good.

6. Render

Press F12 to render. Wait for the image window to finish.

7. Save the picture

In the render window choose Image, then Save As, and pick PNG.

8. Save the project

Close the render window and press Ctrl + S so you can keep working later.

Tip: Rendering on a slow computer can take a while. Start with a small image size.

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