

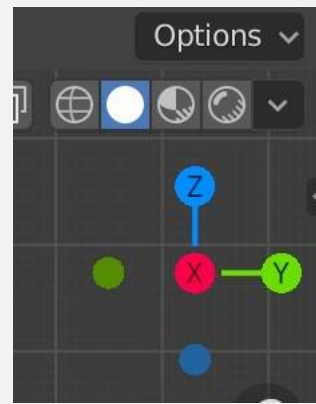
BLENDER EXERCISE TEXTURES

Corso Realtà Virtuale 2025/2026

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1. Align on X axis: →



2. [shift] [A] → Mesh → UV Sphere

3. In the “Add UV Sphere” leave the default values

4. Right click then select “Shade Smooth”

5. Add a new Material to the Sphere, leave default values



6. Go to the Shading workspace
7. In the Node view panel [shift] [a] to add a node, then select the node:Texture → Image Texture
8. Bind the Color of Image Texture with the Base Color
9. In the Image Texture click open to select the texture .jpg file (you can find it on github)

IN FUTURE (for Laboratory 4. Introduction to Unity)

- A. Go back to Layout
- B. Select the Sphere
- C. Click on File → Export → .dae (Collada)
- D. Once the save panel opens check “Selection Only”
- E. Save in the same folder the .dae file and the image texture file

Done! You have made an Earth Planet Sphere

We will import it in Unity, by dragging the .dae in The Assets folder (or a sub-folder inside Assets) remember to import in the folder also the Texture as a separate Image File (step E)



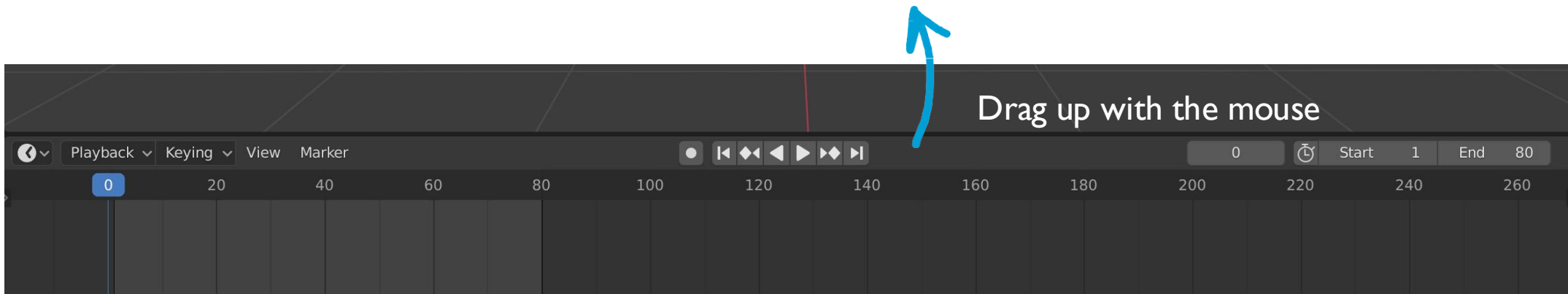
BLENDER EXERCISE KEYFRAMES

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1. Open the windmill.blend available on github
2. Click on the windmill object and duplicate it [shift] [D]
3. We will call the two windmills: *original windmill* and *new windmill*
4. Move [M] the *new windmill* in a New Collection (I will call the collection “Backup static windmill”)
5. Now drag with the mouse the Timeline panel up



6. Click on the original windmill
7. Set the Timeline to 0
8. Push [K] to add a Keyframe, select the “Rotation”
9. Move by 20 frames
10. Rotate partially the Windmill, push [X] to rotate on that axis
11. Push [K] to add a Keyframe, select the “Rotation”
12. Repeat steps 9, 10, 11 until the *original windmill* is again in the initial position and it has done a complete 360 deg rotation.
You can use the *new windmill* in the “Static windmill” Collection as an indicator of the initial position of the *original windmill*.
13. In the animation Timeline set the end to the position of the final keyframe, in the example, at slide 2, the value is 80



OPTIONAL: render a set of images (like GIF) or a video → heavy computation capacity required

14. Deactivate the “Static windmill” Collection

15. In the Output Properties, change the output folder from /tmp/ to your folder, in which you will save the rendered PNGs. In the Output Properties you can also change the fps (consider that with the default of 24 fps a video with 80 frames lasts around 3 seconds)

16. Click on Render → Render Animation (At the end in your output folder you will have many PNGs)

Done!

Now you can create a video: open a new Blender Project File → New → Video Editing, import your sequence, check that the output properties are consistent with the original project (this blend. project should have the same resolution and the same frame rate of the original blend. project), check if the correct output folder is selected and choose FFmpeg video and the encoding you want, then render it as animation.

