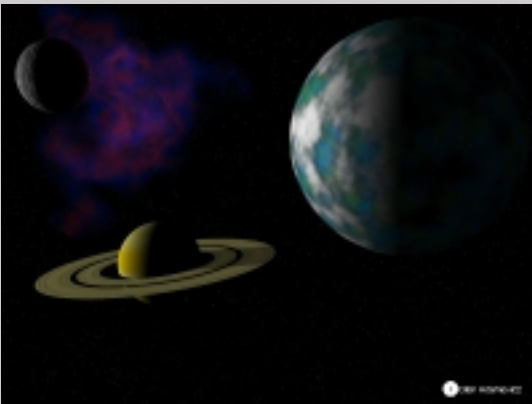


## Planet tips. © Glen A

Here is some info on working with planet shaders.

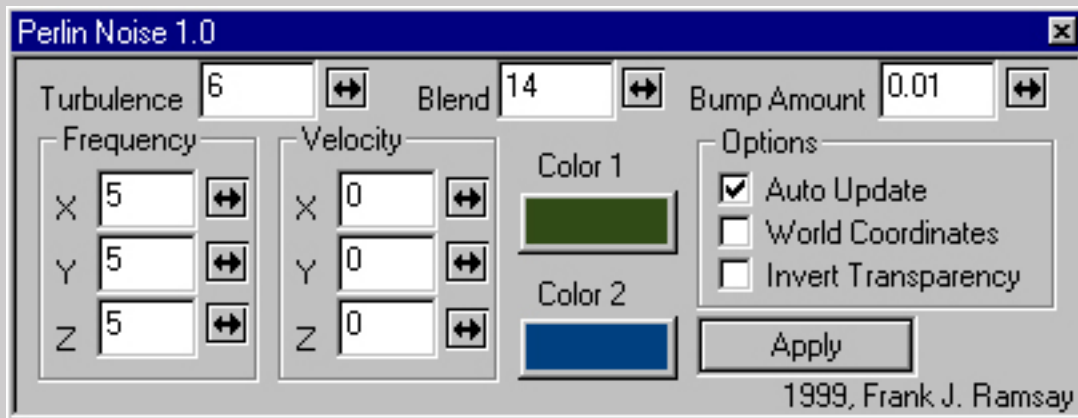
The Perlin Planet was made with Frank Ramsay's Perlin Shader plugin. As you can see I had some nice results. The Earth type planet has 3 spheres. 1 for the surface, the next for the clouds and one more for the atmosphere. Start with the surface and use these settings bellow in the color and displacement. The next sphere should be a bit larger and give a sky color with plain transparency setting of .18. Next make the last sphere for the clouds and this one has to be slightly larger then the atmosphere. Use the settings below and it needs to be in the color and transparency. These settings are just to get you started.



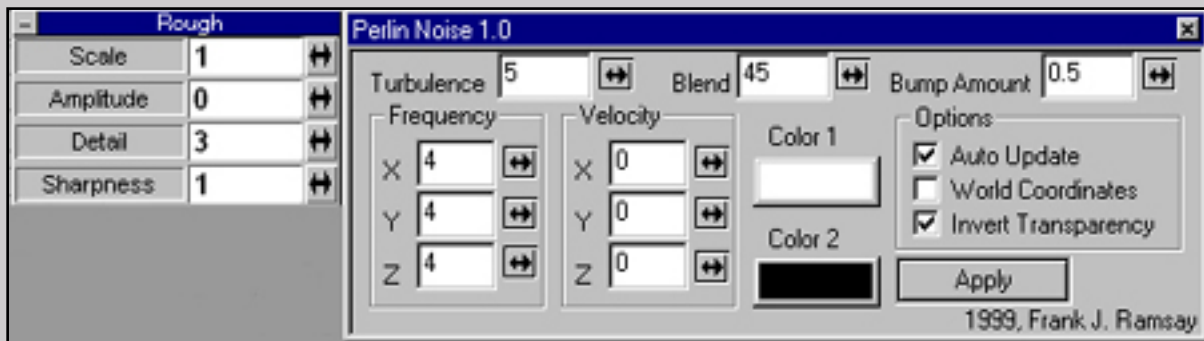
Perlin Planet

Perlin Planet settings.

Surface settings

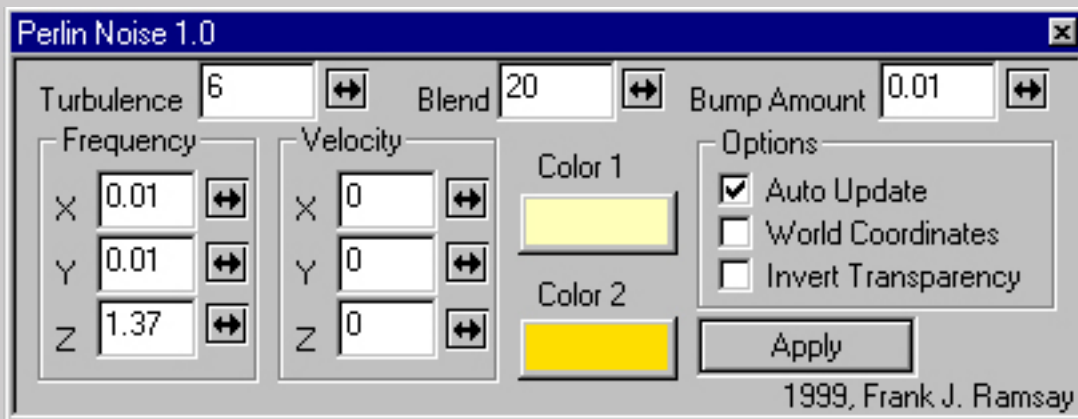


## Cloud and displacement settings

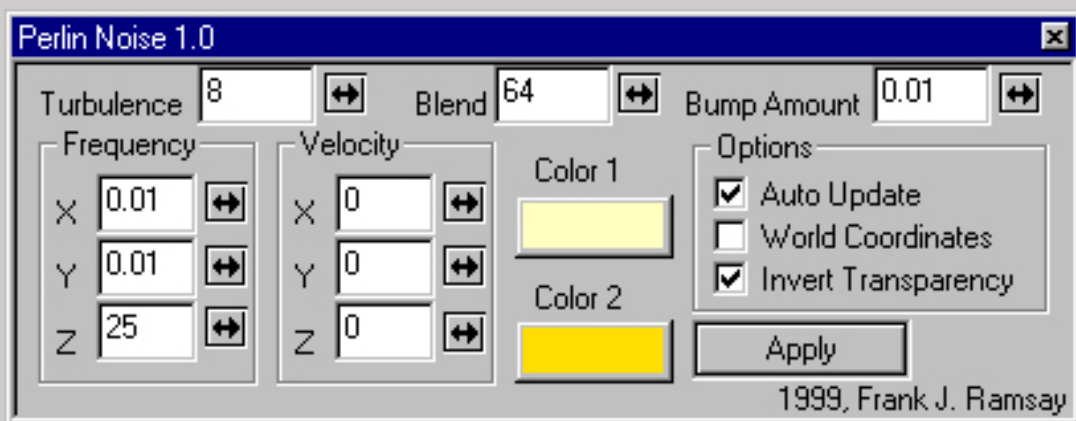


## Ring planet settings

## Surface settings



## Ring settings

[Close](#)