

Tutorial On How To Render The YAFFS Logo.

This is for rendering the logo_with_textured_legs_alpha.blend file

You will need to learn how to aim the camera by you self, since it is to complicated to cover in this tutorial.

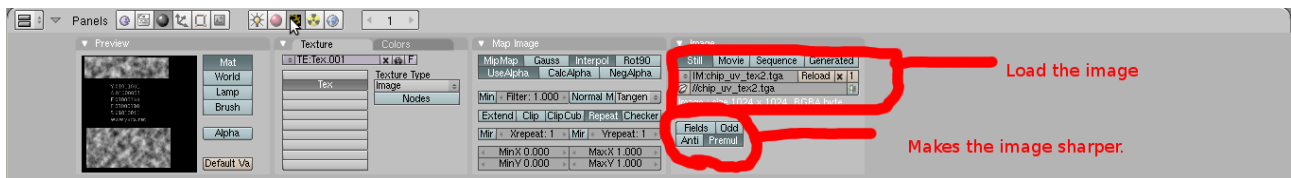
The lighting is set up already and will be disrupted if the chip or lights are moved; you have been warned.

Add Texture to chip.

Make sure the chip is selected and press F6 to bring up the “Texture Buttons” dialogue. If the preview window is blank then the texture needs to be reloaded.

Under the “Image” tab click the “Reload” button to reload the image or click the small folder button one line down to manually reload the the image.

Also make sure that the “Premul” button is selected because it sharpens the imported texture.



Set up the Rendering

Press F10 to bring up the render settings dialogue. Under the “Render” tab change the bottom left selection buttons to “Key”, this renders the image with an alpha background.

Under the “Format” tab change the size of the rendered image as desired using the “SizeX” and “SizeY” entry fields.

Also under the “Format” tab change the file type to PNG (as shown on image).



Rendering

once the camera is aimed at the chip press F12 to render the image.

This should pop up a window which shows the rendering of the image.

Note the chip may look a bit jagged around the edges and be hard to see against the black background, these two problems are caused blender and disappear when the image is saved.

The rendering of an image can be stopped by pressing Esc.

The complete rendered image can be saved by pressing F3; this pops up a window in the main blender window for the file name to be entered. The first entry box is for the path name and the second is for the file name; full these fields and click the “Save PNG” button to save the image.