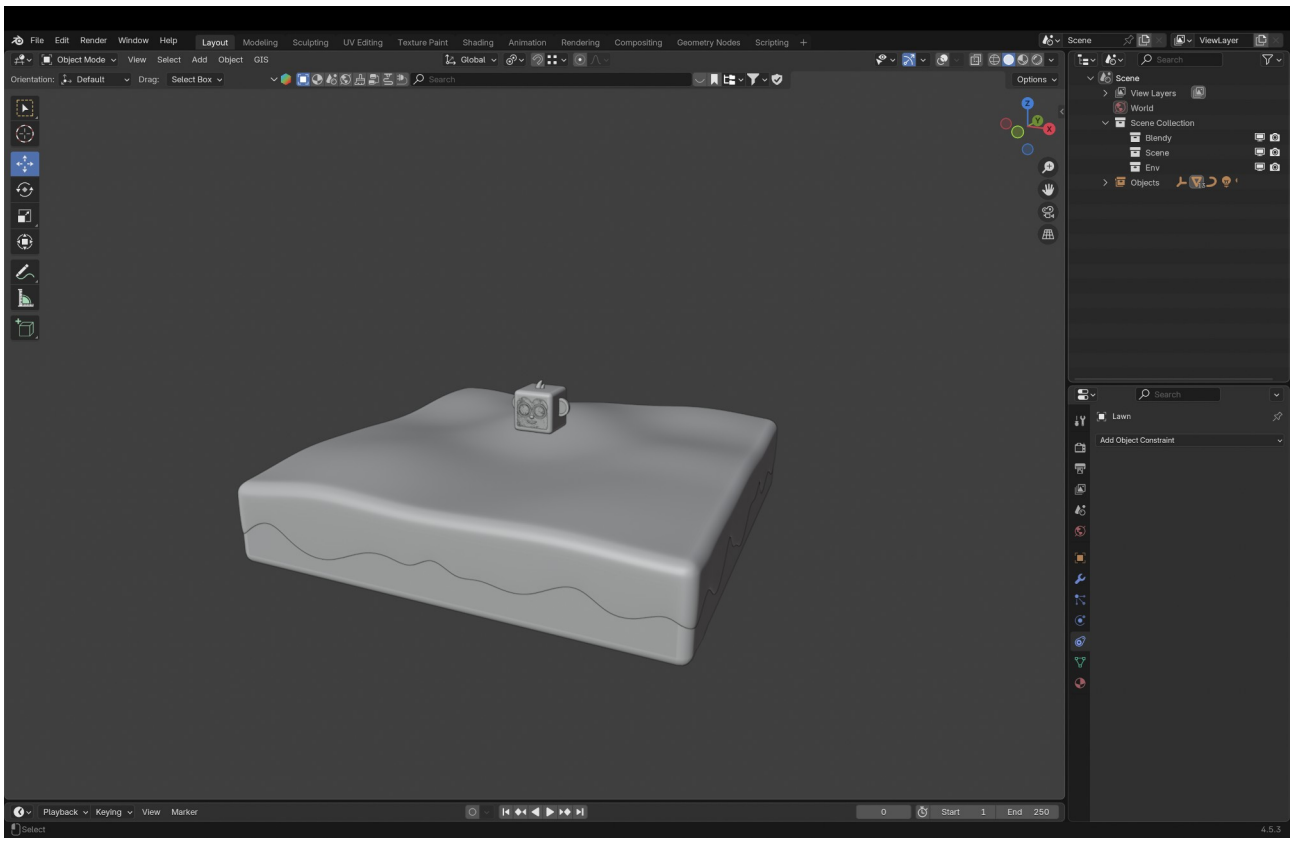
2026 3D Creative Talent Showcase Competition

Working guide

1. Opening files

- Load Scene: Go to "File → Open" and select the specified file.
- Initial State: Objects default to gray-white appearance in "Solid Mode" (second shading sphere in the upper right of 3D view), ideal for adjusting object positions.
- Navigation: Hold the mouse middle button (scroll wheel) and drag to rotate the view and observe the scene layout.



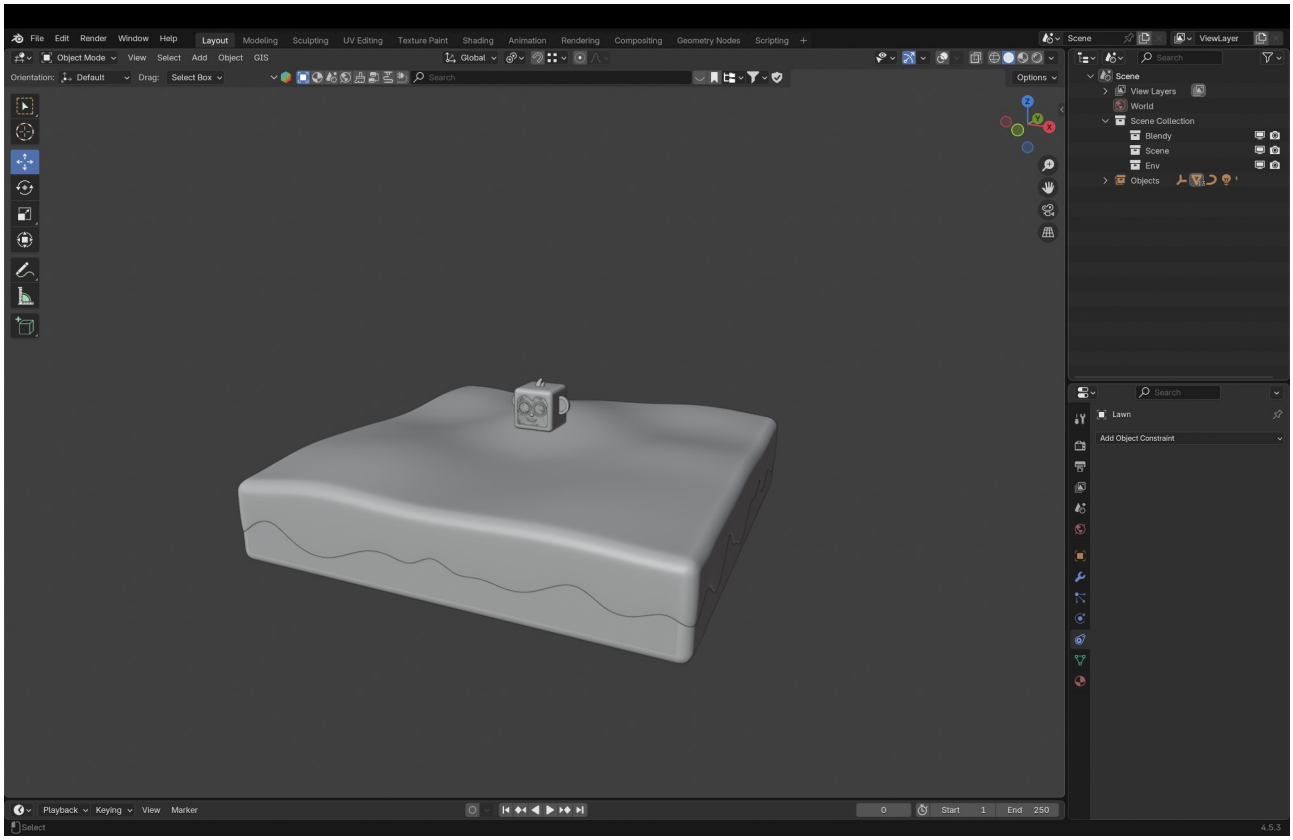
2. Asset Management and Usage

In the outline view on the right, you can see three files:

- **Blendy** (main character)
- **Scene** (including terrain and grass)
- **Env** (environment settings, including lights and camera)

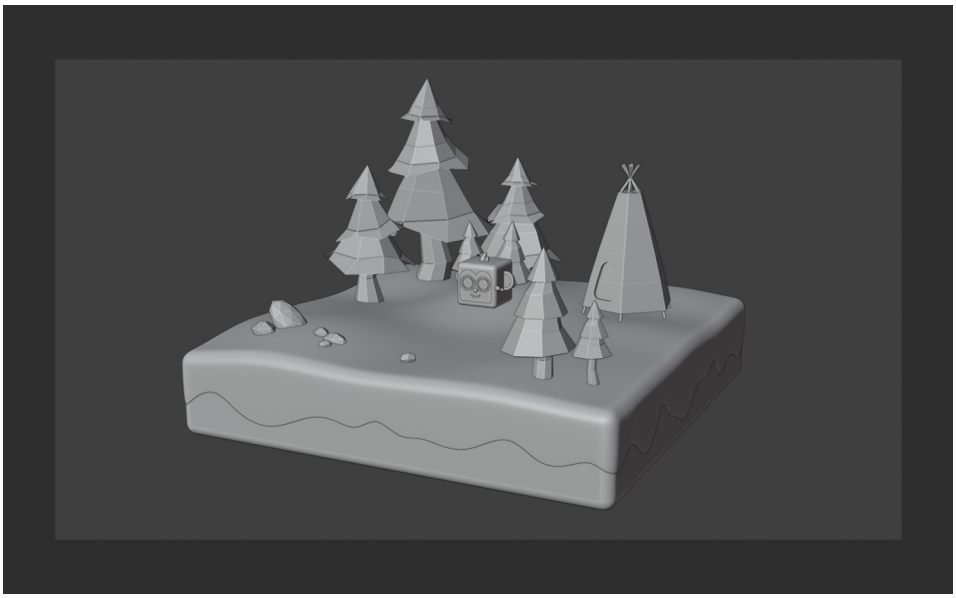
Apart from Blendy being essential, students may freely add objects to enrich the scene and environment.

Students can adjust the position and size of each object through rotation and scaling.



3. Adding and Customizing Materials

- In the upper right of the 3D view, select "Material Preview" icon (third shading sphere), or press **Z** and choose "Material Preview" to see applied colors and materials.
- Select the object to edit (e.g., Blendy).
- In the "Properties Panel" on the right, click the "Material Properties" tab (red checkered sphere icon), then click [+ New] to create a custom material.
- In material settings, adjust these key parameters:
  - Base Color: Click the color bar to select hue or assign material texture.
  - Roughness: Lower values (e.g., 0.1) create shiny reflective surfaces; higher values (e.g., 0.8) create matte
- Repeat this process to set values for different objects and create varied material effects.



4. Lighting and Environment

- To see actual lighting effects, select "Render Preview" icon (fourth shading sphere) in the upper right of 3D view, or press **Z** and choose "Render Preview" to see applied colors and materials under lighting (simulating final image rendering).
- Select a light object and go to the "Data" tab (green light bulb icon) in the properties panel.
- In data settings, adjust these key parameters:
  - Strength/ Intensity: Adjust according to scene brightness needs.
  - Light Type:
    - **Point Light**: For indoor fixtures, candles, fireflies, or localized lighting.
    - **Sun Light**: For outdoor scenes, architectural visualization, or simulating bright sunlight.
    - **Spotlight**: For headlights, stage lighting, or highlighting specific objects.
    - **Area Light**: Simulates realistic light from windows, softboxes, or screens.

Students can enhance depth by adjusting light angles.

5. Camera and Rendering

- Select an existing camera in the viewport, or press [Shift + A] to add a new camera.
- Press [Tilde key (~) + 1] or click the small camera icon on the right side of the view to enter camera perspective and see the actual shooting range.
- For more natural camera movement, press N to open the sidebar, go to the "View" tab, and check "Lock Camera to View". Now you can move the camera with the mouse (middle button to rotate, scroll wheel to zoom).
- In the properties panel, go to "Output Properties" tab and ensure "Resolution" is set to 1920 x 1080 px (Full HD) for standard high-quality results. Also select PNG or JPG as the file format.
- Go to the top menu bar and select "Render → Render Image", or press F12 directly. A new window will pop up to generate the final image.
- Since the image is not automatically saved to your computer, click the top-left menu in the render window "Image → Save As...".
- Choose a folder, name the file, and click "Save Image".