

# Modeling

## How to use the Planet Glow shader?

Make one sphere for your planet texture and make another sphere, slightly larger, with 95% transparency.

Set the Diffuse Render Shader for the transparent sphere to "Planet Glow"

In the Planet Glow options:

- Set "Halo Starts" to something high, like 95%.
- Set "Halo Glow" to something low, like 5%.

Plop the model in a Chor.

In the camera properties, set Render Options > Plugin Shaders to ON.

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