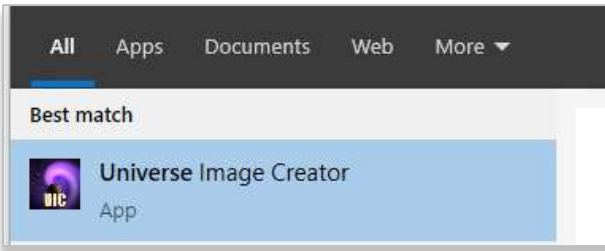


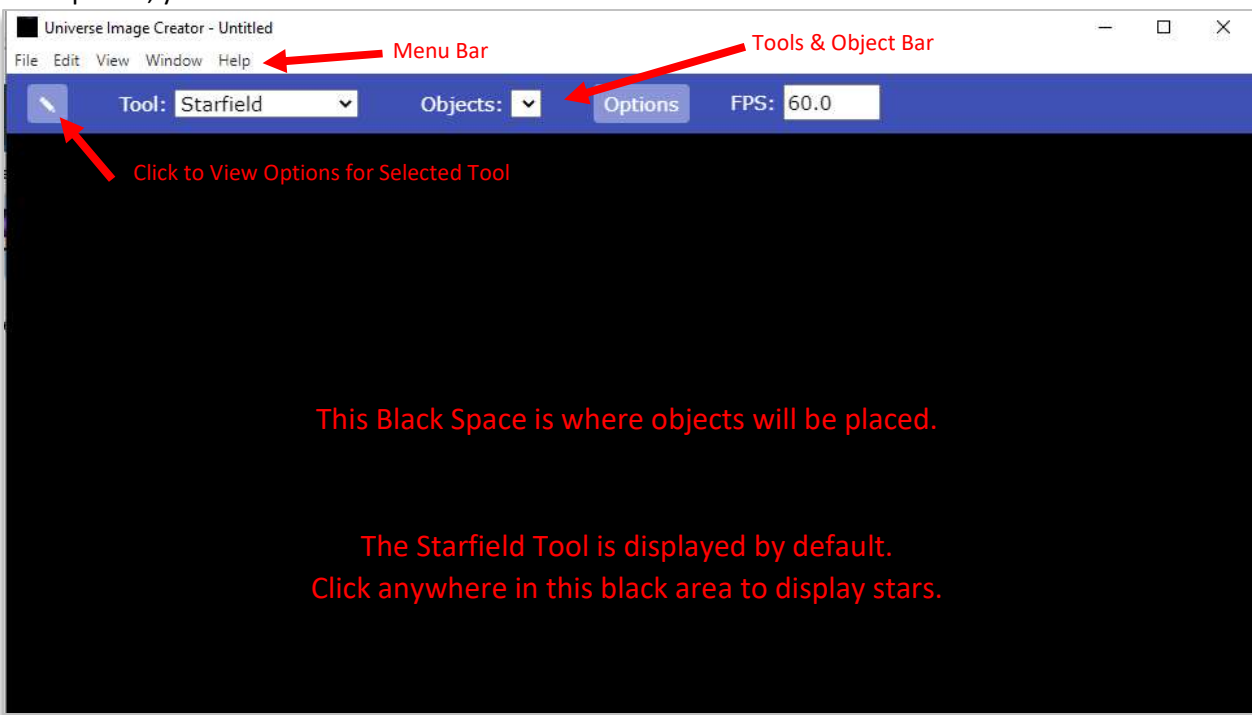
Create Your First Universe FAST

Watch our tutorial here: <https://youtu.be/xVj22to5IUE>

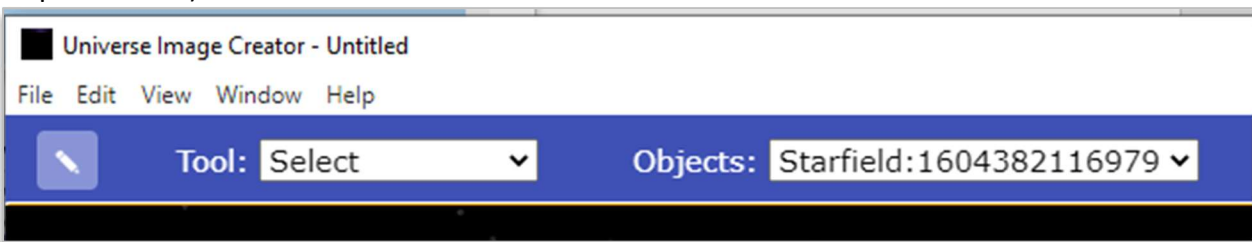
First, open the Universe Image Creator Application on your Windows or Mac computer.



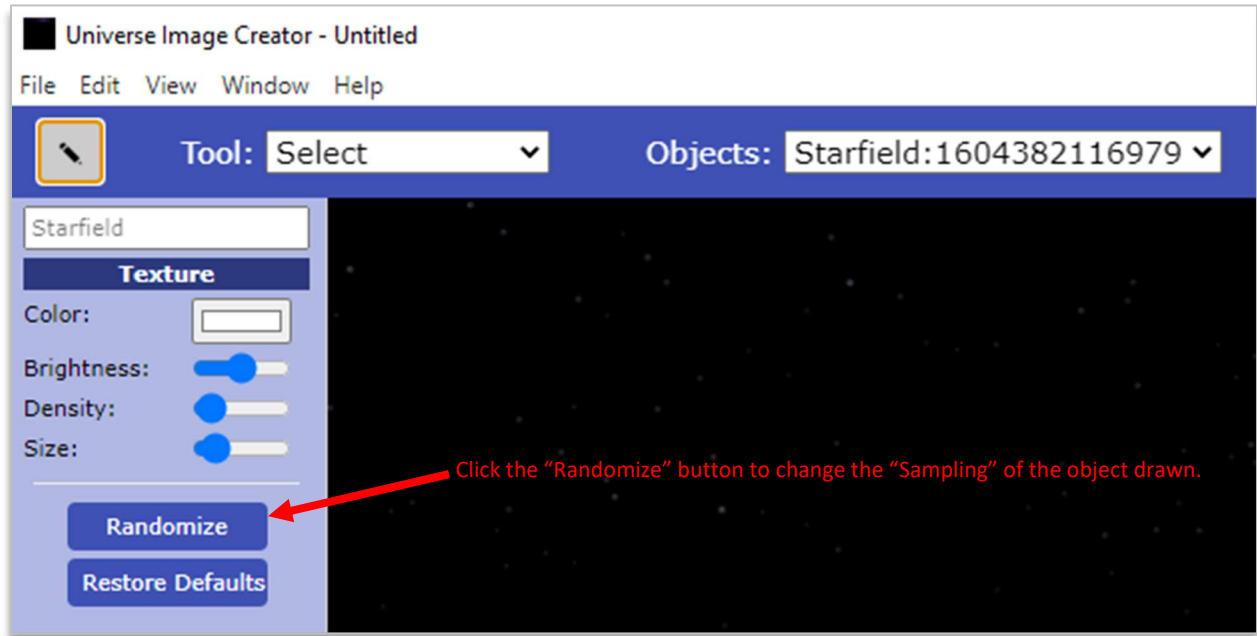
Once opened, you will see this screen:



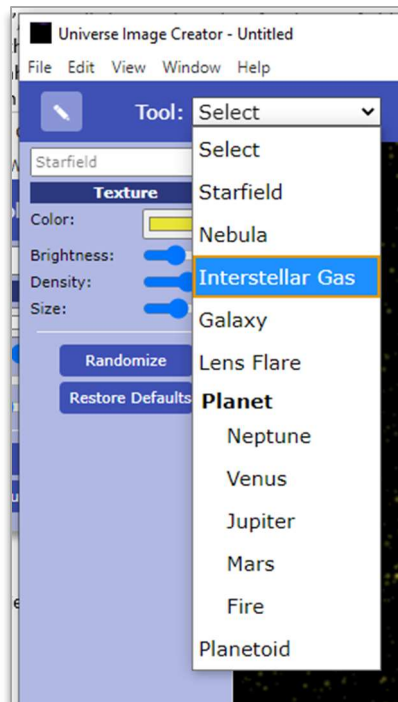
Once displayed, you will see an object listed on the Object Bar called "Starfield: XXX" (xxx is a unique number).



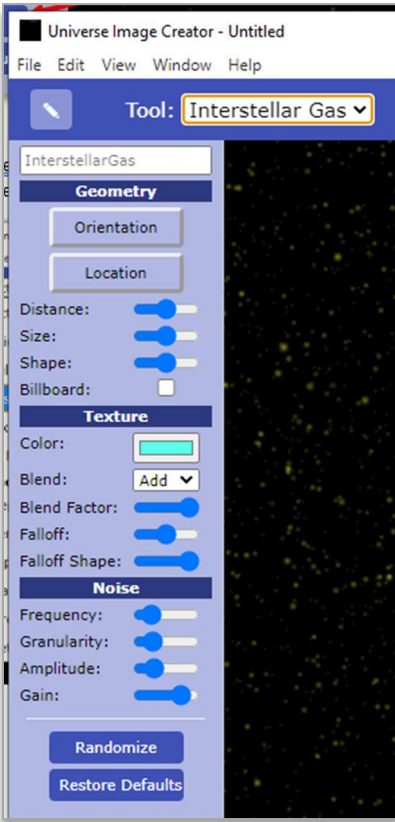
You can click on the “pencil” box to view the Starfield’s options. You can change any of the options and see the changes immediately in the display area. Most of the options are obvious. If you click “Color”, you will change the colors for the Starfield Object currently displayed. The Density refers to the quantity of the stars whereas the Size refers to the physical size of each star. If you are unhappy with your choices, you can click the “Restore Defaults” button and the options will return to their original settings.



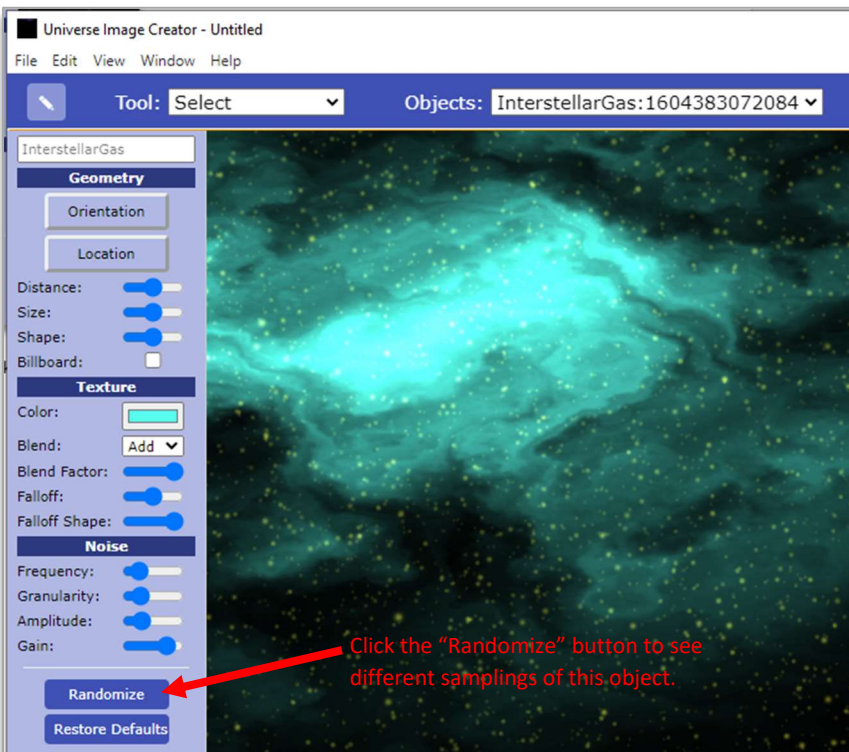
To Add another Object, click on the down arrow for “Tool” and choose among the different Object Types displayed (see image below). “Interstellar Gas” has been chosen, but all objects work similarly.



Once chosen, you will see the options area change to reflect the new tool selected.

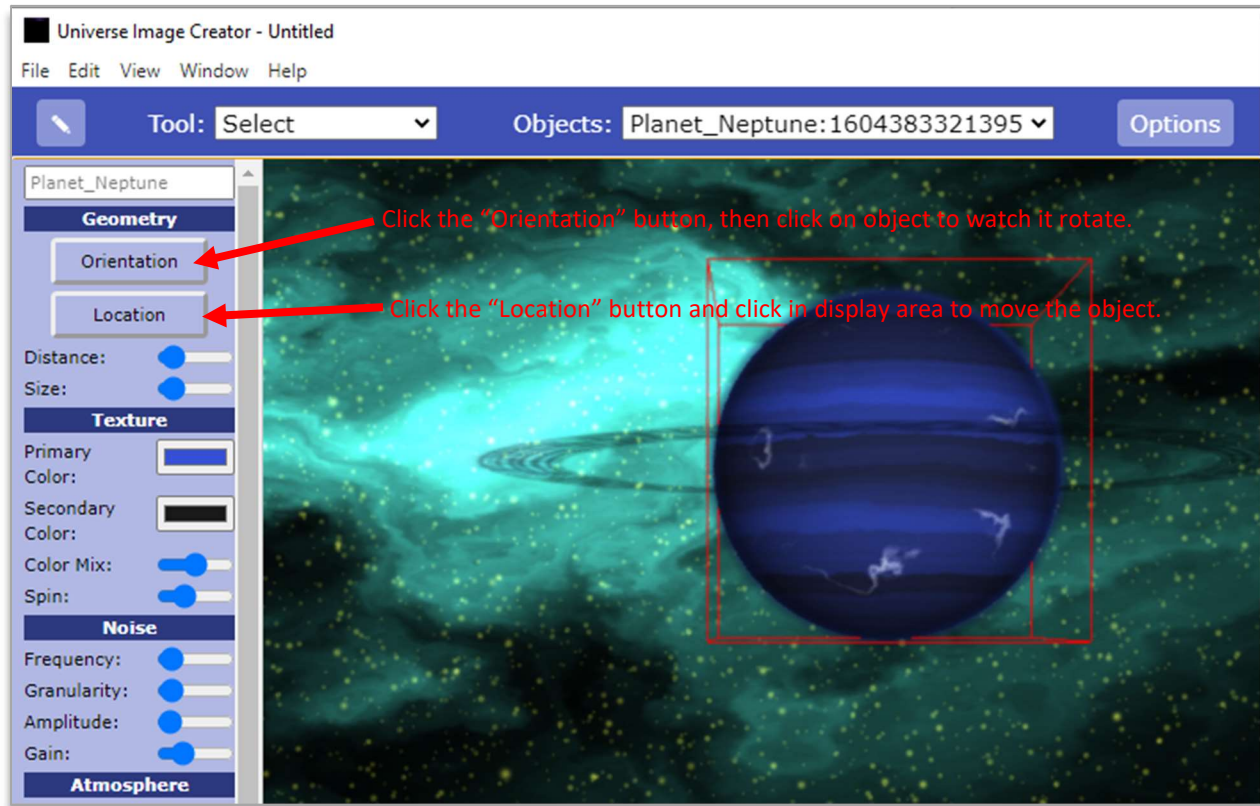


You will need to click in the display area to see the object "Rendered" (see below). Click Randomized to see different "Samplings" of this object type.

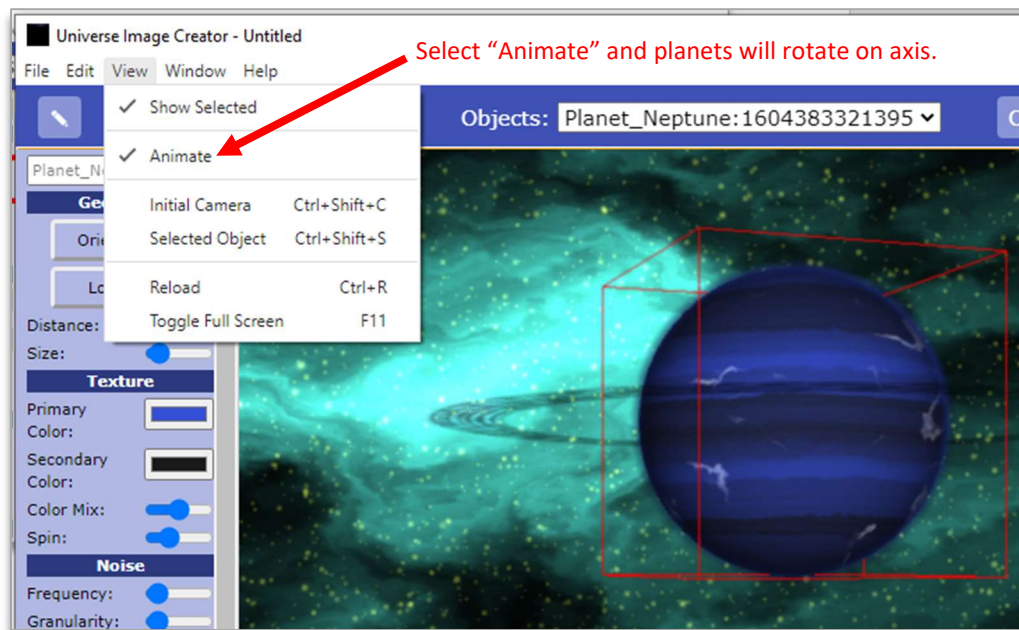


Click the "Randomize" button to see different samplings of this object.

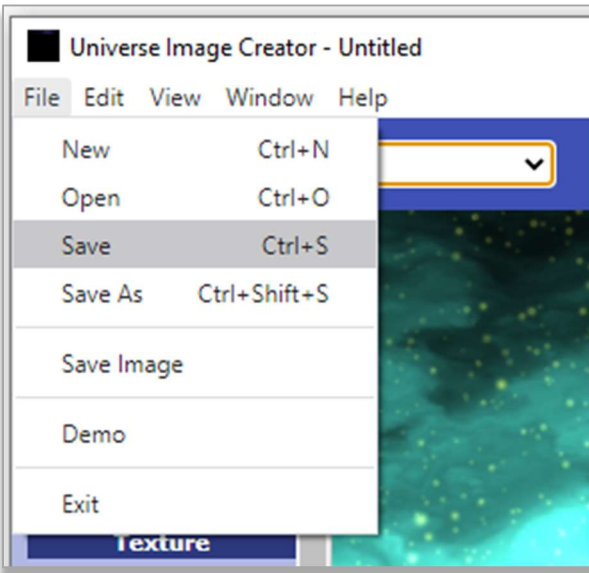
Continue to add additional objects by choosing a new “Tool” and clicking in the display area. A Neptune planet was added below. It is still selected because you can see the red box lines around it. If it is selected, then you can change its options and see those changes immediately. If the “Orientation” button is selected, then when you move your mouse over the object, its orientation is rotated. Likewise, if the “Location” button is chosen, then the object will move to the new location of where your click your mouse.



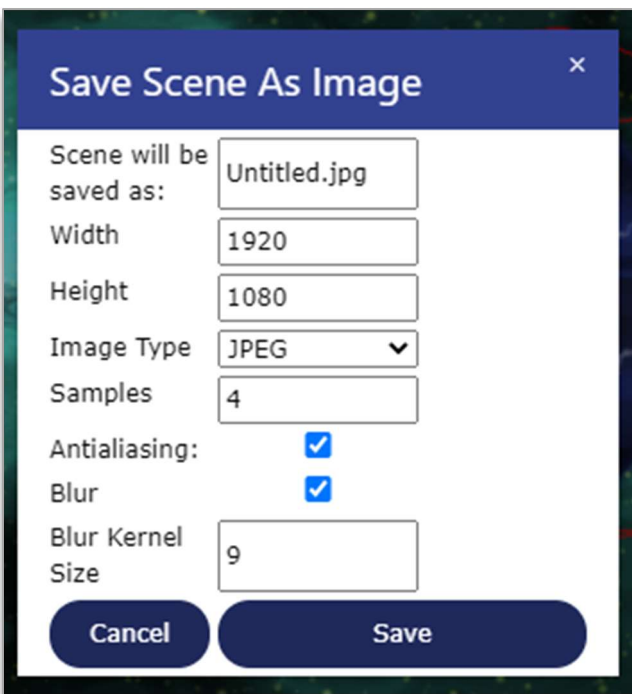
Planets and Planetoids will rotate if you click on the View menu and select “Animate”.



As more objects are added, the speed of the rendering will slow down, so keep this in mind when creating your universe. When you are ready to save your universe, click on the “File” menu and then choose “Save”. This will save the settings in a file with the “.scene” extension.



If you want to save a JPG or PNG file, then choose “Save Image”. This will allow you to specify the image’s dimensions and file type. You can also take a snapshot or snip & sketch of your screen.



Congratulations! You have just created your first image! Have Fun!