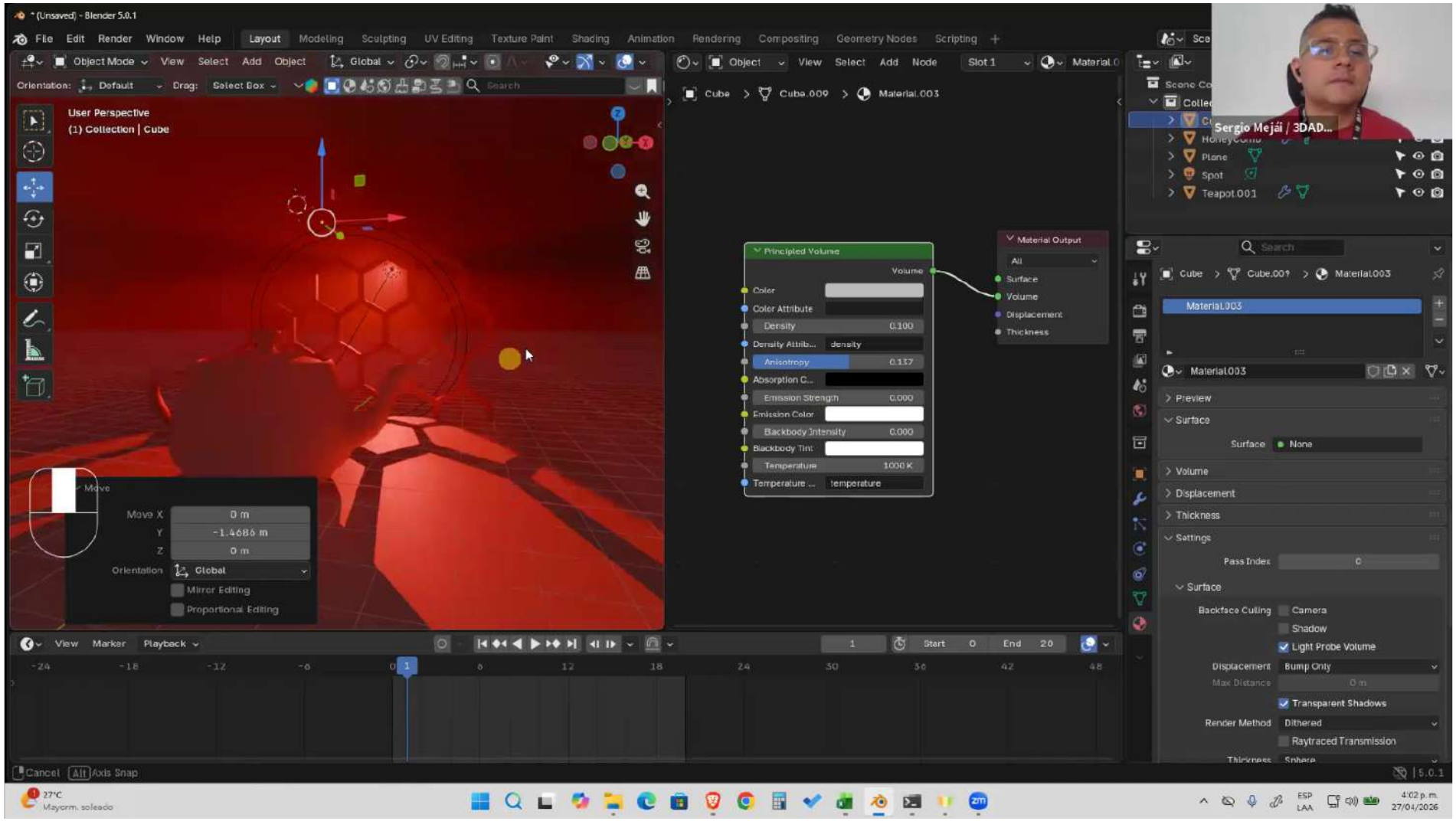

* (Unsaved) - Blender 5.0.1
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default
Drag: Select Box
User Perspective
(1) Collection | Cube
Move
Move X 0 m
Y -1.4686 m
Z 0 m
Orientation Global
Mirror Editing
Proportional Editing
Object View Select Add Node
Slot 1
Material.0
Cube > Cube.009 > Material.003
Principled Volume
Volume
Color
Color Attribute
Density 0.100
Density Attrib... density
Anisotropy 0.137
Absorption C...
Emission Strength 0.000
Emission Color
Blackbody Intensity 0.000
Blackbody Tint
Temperature 1000 K
Temperature ... temperature
Material Output
All
Surface
Volume
Displacement
Thickness
Sergio Mejái / 3DAD...
Scene Co
Collec
Plane
Spot
Teapot.001
Cube > Cube.009 > Material.003
Material.003
Material.003
Preview
Surface
Surface None
Volume
Displacement
Thickness
Settings
Pass Index 0
Surface
Backface Culling
Camera
Shadow
Light Probe Volume
Displacement Bump Only
Max Distance 0 m
Transparent Shadows
Render Method Dithered
Raytraced Transmission
Thickness Sphere
View Marker Playback
1
Start 0
End 20
Cancel
Alt Axis Snap
5.0.1
27°C
Mayorm. soleado
ESP
LAA
4:02 p. m.
27/04/2026