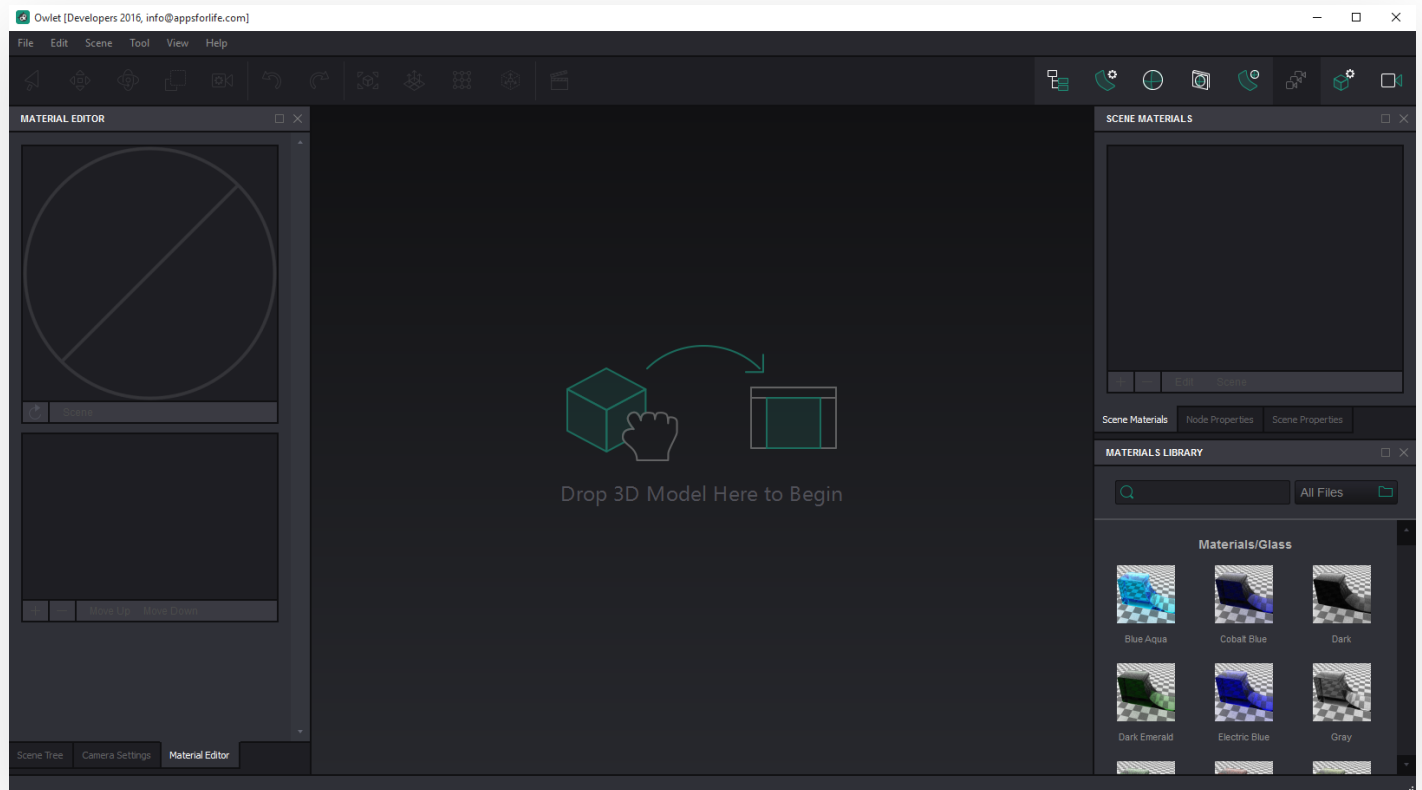
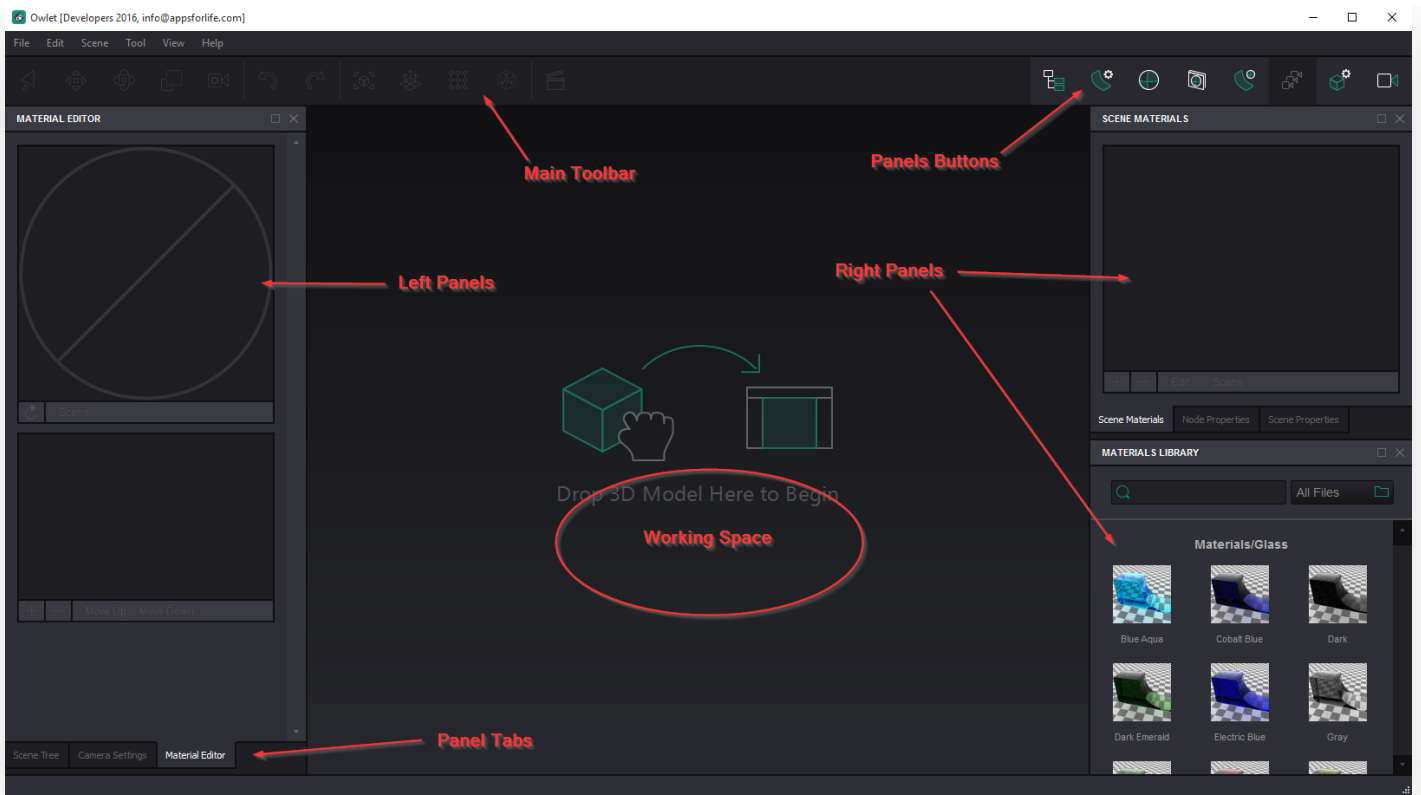


Owlet User Interface

When you run Owlet for the first time, you'll see its default user interface looking like this:

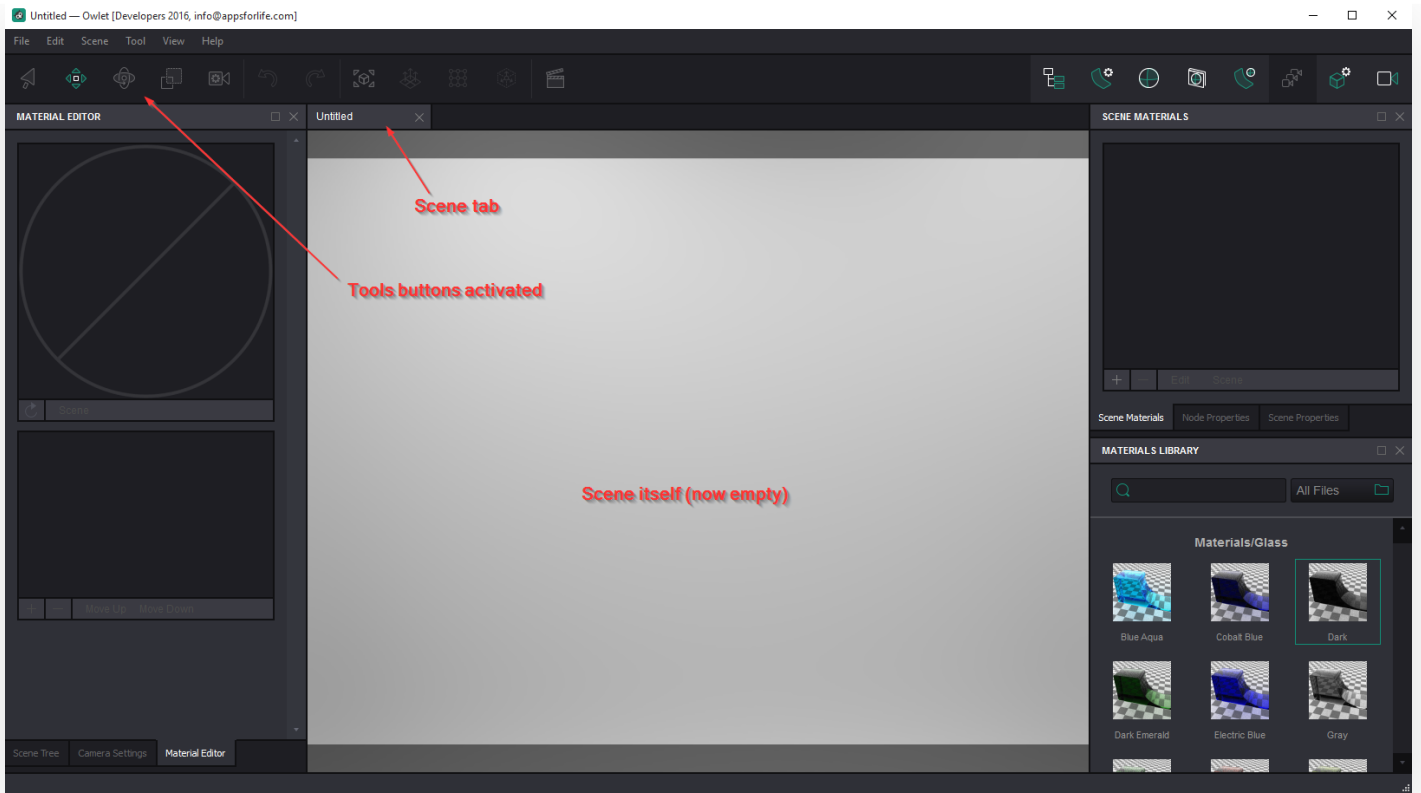


Owlet features a working space in the middle and some panels around. Here is the annotated version of the same image (click to see the full version):

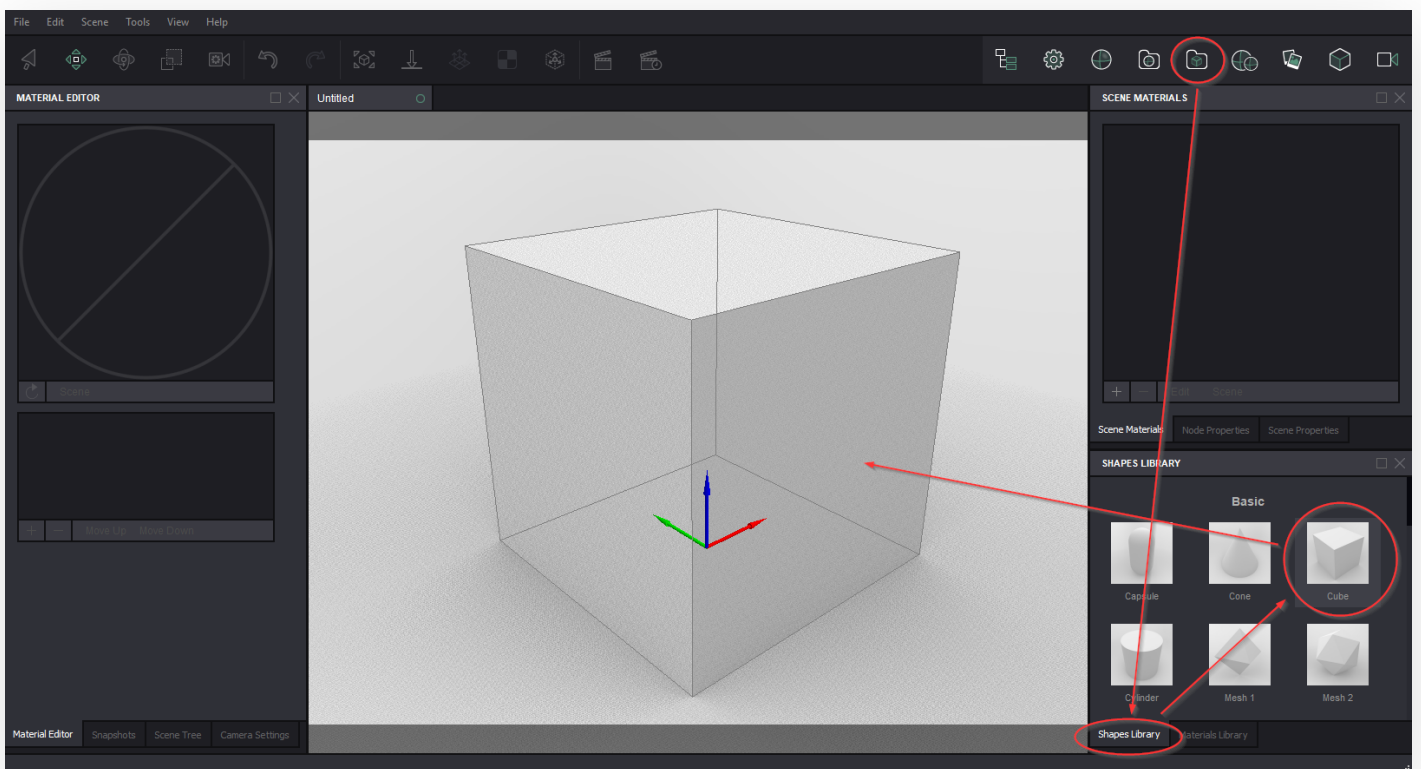


So we have a toolbar at the top and panels at the left and right. You can group panels by dragging them to sides, or stack them one on another like you can see at the right. Finally, you can drag them out so they float, or even hide them. The idea is to make your very own workspace that you are comfortable with.

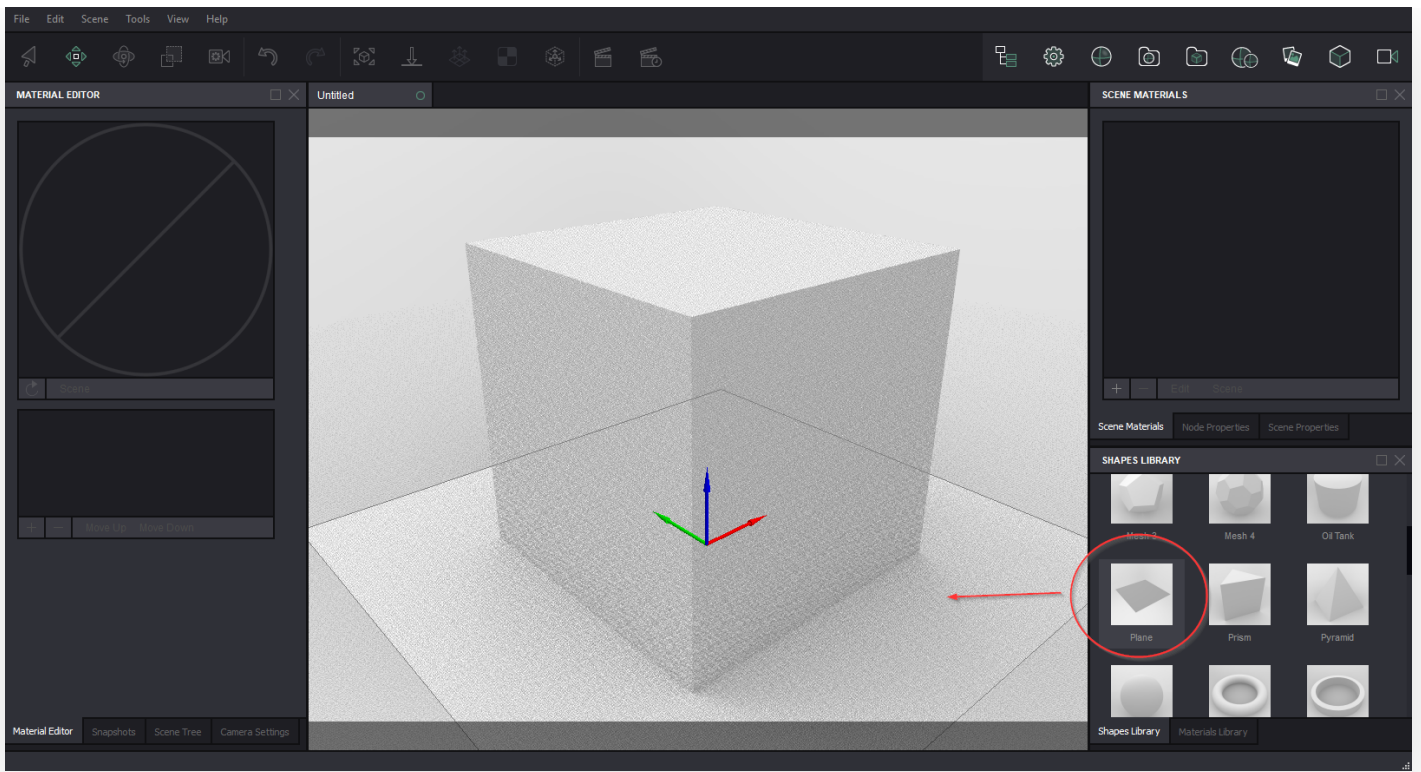
Now let's make a scene. Click **File** menu, then **New Scene** to make a scene. You will see the working area changed:



Let's add something to the scene. Switch to **Shapes Library** panel, locate the cube shape there and drag it into the scene:



Now do the same for the plane object listed in the shapes library panel:



We've got a very simple scene that you can rotate and zoom with your mouse and see how Owlet renders it in realtime, so you can see the preview of your final rendering immediately.

Our scene doesn't have any materials yet, so both plane and cube look very boring, but we'll change this later.

All Done

You have learned the basics of Owlet user interface, have seen panels, made a simple scene and added some objects. That's good, let's continue with more complex tasks:

- **Moving objects** - make some simple objects and move them around the scene.
- **Assigning materials** - learn how to use materials library and assign materials.
- **Loading your images** - enhance the built-in materials with your own images.
- **Rendering** - render the scene you created.