Experiment 9

Design of 3d Mountain Range

1.Open Blender delete the cube and add a plane by pressing shift+a using mesh and.

2. scale it to 10 on x,y and z axis

3.Then add modifier-add subdivision surface.

3.Press z and go to wireframe Set viewport to 4.

4.Go to sculpting.

5.Then grow your mountain as desired

https://drive.google.com/drive/folders/1CGUqevPDhhSWVhMdT1-qkJQEOvvcX40a?usp=sharing