



**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**  
**SCHOOL OF COMPUTER SCIENCE**  
*Department of Cybernetics*

**GRAPHICS AND ANIMATIONS TOOLS**  
LAB FILE  
SESSION(2020-21)

Course: BTech with specialization in Open Source & Open Standards

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## Experiment 9- Design of Mountain using blender

[Google Drive :-](https://drive.google.com/drive/u/1/folders/1GFrYxZtlvxT6LB5e_CrQWU1Tiz2ulZds)

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1. Make a grid. (Add/Mesh/Grid) 32x32 will do just fine.
2. Set it smooth. (Editing/Link and Materials/Set Smooth)
3. Make a new material for it. (Shading/Material/Add New)
4. Make a new texture for the material. (Shading/Texture/Add New)
5. Go to Shading/Texture Buttons. You can see your newly created texture there now.
6. Change Texture Type to Clouds.
7. Change the name of the texture to be more descriptive. For example GroundDisp or something similar.
8. Go back to Shading/Material buttons. You can see our cloud texture applied now but it's not applied correctly yet.
9. Go to Shading/Map To. This defines how the selected texture is mapped on our material.
10. Uncheck Col and check Disp on and set the Disp slider to a value like 0.200
11. Set camera and a few lights to the scene.
12. Render.

