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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

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**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

**Submitted By:**

**Name- Kanish Rajpali**

**Roll no-R100217032**

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**Sap Id- 500061910**

**EXPERIMENT NO 9- Design of Mountain using Blender**

**STEPS :-**

1. Create a new file in blender and delete the already existing cube

2. We will got to blender preferences, then to add ons and search for landscape and turn it on.

3. Then from mesh, add landscape.

4. Go to choice menu at bottom left and change random seed according to your choice.

5. Then go to modifiers tab, add subdivision surface to make the landscape smooth.

6. To give a look and realistic look, we can add hbr by changing from color to environment texture and add hbr of your choice.

7. Download some roughness, shading and other textures. Then go to shading, then to principal shader and press ctrl+shift+T and select your downloaded textures in sequence to add to landscape.

8. Go to edit mode and selected all edges and press U for uv mapping options and select first option to get the effect. Increase scale to 5 or 6 to increase the effect.

9. Now we will add volumetric fog, for which add cube. Go in its wireframe mode(press Z) and scale it.

10. Go to default material of cube, delete principal shader and add principled volume shader and connect volume to volume. Then increase emission strength and you can also change emission color.

11. Add noise texture ,mix shader color ramp, connect fac(noise) to fac(color ramp), then connect color of color ramp to fac of mix shader and lastly connect transparent shader bsdf to mix shader.

9. Render it and we are done.