Experiment- 9

Design a 3D Mountain Landscape using Blender.

1. Clear your default interface of the blender which incorporates erasure of the shape.

2. Press Shift + An and go to the scene, and make a scene on the screen

3. Change the properties of the scene as indicated by your need and give a more practical

shape and view for a mountain

4. For making a field see before the mountains, we can take the plane surface before the

mountain, and expel at a couple of spots to give it a look of an unpleasant surface.

5. Take a couple of 3D squares on the plane and expel its surface from a couple of spots to give

it the state of rocks

6. For making trees in the field take a cone and expel its side from all bearings to give it the

shape branch.

7. Now for the shading part, go into the alter mode once more, and select the faces you need

for one tone, and snap the + button in the materials area.

8. This will apply the shading to all countenances, next snap on another face, click the + catch,

and snap Assign, this will give the chose face the new material.

9. Finally trade your records as a .mix document and furthermore render a couple of pictures

for reference purposes.