**Experiment 9**

**Step1**)Add-on now I know I've used this add-on in the past but it's gotten some recent updates and it's very capable of creating really great-looking landscapes to go ahead and go to user preferences

**Step2**)add-on and just start typing out landscape here and you'll see the add-o there you want check the box to enable it and you're ready to go so my goal completely free for anyone to follow

there's some really good paid software out there as well but I didn't want to have to charge anything for you guys be able to follow I want

to be completely free and we can do completely in blender using its

**Step3**)built in add-nos and get really great results so now that you've enabled that add-on you'll have this option here I'm just going to bring up my toolbar a little and I'm just going to start the cube here so I'm going to hit X delete and then shift a and add in a mesh landscape and there's our little mountain it's a it's going to grow into

a big mountain in a second here I'm just bringing up our tool bar here and

**Step4**)you can see all of this in settings we have now if you've used this add-on before you can see that it looks a little different now they've made some nice improvements to it and it's pretty nicest I'm going to start by making this mountain quite a bit bigger and that's-going to be about-changing

**Step5**)the mesh X&Y let's start by-giving the X about a 14 and the y about an 18 just so we have a nice kind offside mountain here and then I'm going dropout to the bottom here and change the fall-off type from X&Y to be just X so

**Step6**)it continues the mountains on both sendoff the Y so I'm not going to be showing-you guys exactly what every single-setting does because I don't want this-video to take too long just to kind of show you the settings I use to get some pretty cool-looking results so let's

start by changing our noise type right now it's at zero terrain he trying not exactly shadow flounce that but I'm gonna go to slick rock found this give s some really nice results and now we have to make the height of our

**Step7**)mountains a little bit more because we change the scale it's not really tall enough any more I stick it when I'm saying so I'm going to take the height up a bit here and you'll see that it kind of starts hitting a plateau and that's-because our maximum is set to just one we want to increase this to be more liker so the mountains can continue up higher alright so that's looking trafficking okay but a little bit pointy-and that's because the noise size is too-small we want to increase the noise oft-his noise to be a little bit bigger so

**Step8**)let me go ahead and bring this up to be about Oh we'll go for it's about what Fused and you can see again some cool-mountain formations already and now I'm-going to go ahead and give it a little

bit more depth that's looking a litterer and then I'm going to change the size of the scale a little bit this is the not the size of the mesh but

size of the noise along the X&Y because i want it to be a little bit bigger Theron Y that is the X I'm going to give this about two point three I thought it stretches it a little bit and then

**Step9**)I'm gonna give the X about a one point six-and that kind of gives us a nice looking mountain there you can see it coming together nicely and you can tweak these

**Step10**)settings like I said as much as you want-to get more of the desired results bust something that I thought looked-be good around here all right so I'm anew more settings we can change but

**Step11**)we're kind of getting getting down to islet me see here there's different bespatter you can choose I think I'm gonna stick with blender but you unjust see well that's not exactly what Antwan but suddenly this will give some-different results a little bits of them exactly what we're looking for I'm just gonna stick with blender-but up here you can see that

**Step12**)we now have all these different presets if you want to experiment with those cool results with those presets as well but I like-being able to tweak all the settings Roget something a little bit more like what I'm looking for you can kind of-you can drop in but again most of them

I guess maybe just an observation and Togo ahead and kind of tweak the

positioning of this HDR to give it abettor angle of light

so I'm going to start by dropping the-just going to show you guys step by inexactly the nodes I use and that should be able to file long-pretty

**Step13**)good maybe a little bit more along Y there negative Y and yeah Think that looks that looks pretty good-and it works and looks very nicely so-again using the beta version of blender-because this won't be there in the other-versions I'm going to delete the diffuser there go shift a and

**Step14**)add in our-principled B SDF alright so with this node we can go ahead and just plug our textures into it and don't need to add coffee node and a any other notes but the principle pretty much it just kind-of keeps things simpler and looks great-so with that said I'm going to go ahead-and go shift a and in a texture image-texture right there and I'm going to

**Step15**)open up a snow texture this is from Cg textures calm and I will include don't want to go crazy overboard-something around there that will point

50.5 is probably good and like I said you can tweak the dis note as well but I found that just enough black before

see this framework on frame one and that is winningest of our animation.