**Graphics and Animation Tools**

**LAB**

**Experiment –9 Design of 3D Mountains using Blender**

**Step-1**

Create a new project and clear everything from the interface.

**Step-2**

Go to Edit → Preferences → Add-ons and search for A.N.T. Landscape and enable it if it is disabled.

**Step-3**

Go to Add → Mesh and add a landscape. A mountain landscape will appear over the screen.

**Step-4**

Go to Modifier Properties → add a Decemate modifier to decrease the shapness and give it more smooth texture.

**Step-5**

Change the number of subdivisions, size, height of the mountain and other settings as per the choice. Mountain is completed now.

**Google Drive Link-**

<https://drive.google.com/drive/folders/1x2J99pZpPHwGLGWNgMpn8NS1opjY5FPn?usp=sharing>

**Output-**



