University of Petroleum and Energy Studies

School of Computer Science

Department of Cybernetics

UPES
UNIVERSITY WITH A PURPOSE

Graphics & Animation Tools

LAB FILE

(Session: 2020-2021)

Course: B. Tech with Specialization in Open Source and Open

Batch: 2017-2021

Semester: VIIth

Standards

Submitted To: -
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Experiment - 9 Design of 3D Mountain using Blender

In this experiment we need to create a 3D Mountain Landscape of our choice

with the help of blender.

Step-1 Clear your default interface of blender which includes deletion of cube.

Step-2 Press Shift+A and go to landscape, and create a landscape on the screen

Step-3 Change the properties of landscape according to your need and provide more realistic shape and view for a mountain

Step-4 For creating a field view in front of mountains, we can take the plane surface in front of the mountain, and extrude at a few places to give it a look of rough surface.
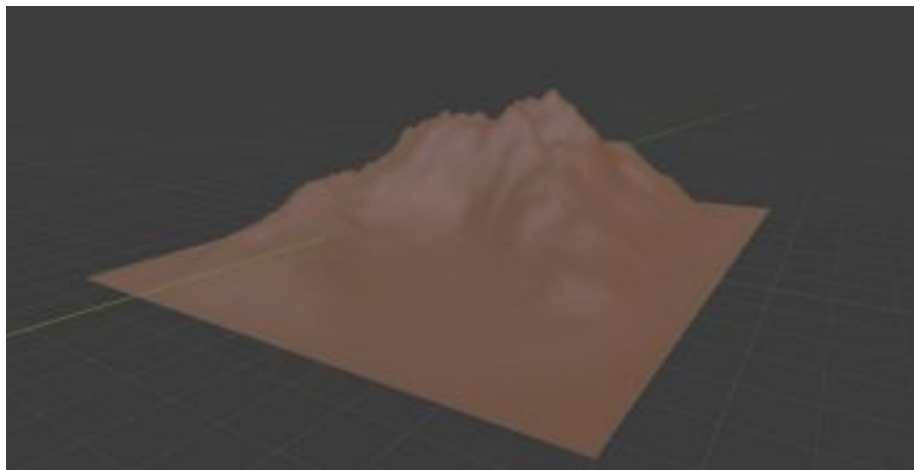
Step-5 Take a few cubes on the plane and extrude its surface from a few places to give it a shape of rocks
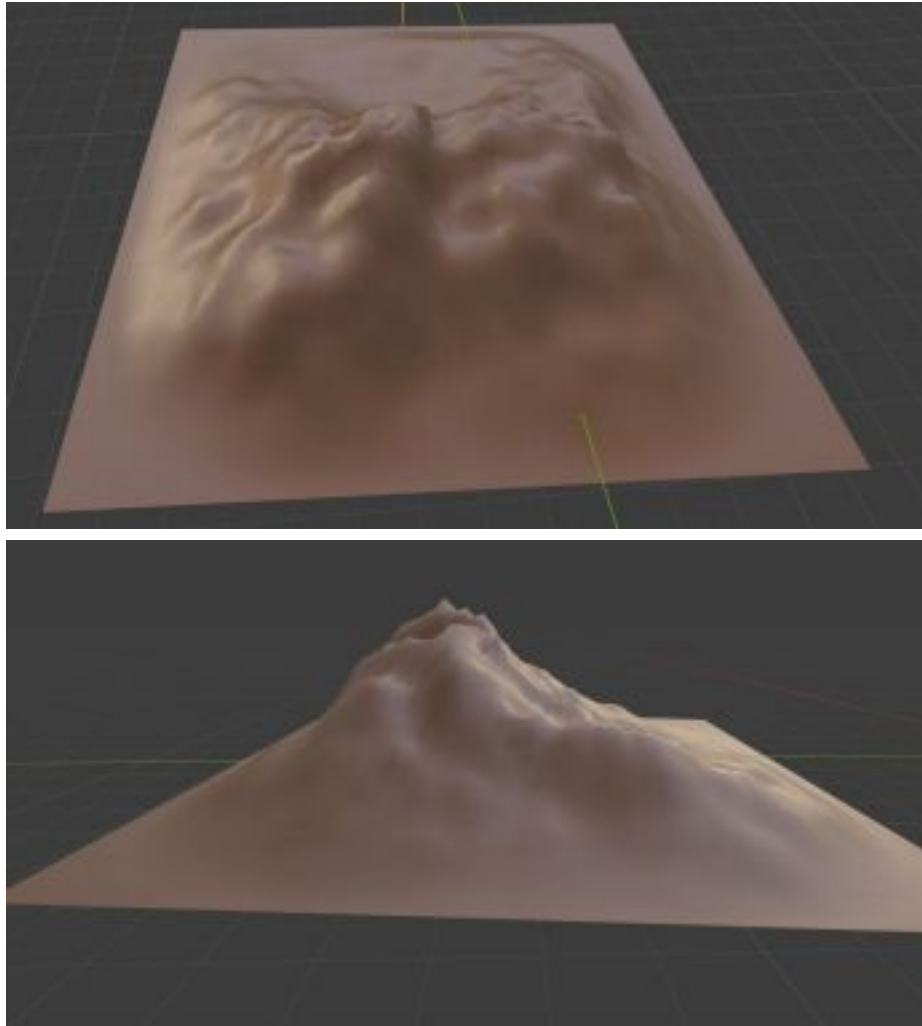
Step-6 Now for the colouring part, go into the edit mode again, and select the faces you want for one colour, and click the + button in the materials section

Step-7 This will apply the colour to all faces, next click on another face, click the + button, and click Assign, this will give the selected face the new material.

Step-8 Finally export your files as .blend files and also render a few images for the reference purpose.

Output

Google Drive Link