GRAPHICS PROJECT

Steps:

1. Create a new file
2. Shift+A to insert a cube
3. Align it with the origin and set appropriate width
4. Subdivide the region into multiple sections and select vertex select mode
5. Hold G and use mouse wheel to set the effect radius
6. Now hold G and raise some part of the surface to make it look like an uneven terrain
7. Shift+A and insert Single vert
8. Extrude and shape the vert like tree branches
9. Add Skin modifier and press Shift+A to change thickness of the skin
10. Create new object and extrude its sides to make it look like a leaf
11. Similarly, create a grass hair
12. Shift + A and add an Ico sphere
13. Press Tab to go into Edit Mode and set the particle settings to Wireframe render
14. Set physics to 'None' to avoid falling of the leaves
15. Choose render material as object and select the object to leaf
16. Also change the viewport settings.
17. Set Alpha channel to 0 and deselect source emission
18. Alter rotation and randomness of leaves along with the leaf population according to the need
19. Now press Alt+D to duplicate the object and create copies of it
20. Now add a new cube and use Bisect tool to shape it like a rock
21. Place the rock at appropriate position, and duplicate it to create a rocky path.
22. Now add grass
23. Go into Weight mode and alter the weight parameter
24. Now shade the different components and assign required material to them.
25. Save the file and render the model.
26. Finish.

Link: https://drive.google.com/file/d/1wn4kSrF8t_K8Weftt3XAE2-JlpPMDv-_/view?usp=sharing