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**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of Computer** **Science**

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**GRAPHICS AND ANIMATION TOOLS LAB**

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**Experiment 9**

Steps to create a mountain

1. Make another document in a blender and erase the generally existing shape

2. We will go to blender preferences, at that point to additional items and quest for the scene, and turn it on.

3. At that point from work, add a landscape.

4. Go to the choice menu at base left and change irregular seed according to your choice.

5. At that point go to modifiers tab, add region surface to make the scene smooth.

6. To give a look and sensible look, we can add hbr by changing from shading to climate surface and add hbr of your decision.

7. Download some roughness, shading, and different surfaces. At that point go to concealing, at that point to head shader and press ctrl+shift+T and select your downloaded surfaces in arrangement to add to scene.

8. Go to alter mode and chose all edges and press U for uv planning alternatives and select first choice to get the impact. Increment scale to 5 or 6 to expand the impact.

9. Presently we will add volumetric mist, for which add 3D square. Go in its wireframe mode(press Z) and scale it.

10. Go to default material of 3D square, erase head shader and add principled volume shader and interface volume to volume. At that point increment outflow strength and you can likewise change discharge tone.

11. Add noise texture, mix shader color ramp, connect fac(noise) to fac(color ramp), then connect color of the color ramp to fac of mix shader, and lastly connect transparent shader to mix shader.

12. Render it and we are finished.

