

**University of Petroleum and Energy Studies**  
**School of Computer Science**

Department of Cybernetics



**GRAPHICS AND ANIMATION TOOLS**  
**LAB FILE**

*(Session: 2020-2021)*

Course: B. Tech.

Batch: 2017-2021

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

In this experiment we need to create a 3D Mountain Landscape of our choice with the help of blender.

1. Clear your default interface of blender which includes deletion of the cube.
2. Press Shift+A and go to landscape, and create a landscape on the screen
3. Change the properties of landscape according to your need and provide more realistic shape and view for a mountain
4. 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
5. Finally export your files as .blend file and also render a few images for the reference purpose.

Google Drive link

[https://drive.google.com/drive/folders/1cQdmrX4\\_aaWvVLW5Dk9flVoyZRRaFJX8?usp=sharing](https://drive.google.com/drive/folders/1cQdmrX4_aaWvVLW5Dk9flVoyZRRaFJX8?usp=sharing)

Output

