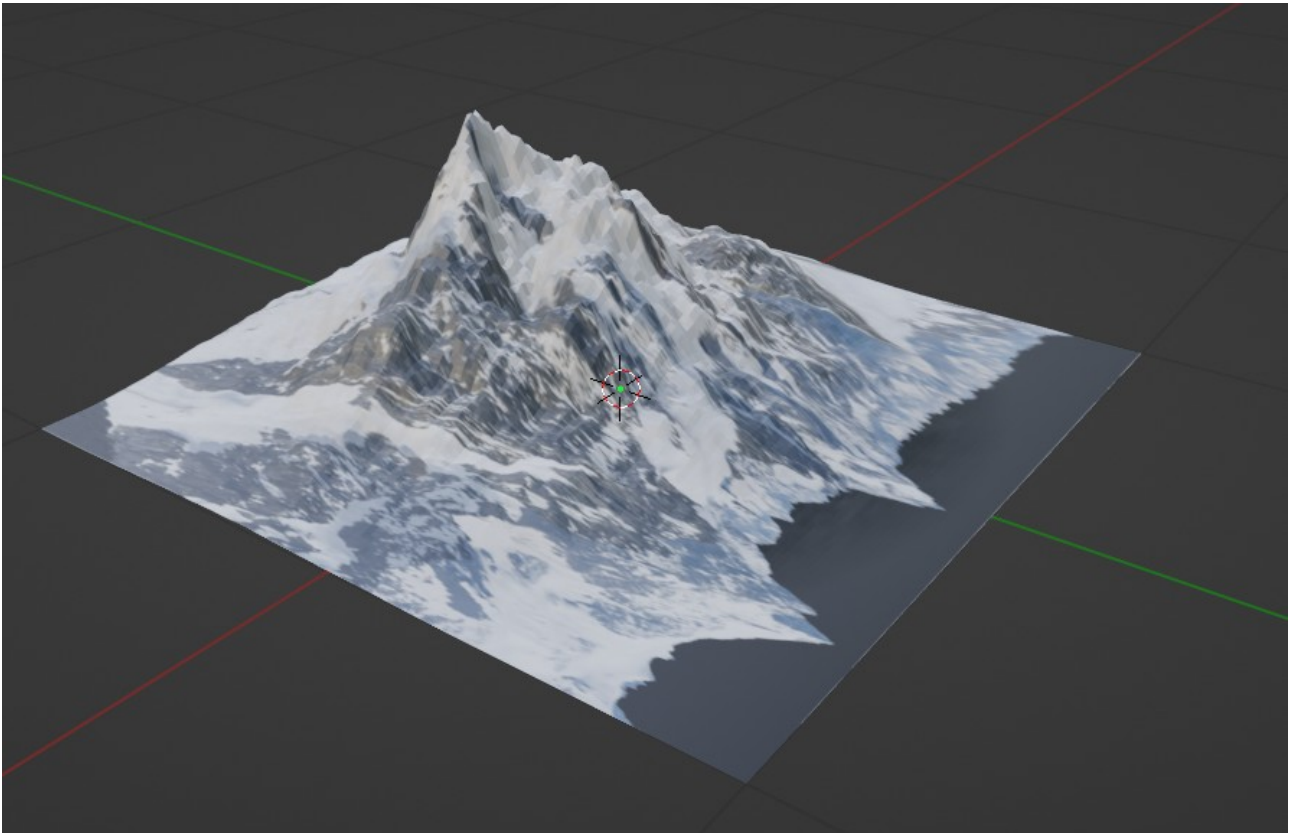


# Experiment – 9

## Design of 3D Mountain Landscape using Blender

1. First add a plane.
2. Subdivide the plane once and repeat the step twice.
3. Add displacement modifier to the plane.
4. Add clouds texture to the displacement modifier.
5. Add a UV sphere as a controller to adjust and move the mountains terrain.
6. Set UV sphere as the controller in displacement modifier.
7. Create a vertex group and select all vertices of the plane and assign to the vertex group.
8. Add vertex weight proximity modifier and set the vertex group created above and target object as the UV sphere.
9. In the plane settings invert the lowest and highest parameter values.
10. In vertex weight proximity modifier set distance parameter as geometry.
11. Add subdivision surface modifier and set it as the first modifier for the plane.
12. At last using the sphere create your mountain structure as required.
13. Color the mountain using the required colors.
14. Optionally, add a snowfall texture to the mountain as shown in output below:



Blender File

<https://drive.google.com/file/d/1RZDBR4fAsNyejWQ9C1Bw21BQtdjwZ/HV-/view?usp=sharing>