

GRAVEL GROUND

Lingyu Peng

GRAVELS

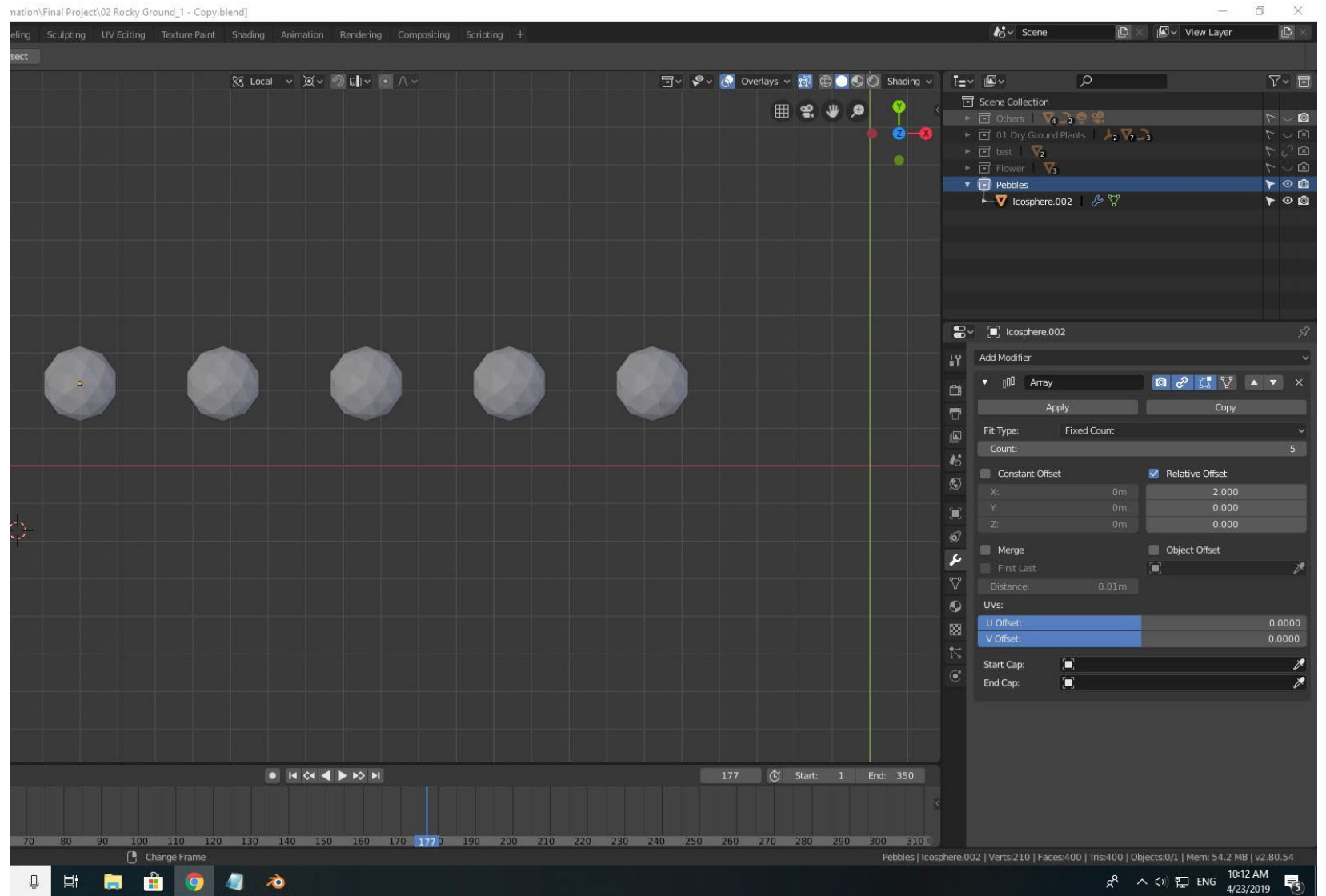
- Different shape
- Different size
- Rocky texture
- Gravel ground

SANDY GOUND

- Topographic ground
- Sandy texture

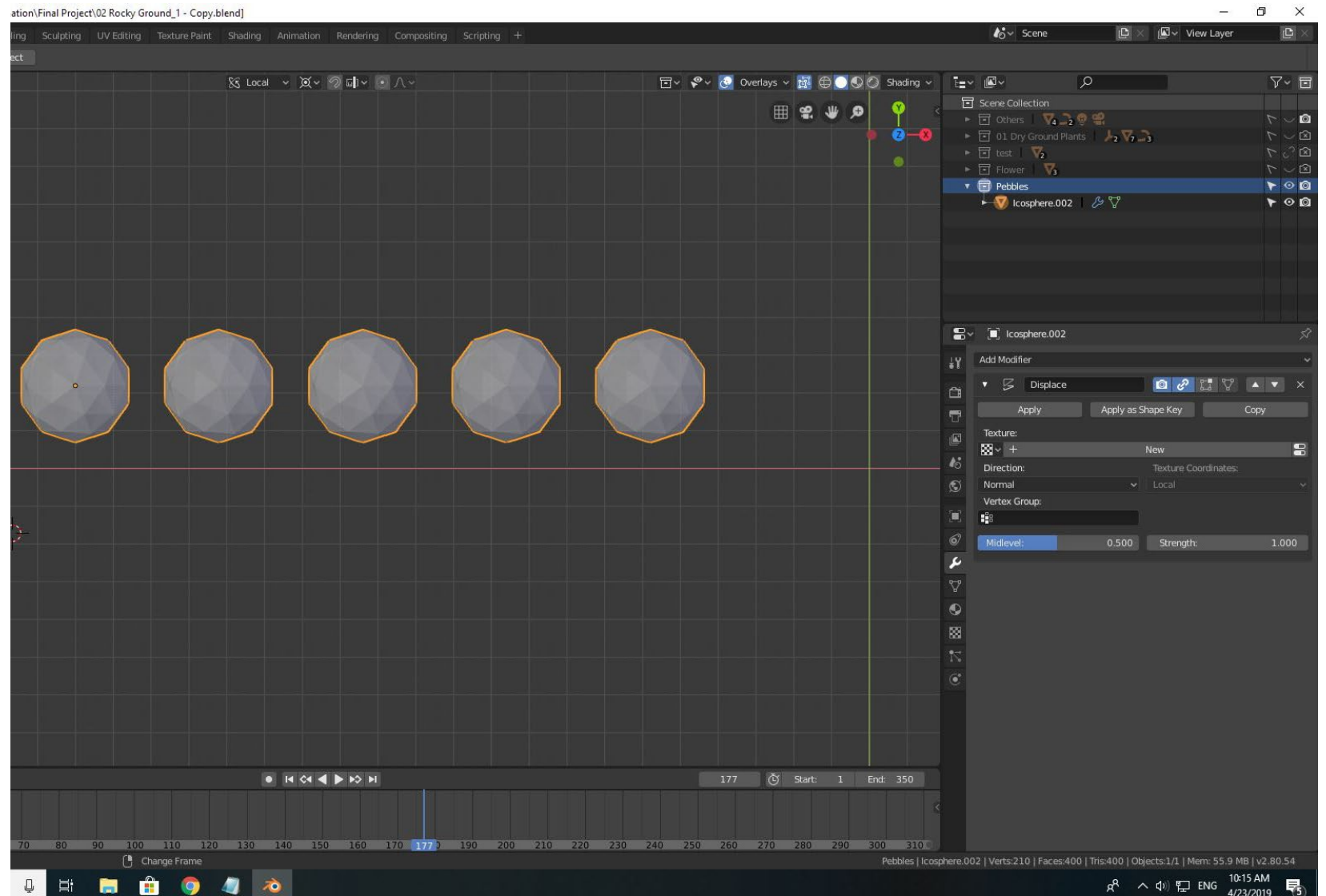
GRAVELS

- Ico sphere
- array (5)



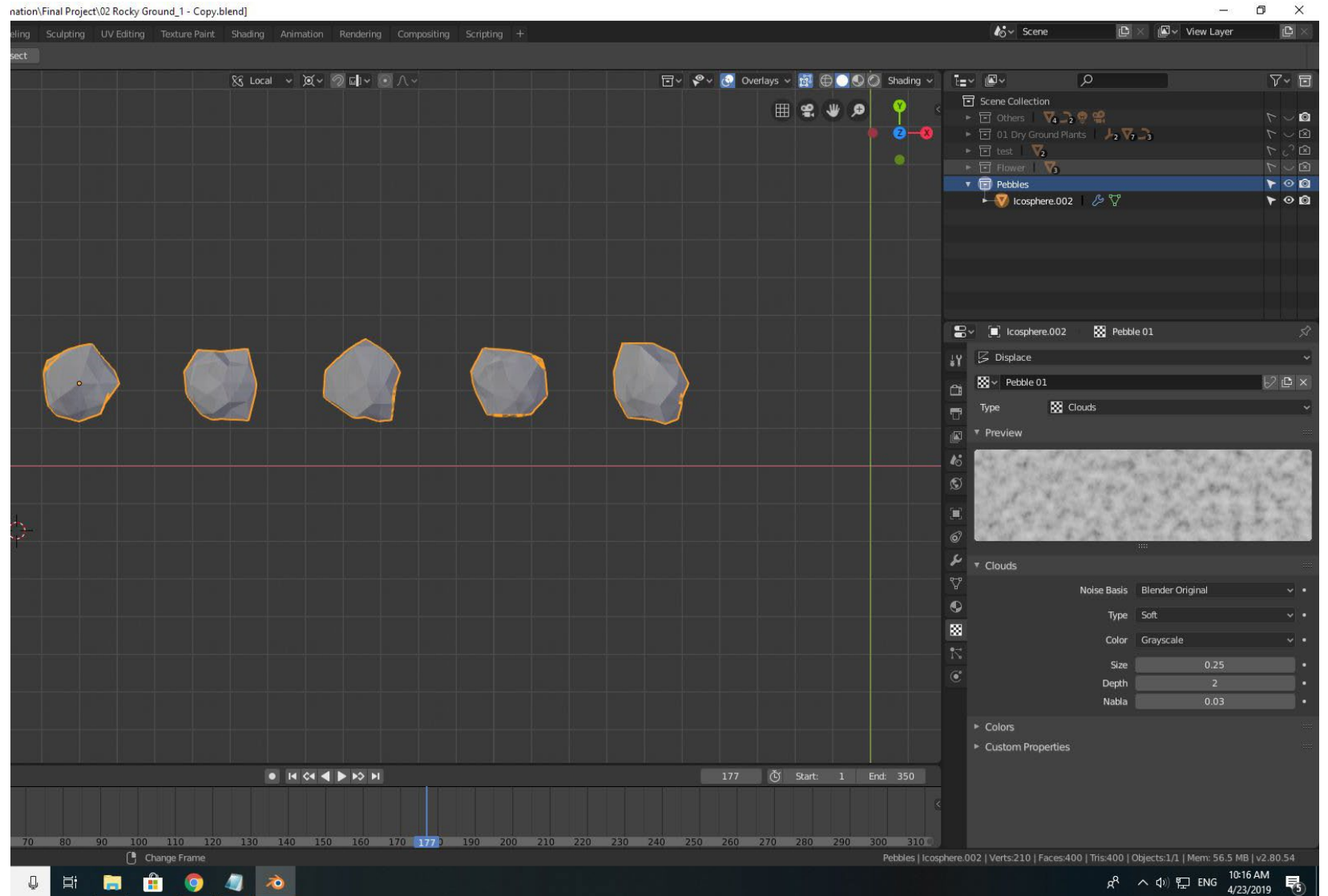
GRAVELS

- Displace modifier to vary the shape



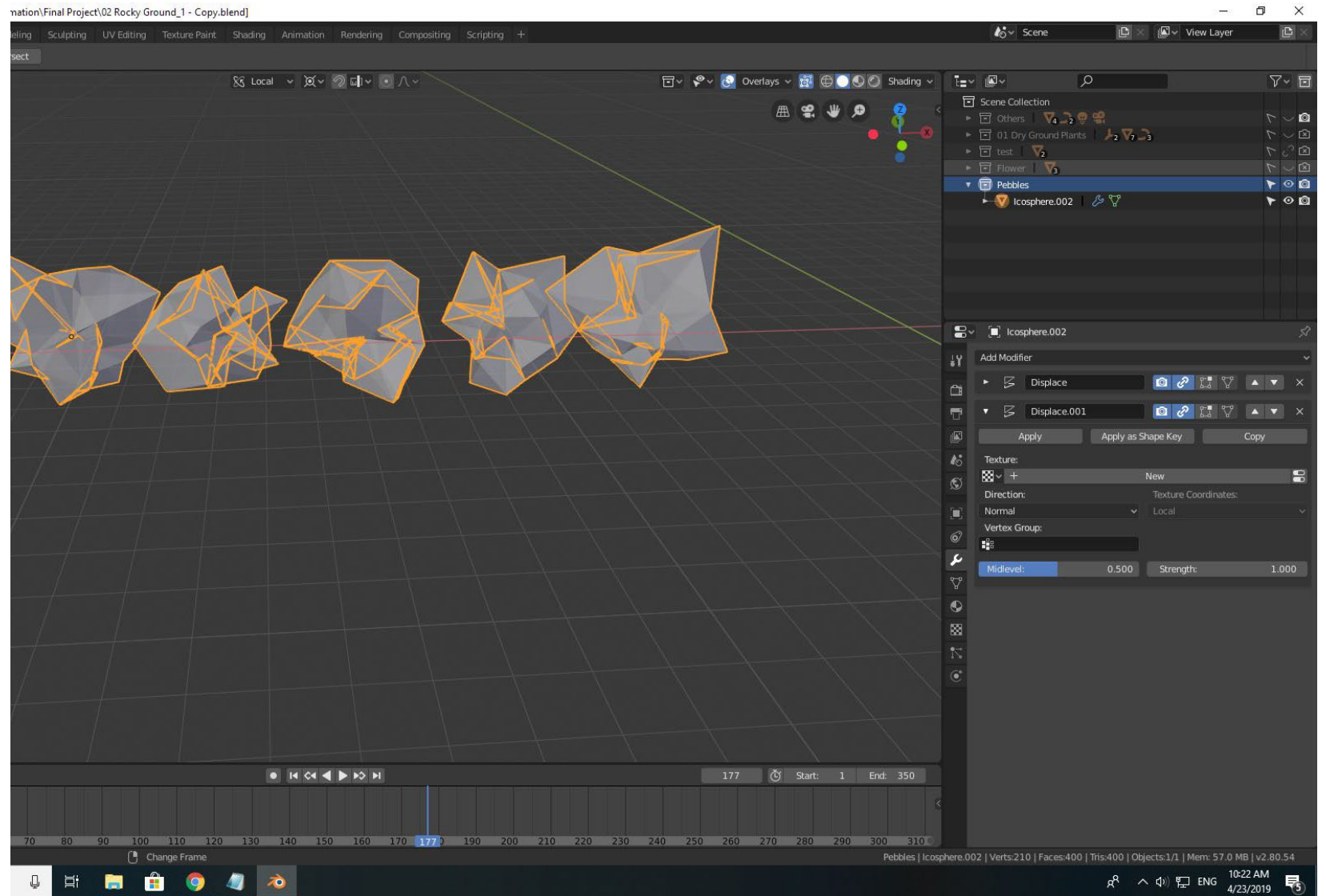
GRAVELS

- Add texture: Cloud, name it as Pebble 01



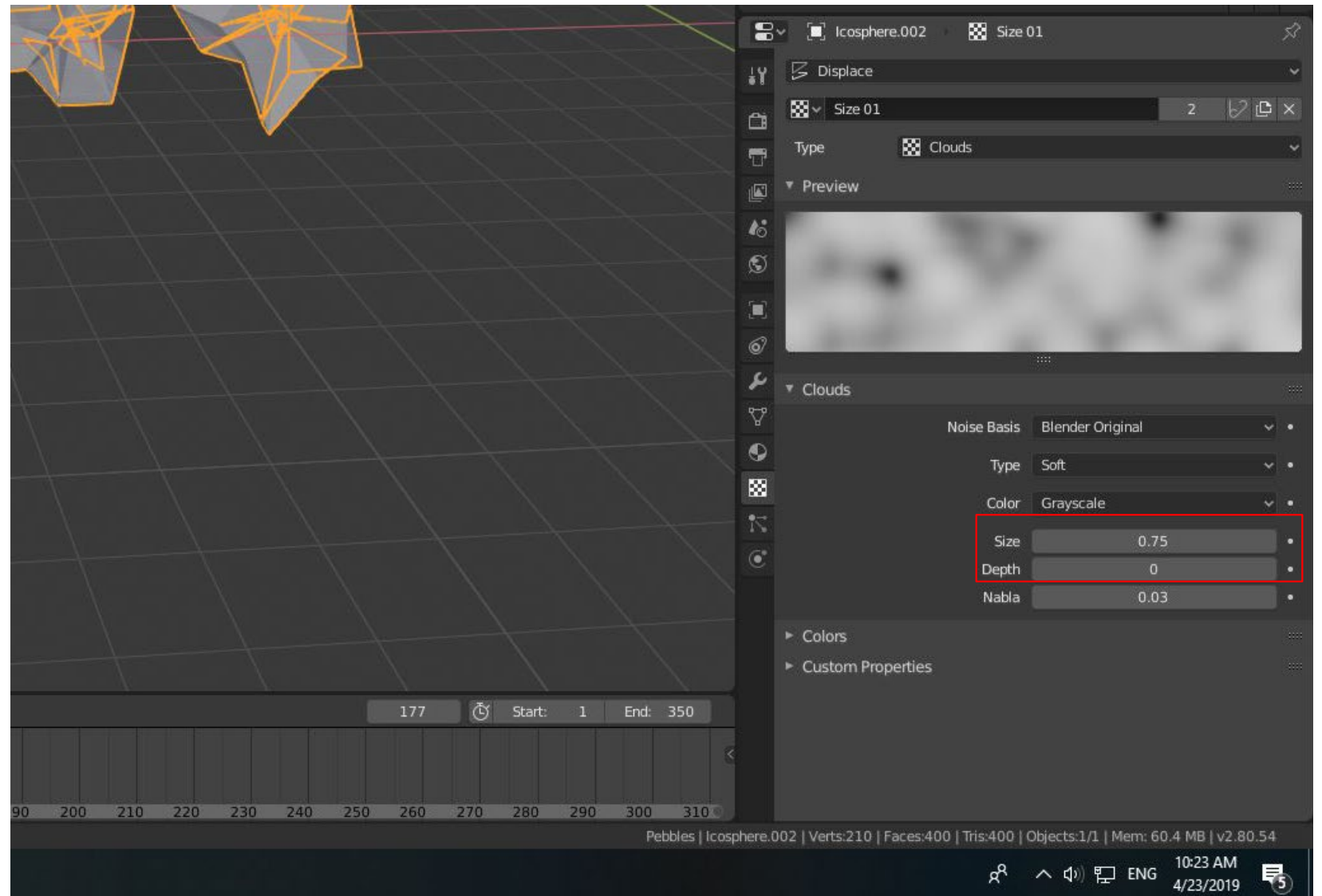
GRAVELS

- Add 2nd Displace modifier to vary the size



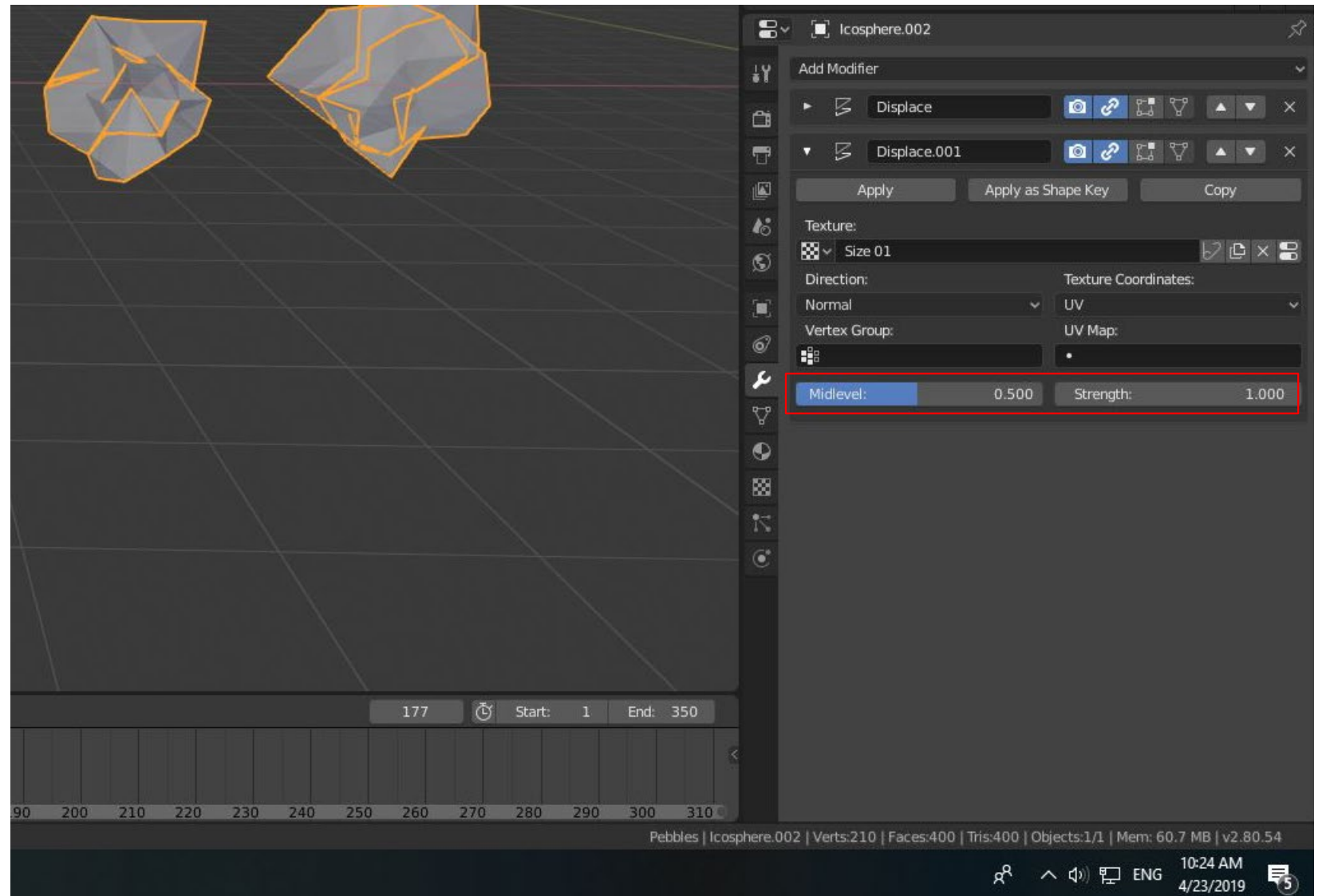
GRAVELS

- Modify the cloud texture, name it as Size 01



GRAVELS

- Adjust the Strength value



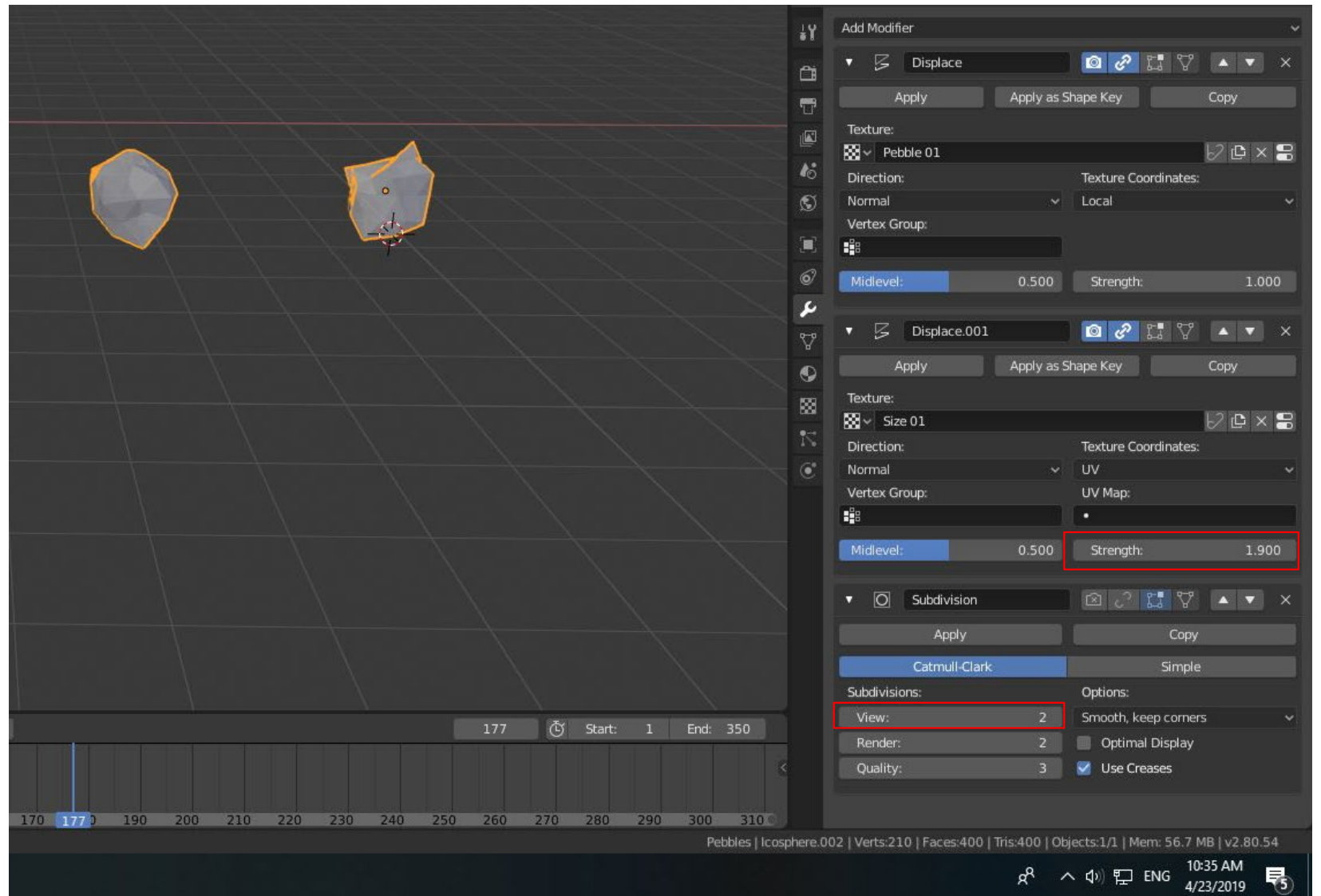
GRAVELS

- Unwrap by view to apply rocky texture later



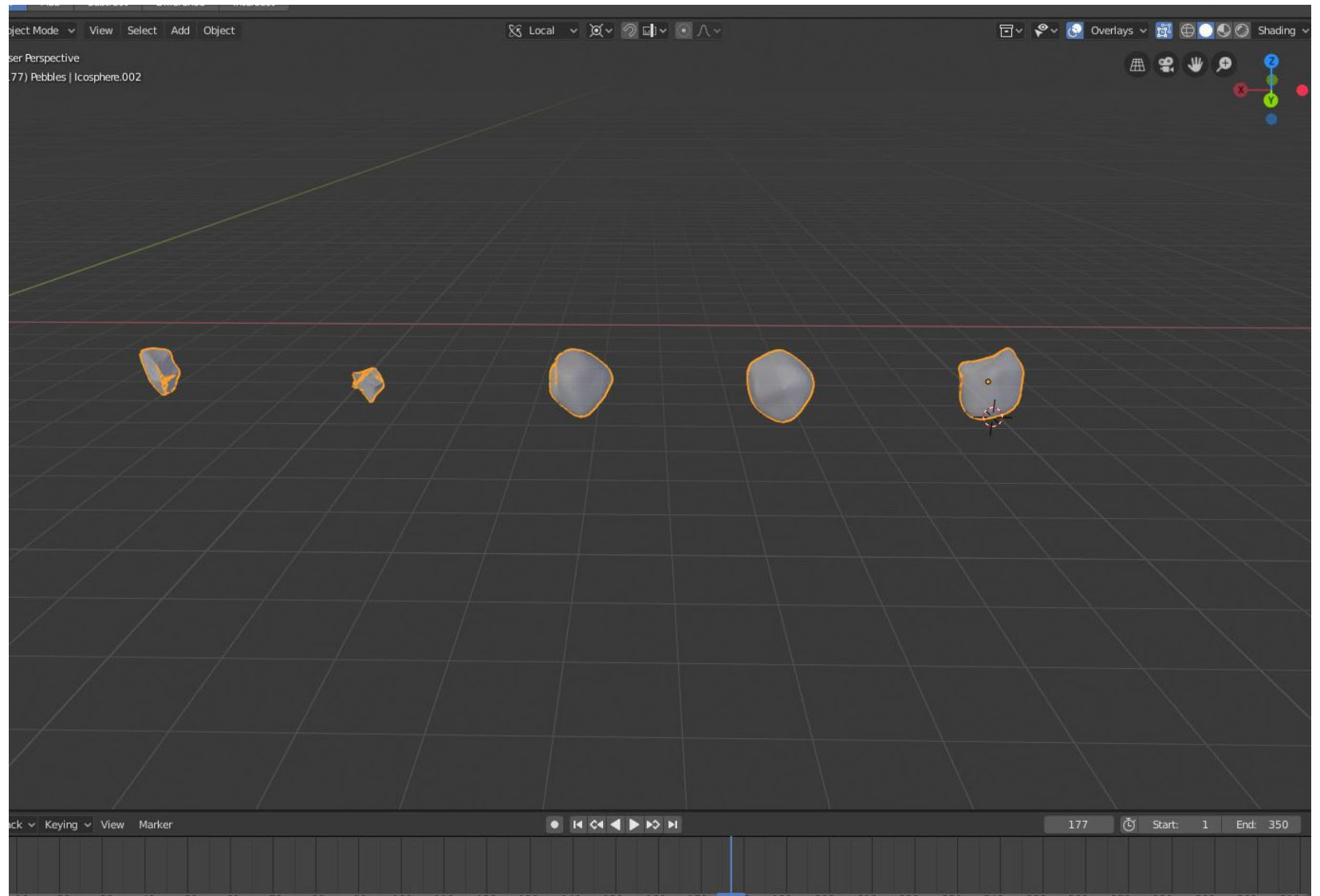
GRAVELS

- Add Subdivision modifier
- Adjust the view value



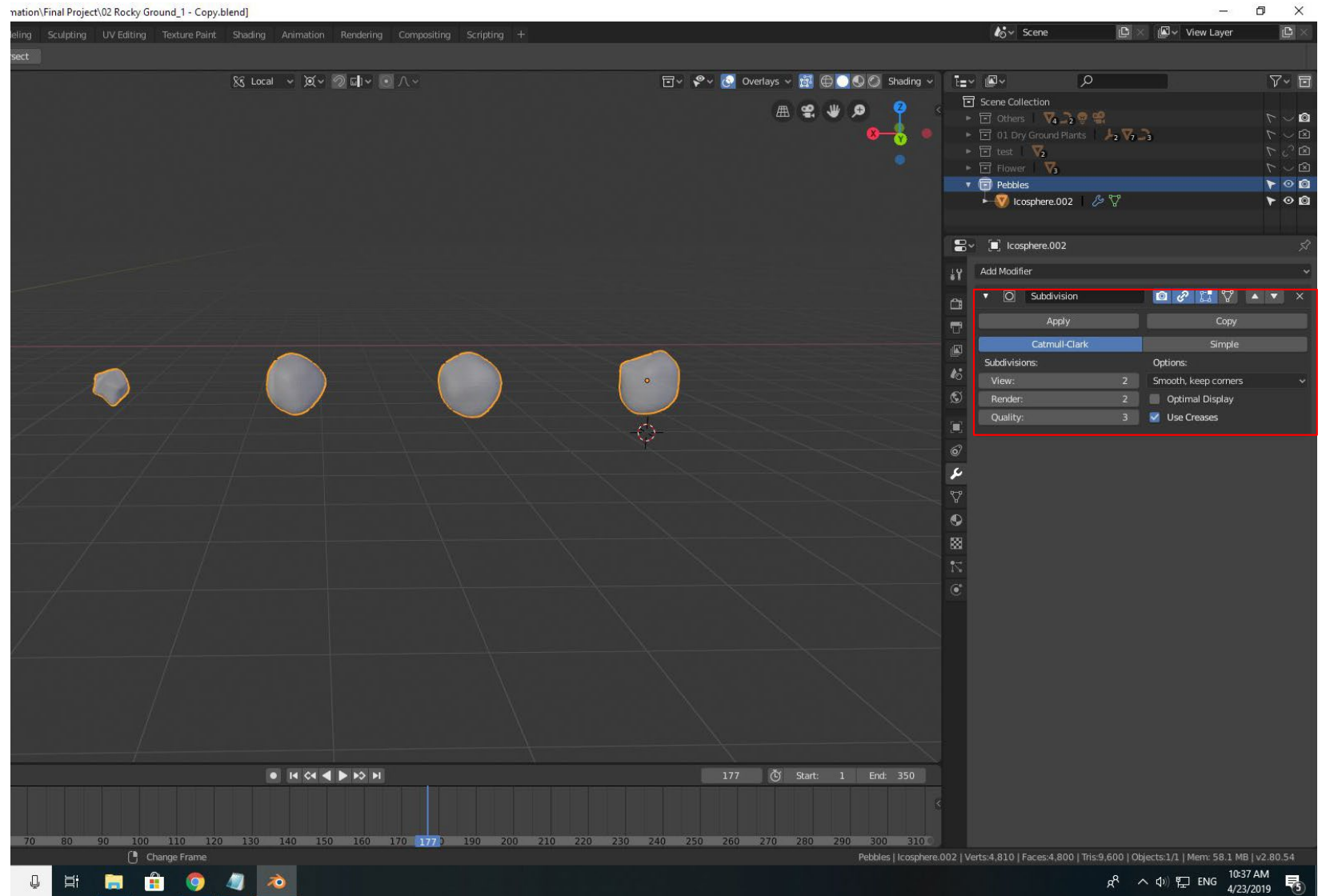
GRAVELS

- Adjust the values to get the ideal shapes with varied size



GRAVELS

- Apply the two displace modifiers



GRAVELS

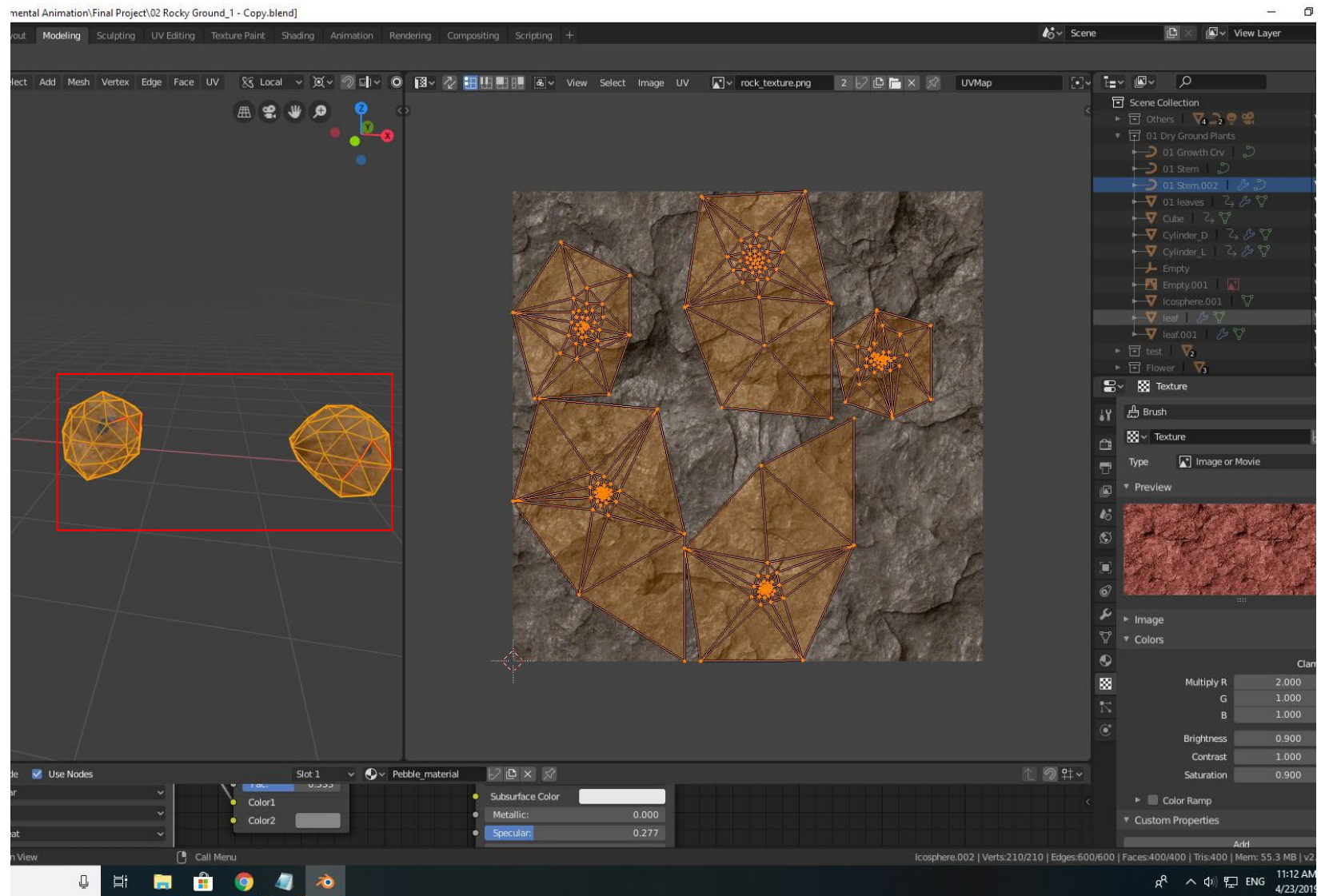
- Add rocky texture to gravels
by nodes of

Image texture- RGB mixer



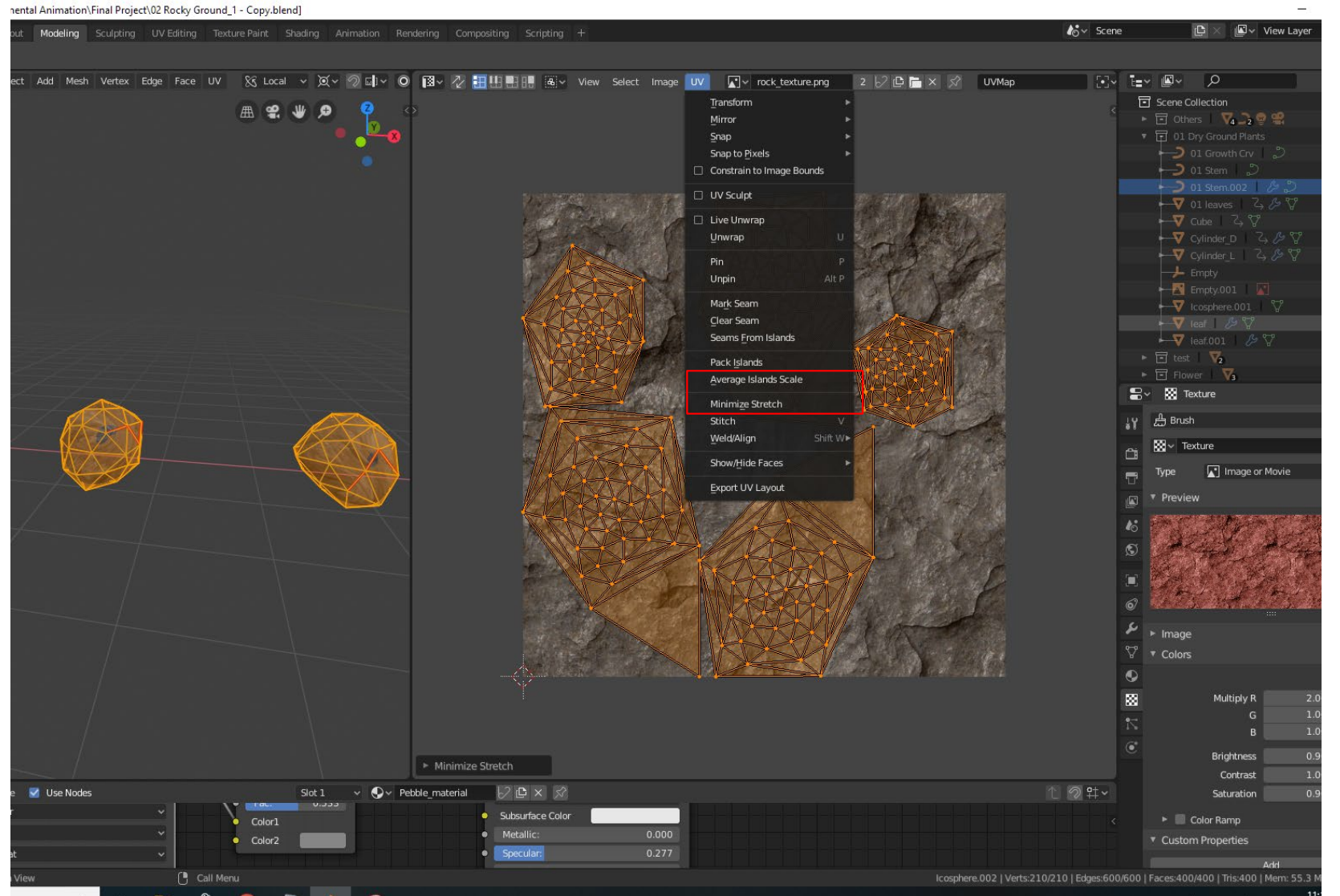
GRAVELS

- Select three linear connected edges to mark seam
- Unwrap



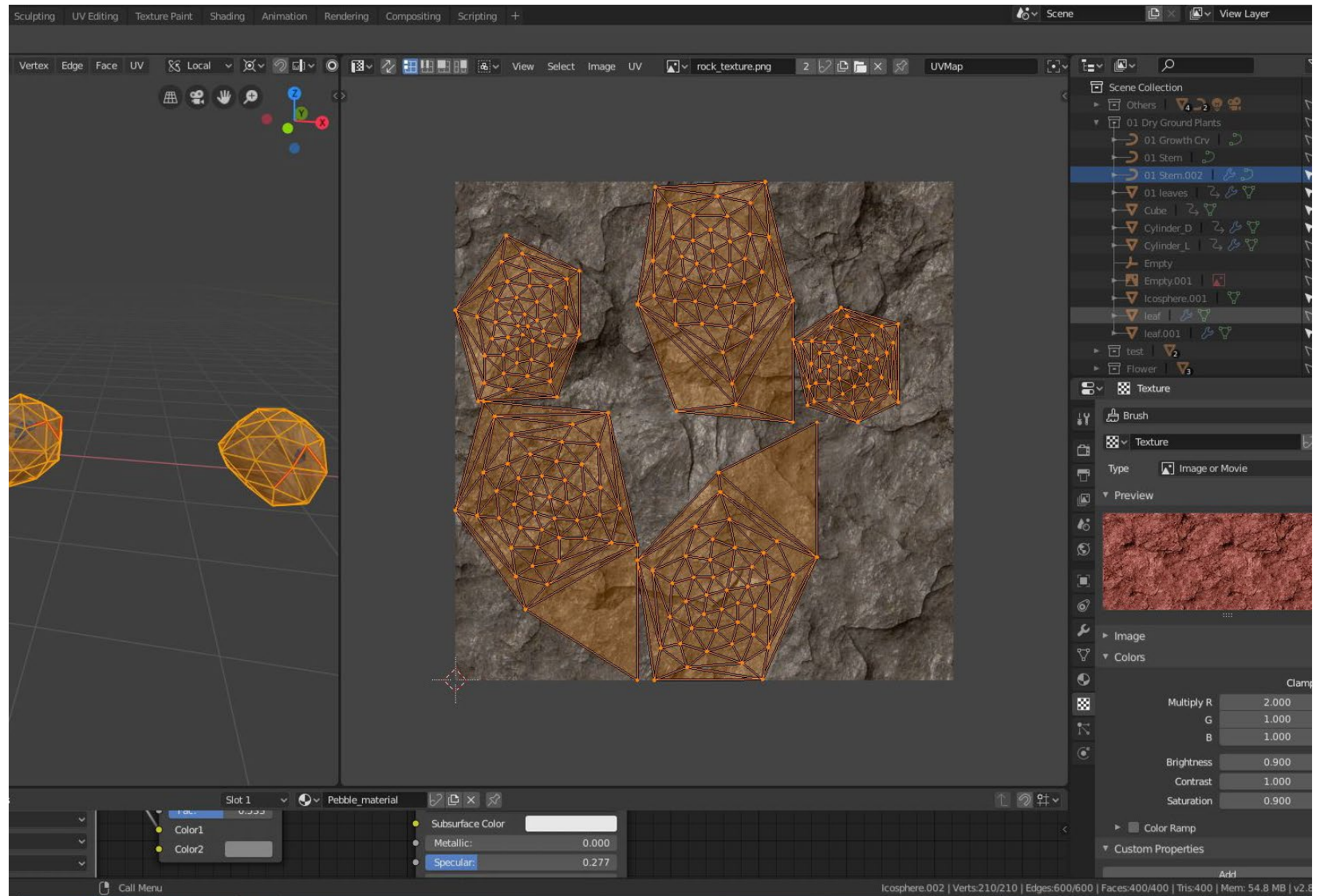
GRAVELS

- Minimize Stretch
 - Average Islands scale
- to get the applied texture more averaged



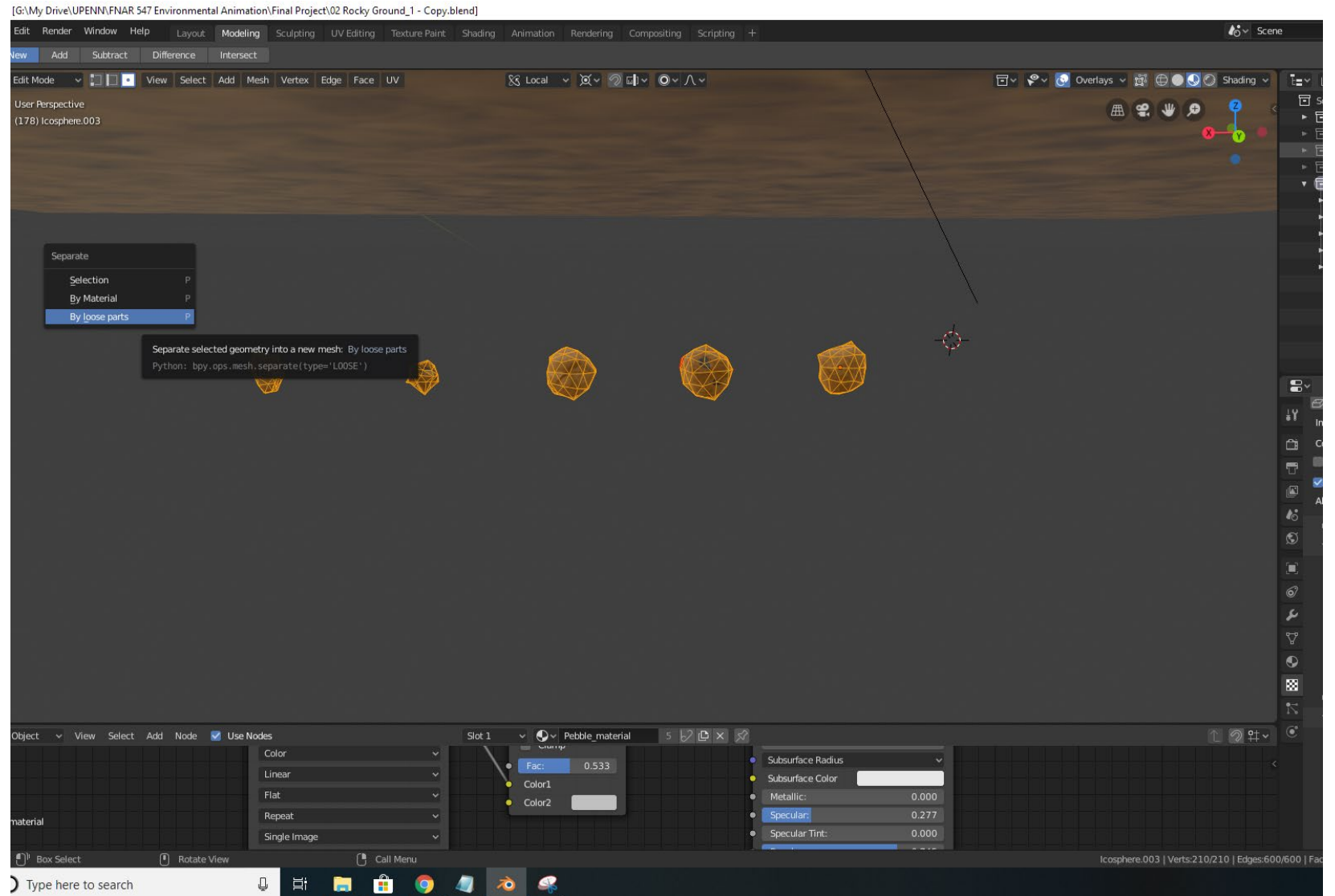
GRAVELS

- Minimize Stretch
 - Average Islands scale
- to get the applied texture more averaged



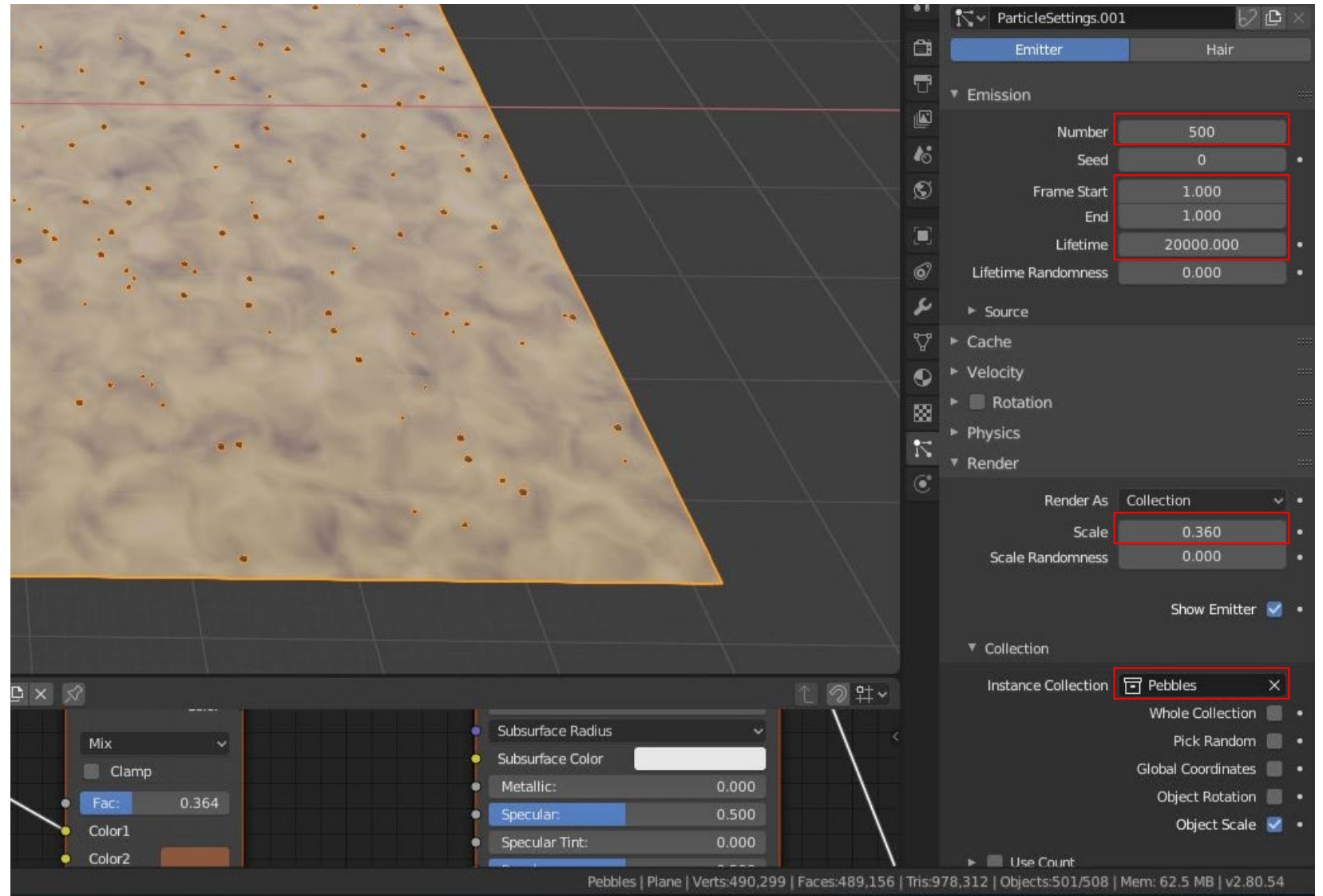
GRAVELS

- Separate gravels as individual objects: P
- set origin to object



SANDY GROUND

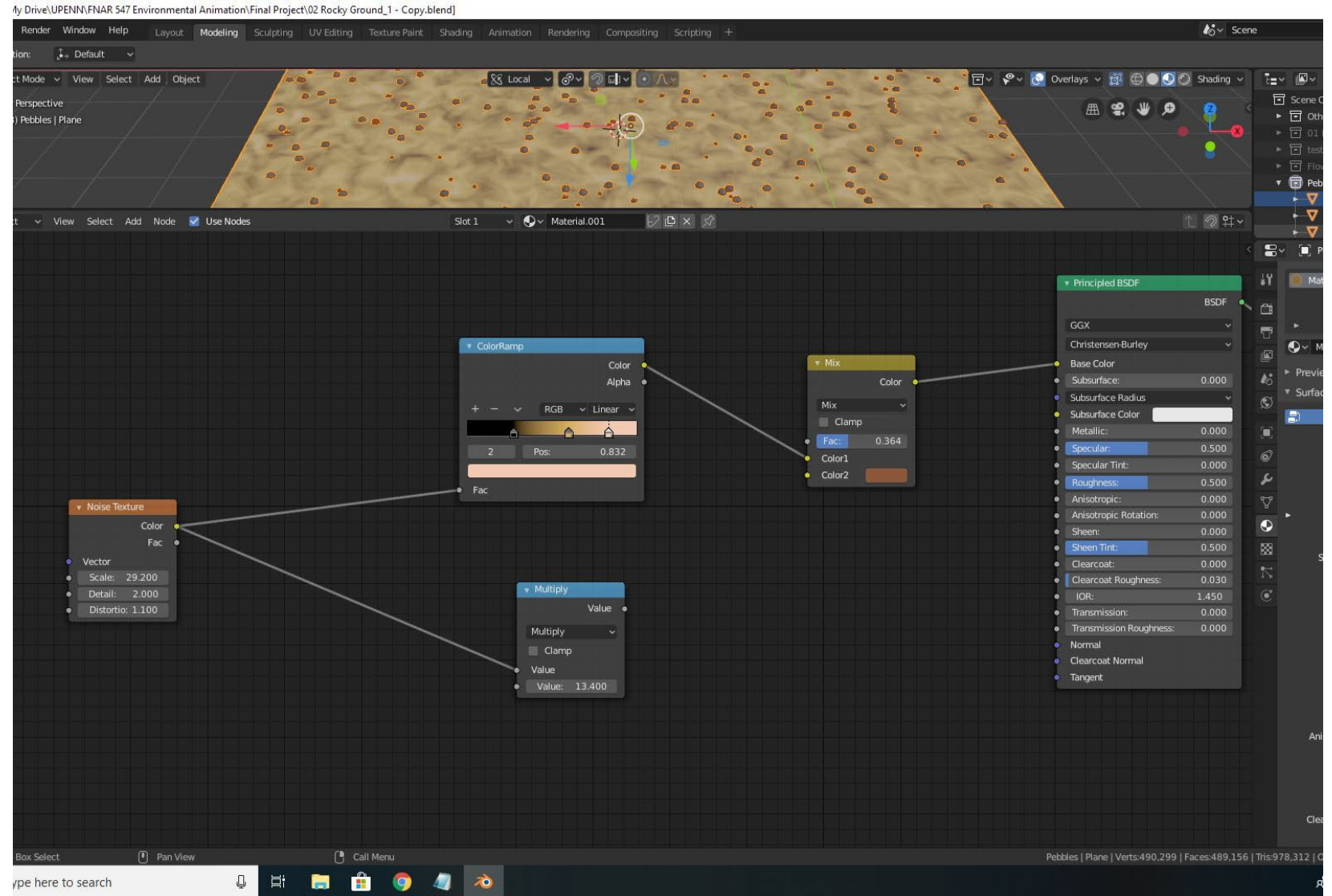
- Apply particle system to the plane
- Scale up the gravels to make the gravels look larger on the ground



SANDY GROUND

- Sand dune texture by nodes

Noise Texture- ColorRamp-
RGB mixer



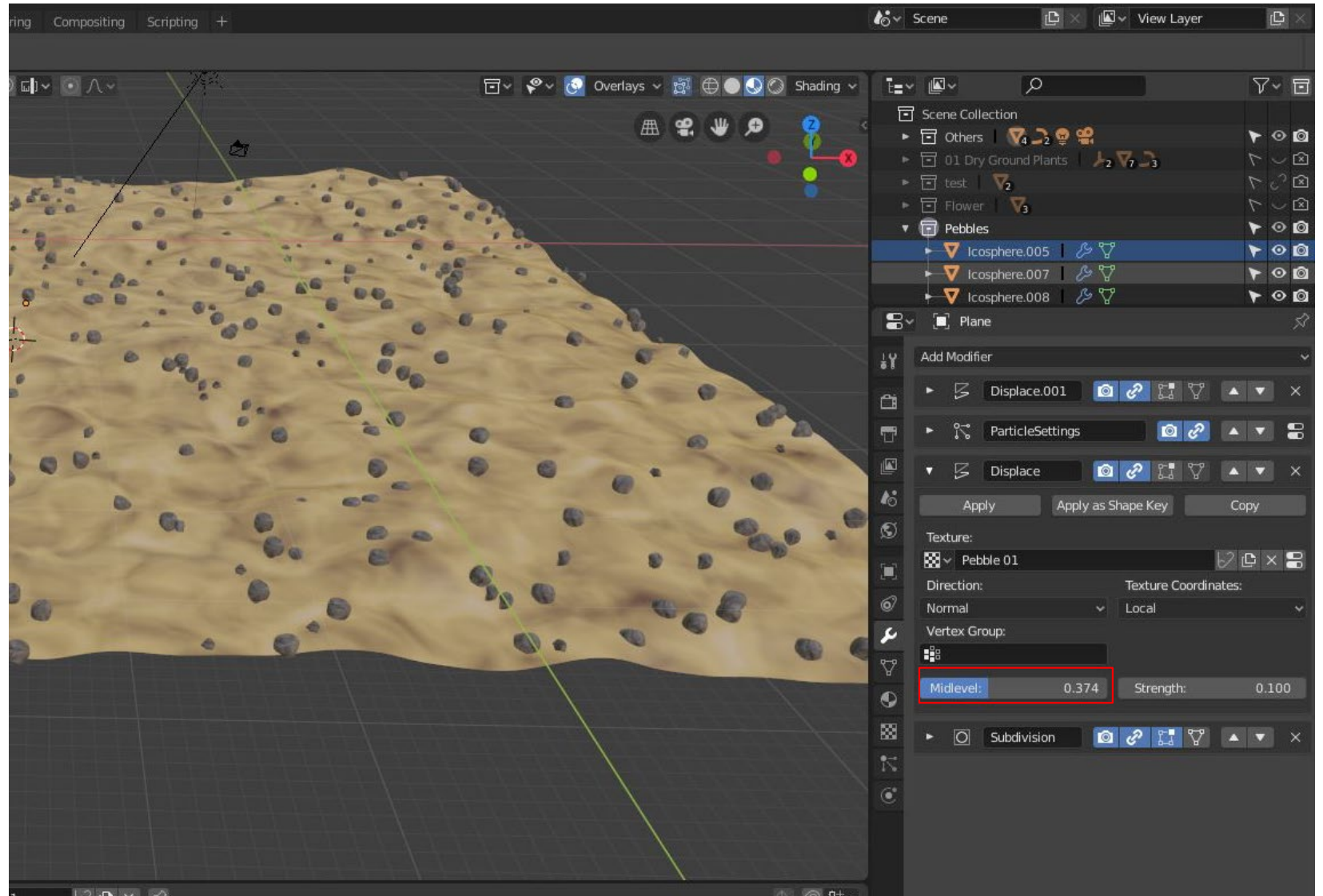
SANDY GROUND

- Creating topographic dunes by using displace modifiers
- Re-arrange the order of modifiers as

Displace with Size 01

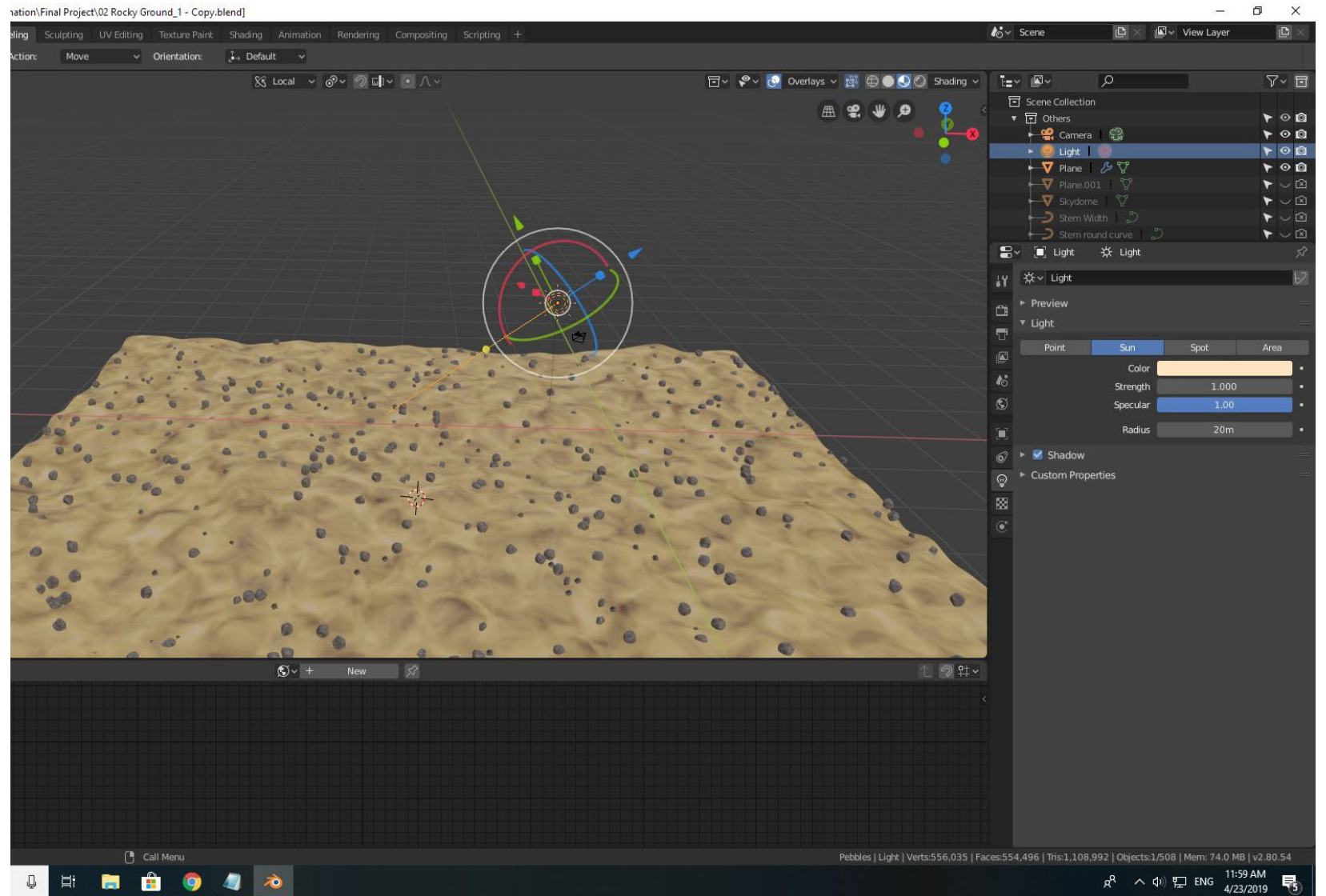
Particle Systems

Displace with Pebble 01



SANDY GROUND

- Add Sun light
- Add world



THANK YOU!
GRAVEL GROUND

