



UPES

Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards

Sem VII

PRACTICAL WORK FILE

EXPERIMENT 9

[\[LINK TO OUTPUT FILES\]](#)

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EXPERIMENT 9 : Mountain Using Blender

Objective:

To design a Mountain using Blender

Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

Steps to create a 3D Rocket

1. Open up Blender and delete everything if you want.
2. Use a plugin that will generate mountains for us. So go to Edit -> User Preferences -> Addons.
3. Look for (or type in) the addon 'ANT Landscape'.
4. Enable by checking the box on the right (near the scared-looking human figure).
5. Close the User Preferences window.
6. Add the landscape by Shift+A -> Add -> Landscape.
7. Customize that mountain to look like one.
8. On the left, from the mini-panel called Landscapes make necessary updates.
 - a. Subdivision: This subdivides the mountain.
 - b. Mesh size: Changes the size of mountain.
 - c. Type and Basis: Gives mountain different distinctive looks based on textures.
 - d. Random seed: Changing this gives a unique mountain while maintaining all the other settings.
 - e. Noise: The smaller the value, the more distortions and bumpy noise you'll have on your mountains.
 - f. Height: The maximum height of the mountain.
 - g. Offset: Offsets the height of the mountain overall.
 - h. Plateau: The height at which the mountain should have a plateau (look flat).
 - i. Sealevel: The height at which the sea level is.

Steps to Render

1. Add a plane object and set it child
2. Add light and place it in a suitable position
3. Add camera, Press CTRL+ALT+0 (Num) to position it along the view port
4. Click render on top left
5. Save the output image as PNG.

SNIPPETS





