

Challenge C: Make Terrain for a Lighthouse

After creating daytime and nighttime terrain by following the Project 3 instructions, you'll create more terrain and a nighttime scene for a lighthouse.

Instructions

1. In Blender, open the **ChallengeC.blend** file.
2. In Edit Mode, use Vertex Select mode and Proportional Editing to make a terrain around the lighthouse. Make sure to use at least three different Falloff types.
3. Add the Subsurf modifier to the terrain.
4. Create a material for the terrain.
5. Create two textures and a stencil texture for the terrain. You can use the grass and dirt images for these two textures, if you want. Otherwise, you'll need to pick textures and customize them. Be sure to change their Map To colors.
6. Add a moon.
 - a. Add an IcoSphere.
 - b. Add a material and texture to the IcoSphere.
 - c. Add the Subsurf modifier to the moon.
 - d. In the Links and Pipeline mini-window, turn on the ZTransp button.
 - e. Add a lamp and put it inside the IcoSphere.
 - f. Add a lamp and put it just outside the IcoSphere.
 - g. Create a Colorband for the IcoSphere that has at least three separate color position markers and three different colors.
7. Using the World Buttons panel, add stars of different sizes.
8. Render an image of the terrain. Make sure that the terrain, the lighthouse, and the moon are all in the image.
9. Save the Blender file as **ChallengeCNew**.