**Graphics and Animation Tools Lab**

Experiment-9: Design of mountain using Blender.

**Steps to design a mountain using Blender-**

Step.1. Go to Edit→ Preferences→ Add-ons and search for A.N.T. Landscape and enable it if it is disabled.

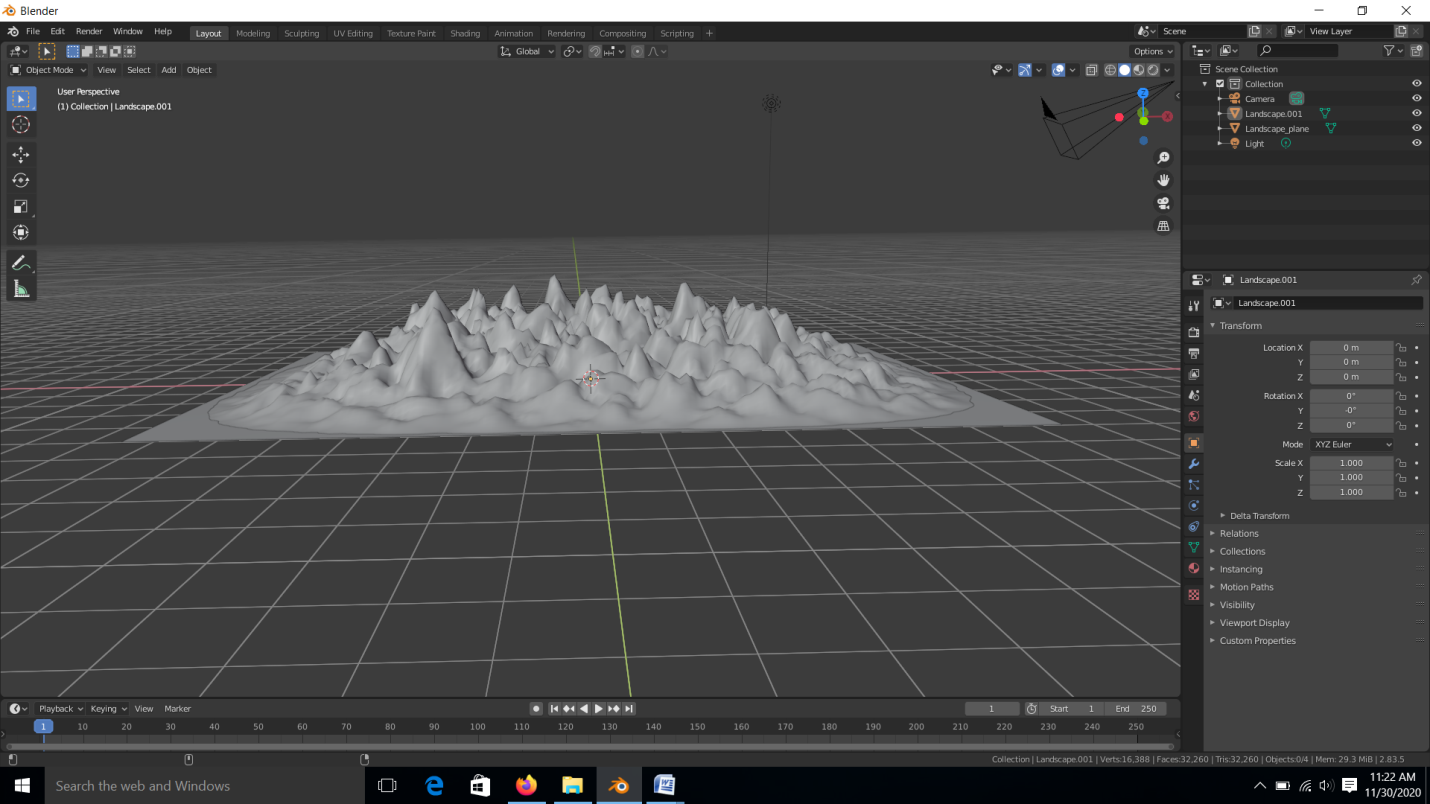
Step.2. Go to Add→Mesh and add a landscape. A mountain landscape will appear over the screen.

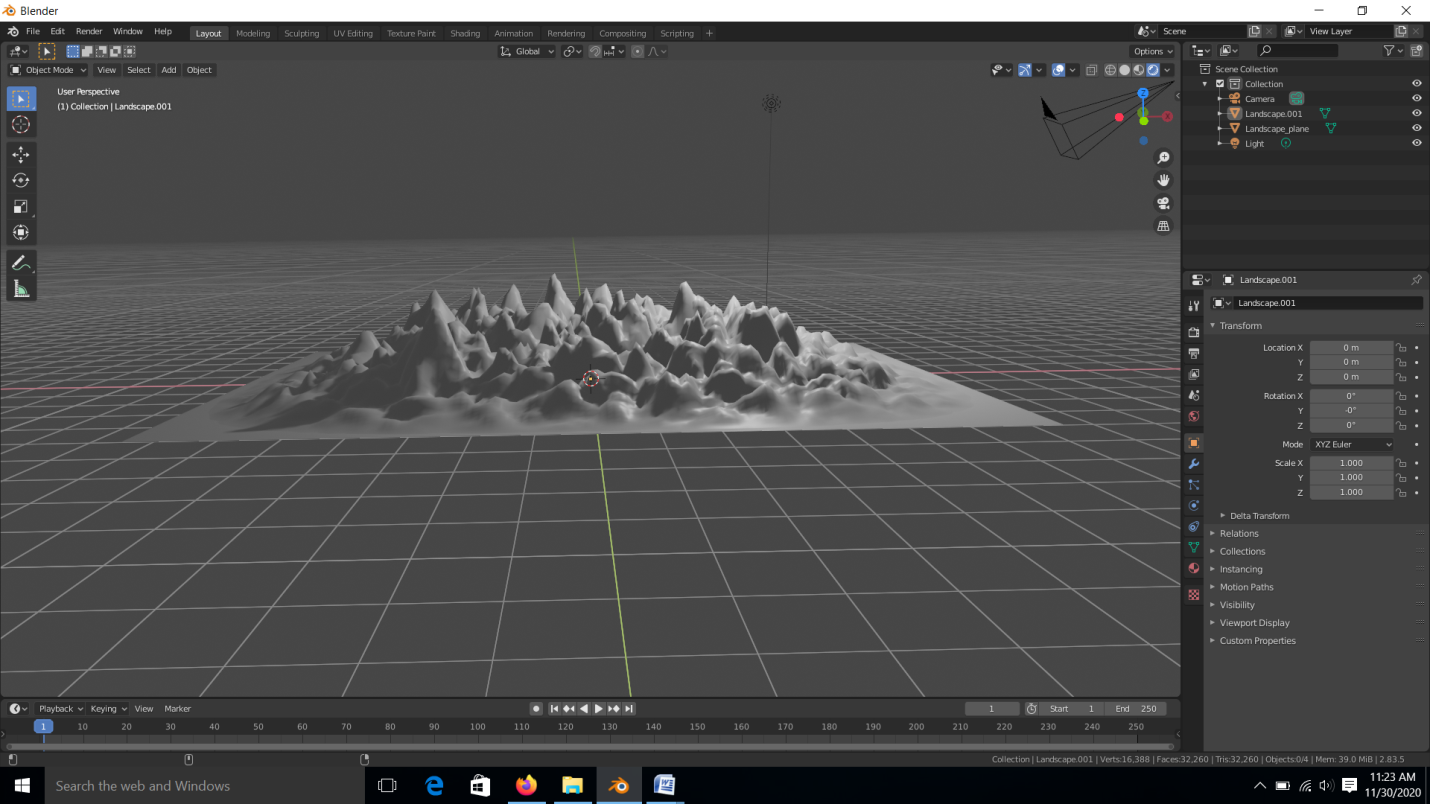
Step.3. Scale up the landscape and click on the mini panel called Landscape on the bottom left corner to change the default settings.

Step.4. Change the number of subdivisions, size, height of the mountain and other settings as per the choice.

The mountain has been completed now.

**Output Screens**

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