

**UNIVERSITY OF PETROLEUM & ENERGY STUDIES**

**SCHOOL OF COMPUTER SCIENCE**

***Department of Cybernetics***

**GRAPHICS AND ANIMATIONS TOOLS**

LAB FILE

SESSION (2020-21)

Course: B.Tech with specialization in Open Source & Open Standards

Submitted to: Submitted by:

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**Project**

**AIM-** Design of Mountain using Blender

1. Open up Blender and delete everything if you want.
2. We need to use a plugin that will generate mountains for us. So go to File -> User Preferences -> Add-ons.
3. Look for (or type in) the addon ‘ANT Landscape’. Enable by checking the box on the right (near the scared-looking human figure).
4. Close the User Preferences window.
5. Make a house by some cubes add some textures on it
6. For the road asphalt add road image texture on plane
7. Make a sun by using the sphere and emission and give it toIt to red color
8. Turn on bloom and reflection
9. And the tree using tree spline curve in the blender add-ons

That's it.

**Landscape settings**

There’s a lot of settings here! The main settings are described below:

* **Subdivision:** This subdivides your mountain. The more subdvisions, the more detail you can throw at your mountain.
* **Mesh size:** Changes the size of your mountain.
* **Type and Basis:** Gives your mountain different distinctive looks based on textures.
* **Random seed**: Changing this gives a unique mountain while maintaining all the other settings. Good if you need a few of the same type (or breed) of mountains in one scene but want to make each of them look unique.
* **Noise:** The smaller the value, the more distortions and bumpy noise you’ll have on your mountains.
* **Height:** The maximum height of the mountain.
* **Offset:** Offsets the height of the mountain overall.
* **Plateau:** The height at which the mountain should have a plateau (look flat). Good to create Grand Canyon type of scenes.