**University of Petroleum and Energy Studies**

School of Computer Science

Department of Cybernetics



**Graphics & Animation Tools**

**LAB FILE**

**(Session: 2020-2021)**

Course: B. Tech with Specialization in Open Source and Open Standards





**Experiment 9: Design of 3D Mountain Landscape using Blender.**

**Link to Drive Folder:**

[**Graphics and Animation Tools**](https://drive.google.com/drive/folders/1L1gqtxnW8xDUk-jw3Z8dTLz2_Yth1-OI?usp=sharing)

**STEPS:-**

**Step 1.**

Add a landscape.

**Step 2.**

Turn on Proportional editing.

**Step 3.**

Circle select the vertices and move accordingly .

**Step 4.**

Shape the mountains .

**Step 5.**

Add a mix shader to give a glossy look to the mountains .

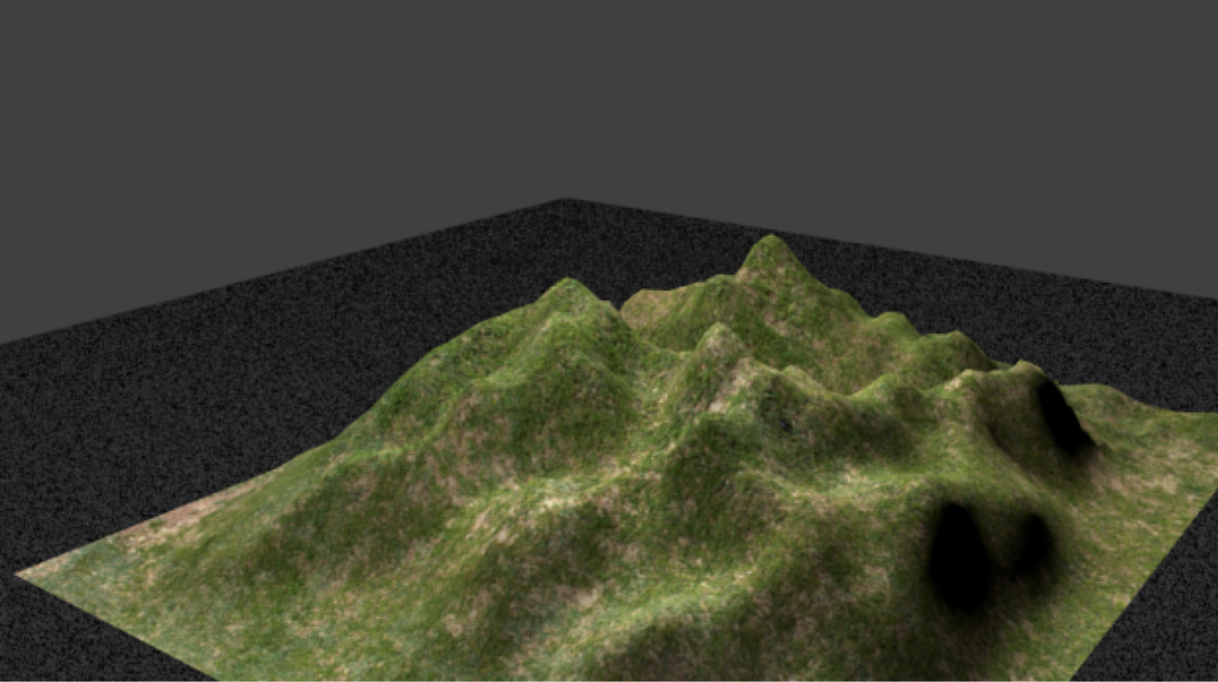
**Step 6.**

For better effects add Background image add the image path in the image folder.

**Step 7.**

Choose the Render image option from the Render option in the toolbar. Attach the rendered image in the below output section.

**Output:**

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