**EXPERIMENT-9**

**Design of Mountains using Blender**

**Step – 1:** Open Blender -> Clear everything.

**Step – 2:** We need to use a plugin that will generate mountains for us. So go to File -> User Preferences -> Add-ons.

**Step – 3:** Search for the addon ‘ANT Landscape’. Enable by checking the box on the right (near the scared-looking human figure).

**Step – 4:** Close the User Preferences window.

**Step – 5:** Now add the landscape using Shift+A -> Add -> Landscape. Now you will have your own mountain!

**Step – 6:** Now, you can customize that mountain to look more like what you want. At left side, you will see mini-panel called Landscapes (if you don’t see it, press T to toggle the toolbar). Then, you will be presented with a bunch of options you can change

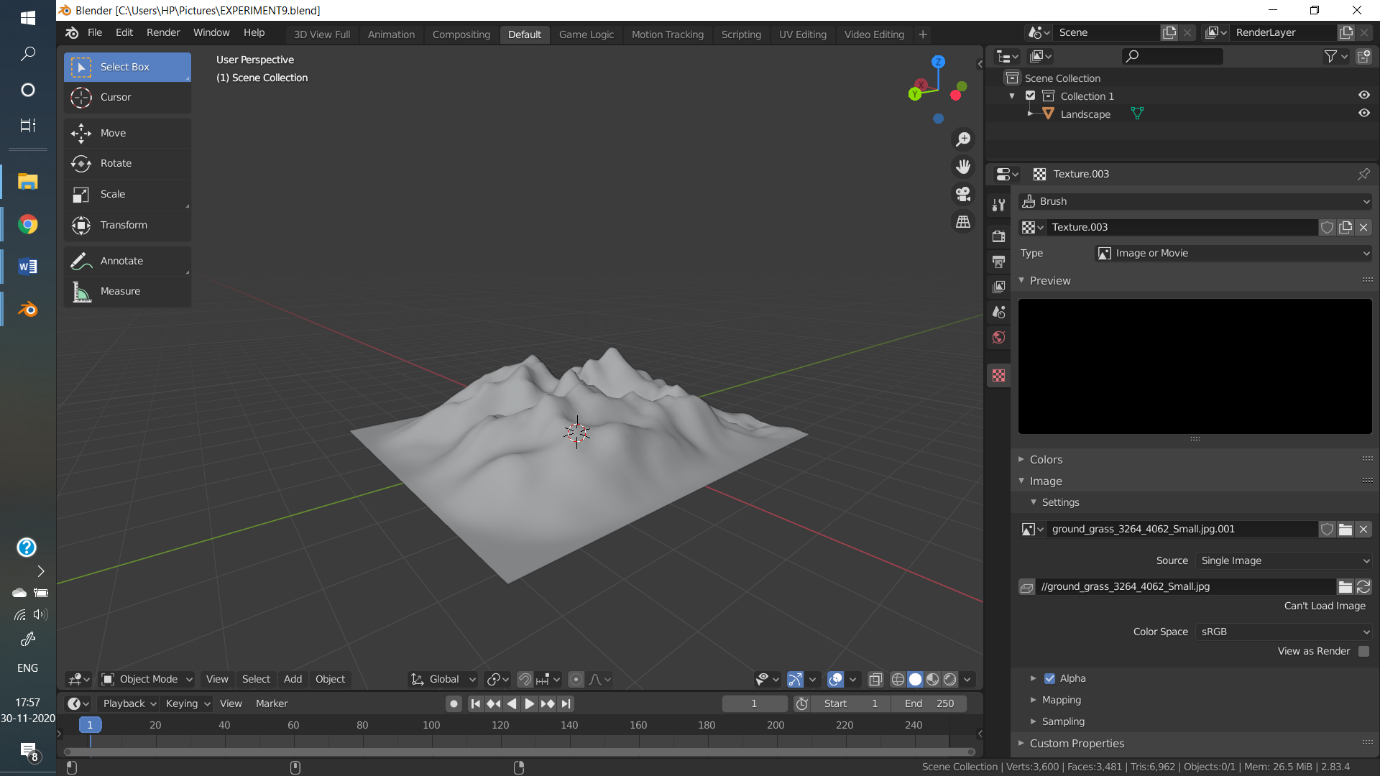
**Landscape Settings**

Lot of settings will be required. The main settings are mentioned below:

* **Subdivision:** This subdivides your mountain. The more subdvisions, the more detail you can throw at your mountain.
* **Mesh size:** It will change the size of the 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).

Link: <https://drive.google.com/drive/folders/1P7LLvzHcF9f5_pZtxFMgVZJHebJOQP8E?usp=sharing>

**Output:**

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