**Experiment - 9**

**Steps to make 3D Mountain in 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 -> Addons.
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. Now add the landscape by Shift+A -> Add -> Landscape. You should now have your own little mountain!
6. But wait! Don’t do anything with the mountain yet! You can customize that mountain to look more like what you want. On the left, you will see mini-panel called Landscapes (if you don’t see it, press T to toggle the toolbar). Here, you will be presented with a bunch of options you can change.