UPES

School of Computer Science & Engineering

LAB – FILE

Graphics and Animation Tool

CSGG4101

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EXPERIMENT – 9

Objective :- Design of 3D Mountain using Blender.

This experiment is to design a 3D - Mountain on the Blender Platform.

Steps to be followed on designing 3D - Mountain:

Step-1: Open Blender.

Step-2: Create a blank file and delete the default cube.

Step-3: Add a plane to the 3d space. Add divisions to the plane.

Step-4: Add solidify modifier to the planes. And add the texture to the plane.

Step-5: Add a UV Sphere and make it small. Add displacement modifier to the plane and link the uv sphere to the plane.

Step-6: Add a modify, modifier to the mesh to modify our mesh.

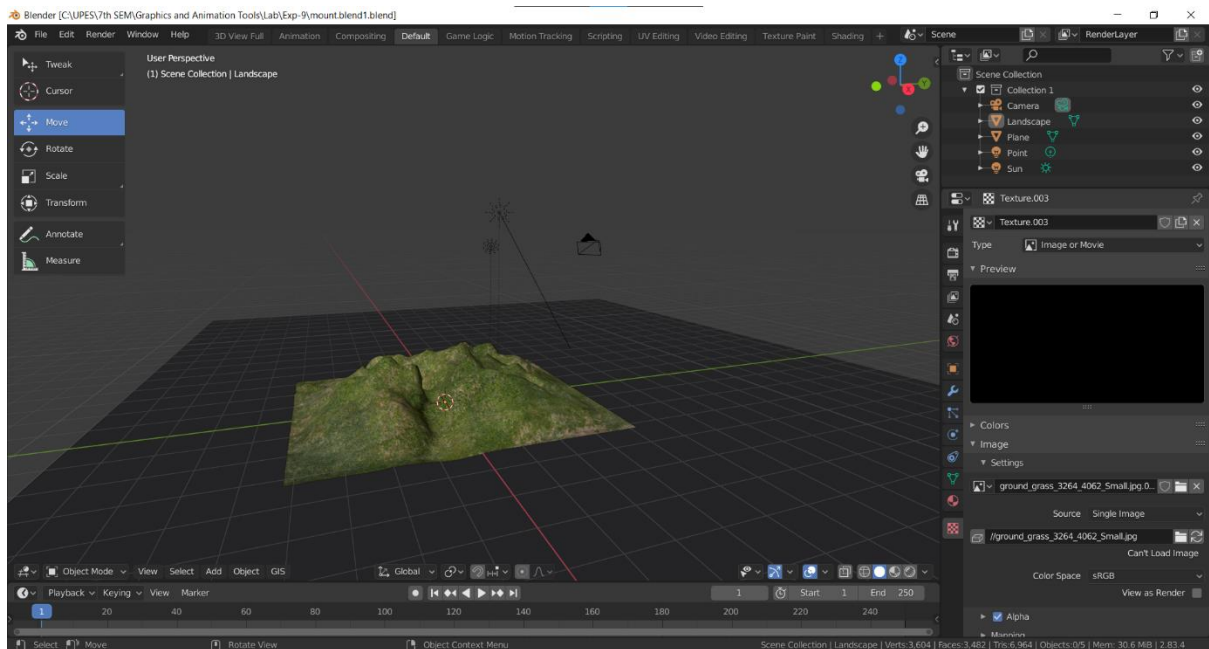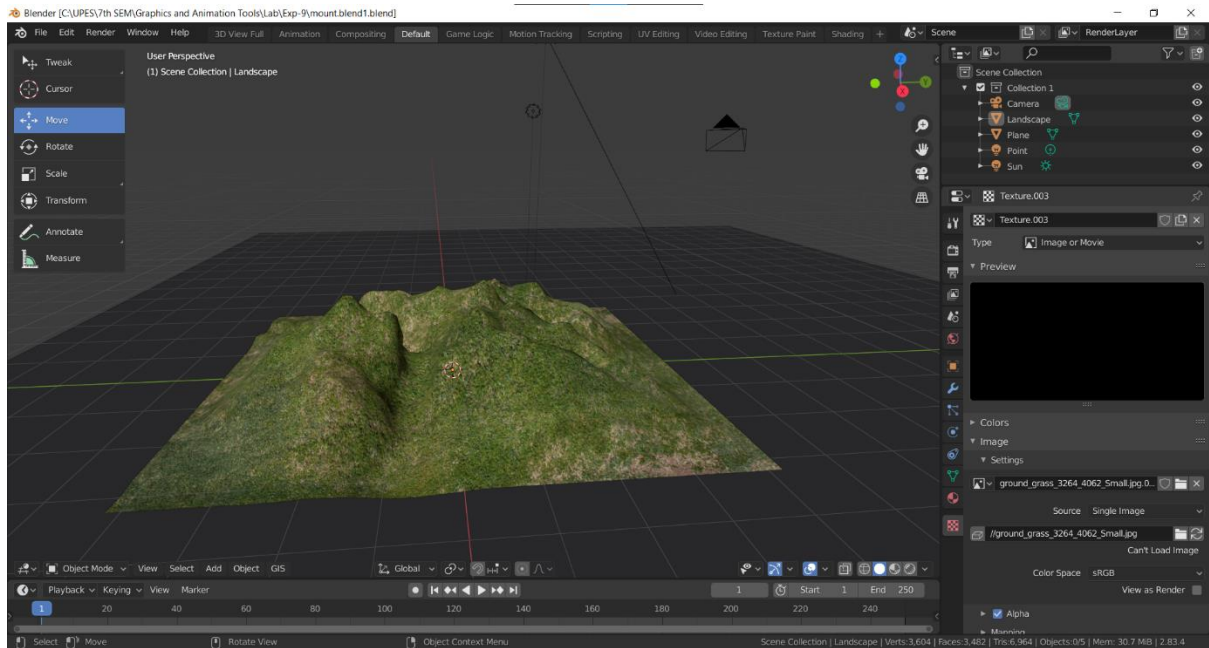**Step-7:** Bevel it upward to make it look like mountain.

Step-8: Add a mountain texture to the mesh to be able to render it.

Step-9: Finally add a light source and add a plane on which the mountain is standing.

Step-10: Now add a camera to render the mountain. Focus the camera to the center of the mountain.

Step-11: Now save the .blend file to your local memory and render the file in Render Image tab.

SCREENSHOTS:

DRIVE Link -
https://drive.google.com/drive/folders/18yTMbvukPA19Swl9qRYs9USlBWyk jpFT?usp=sharing