# Experiment 9:- Creating a mountains

1. Delete the default cube type shift+A and add a plane.
2. Scale the plane by pressing the S .
3. Now right click on the plane now select sub-divide and set the sub-divide into 100.
4. Also add a sub- division modifier and change the view port displace into 2
5. Switch to cycles.
6. Split the screen and open the shader mode.
7. Click the new matrial tab.
8. Add a displacement mode and plug it principle node, now add a texture and color ramp.
9. Now add the color ramp into the principle shader and texture to color ramp.
10. Click on the material tab and down the setting . Now you see a option bump only click to displacement only.
11. Now increaser the scale on displacement node and you will see the displacement.
12. Increaser the details up from texture node .
13. Press shift+a choose funnel node.
14. Bring down the black colour from the color ramp and you see the structure of water aera. Now the plane moved down so to move up go to displacement node and move it up .
15. Just true off the over lays. Now select to noise texture and press the ctrl+T it will map the coordinates.
16. In noise texture you can change the shapes of the mountains by changing the values of scales.
17. To make the mountains taller use the scale value from the displacement and scale it up.
18. Now go to clor ramp and switch the option of linear to ease it will give the mountains a little slide in the end.
19. Next set up the camera view before start adding material .
20. Now add a plane in vertical direction to add a sky behind it.
21. Now add a cloudly image in the plane to give it a sky look by going to file brower and drag and drop the image in shader aera.
22. Before adding the sky image first convert your planes principle shader to emission shader and then add the image.
23. Now move to landscape makes the 3 copy of color ramp also move a feral node . this will help us to separate the land and the water.
24. Press shift+A add a mixRGB from color now connect the color ramp to the top color and feral to bottom color. And add the mixRGB to viewer node.
25. Make the color ramp color to constant and move it down to black next bring down the white color down it will start cover the mountains into white .
26. Now ove the principle shader down , add a glossy shader in it. And also add a mix shader .
27. Next connect the glossy shader into the top input of thr mix shader and connect the rinciple shader into bottom option.
28. Disconnect the mixRGB and and feral node from the color ramp and connect the color ramp to mix shader and connect the mix shader to viewer node.
29. Adjust the roughness of the shader .

30. Lets add the texture for mountains. Add cliff texture ,roughness texture from texture .com.
31. Add a normal map node and plug it into the texture.
32. Add a mapping and texture nodes one of the texture .
33. Scale the x and y values.
34. Duplicate the principle shader and mix shader and line it to the glossy shader .
35. Add a color ramp to the new mix shader . glossy shader plug it into the top .
36. It will give the white area under the mountains.
37. Add a bump node and also a noise texture press ctrl+T to map the coordinate nodes and connect the bump node to glossy shader and viwer node too.
38. Scale the details upto 16 and scale up the scales . it will give a nice water effect .
39. Now plug back the mix shader of the material to the viewer node it will come back to its original position but now you can see the water effect in the water.
40. Now the mountains are finished , rendered the image and the output is below .