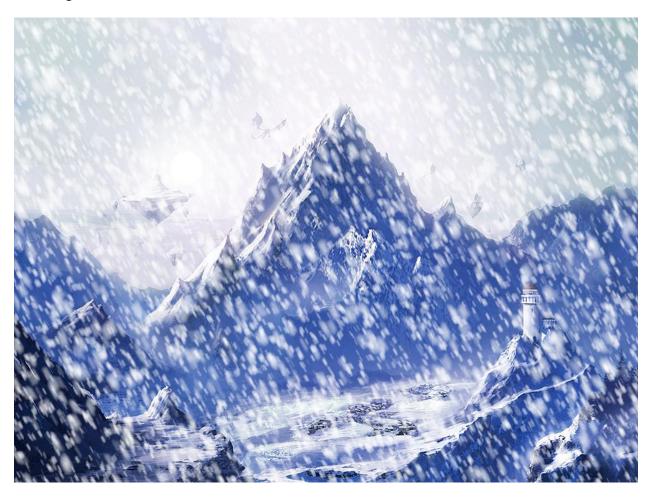
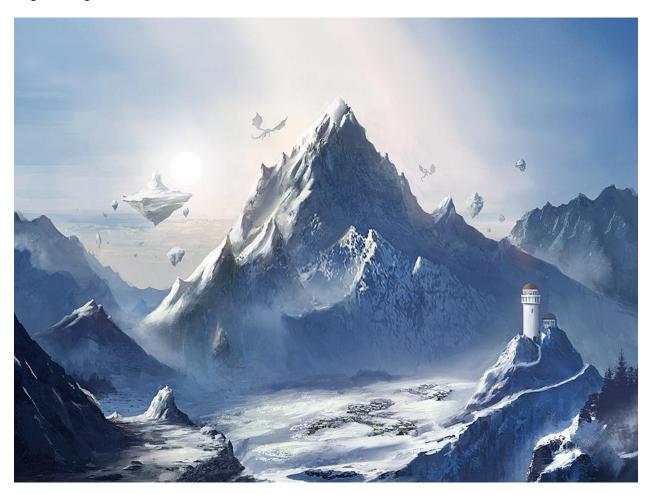
1. Moutains with snow cover in GIMP

- Steps1:- Select a image and add it to the GIMP
- Step 2:-use the fuzzy tool to select the sky to change its appearance.
- Step 3:- Next select the hue saturation and adjust the values according to your need.
- Step 4:- then go to select and none.
- Step 5:-Now duplicate the layer
- Step 6:-change the foreground color into light blue and background color into dark blue.
- Step 7:-open the gradient map and set the color.
- Step 8:- Now go to right side select the mode from normal to overlays and also decrease the opacity according to your image.
- Step 9:-add a layer fill the bucket fill with black color.
- Step 10:-go to filters select the HSV noise and adjust the values.
- Step 11:- Now go to Gaussian blur and adjust the value to the right position.
- Step 12:-Now go to levels and adjust the 3 points to make the slow flack effect on the screen.
- Step 13:-Now again go to mode and select the screen option.
- Step 14:-Now go to filters and select the linear motion option and ajust the motion of the snow.
- Step 15:-Next add another layer over it, select the scale tool scale it a little bit.
- Step 16:- Now go to layers and then rotate the layer 180.
- Step 17:- Now save the image and below is the result:-

Final image with snow:-



Original image without snow:-



2:- Skyscraper in blender:-

- Step 1:- Scale the cude a little bit tall like a bulding
- Step 2:- Now add some loop cuts around the cude to make windows.
- Step 3:- Next select the outer surface and excrude it a little bit outside.
- Step 3:- do the same for the roop
- Step5:- Now press shift + D to duplicate the building and scale the other one large then smaller one.
- Step6:- add the mirror material in the glass area and give the metallic look to non glass aera.

Step 7:- Now adjuct the camera view as you want

Step 8:- render the image and save it as a png as below:-

