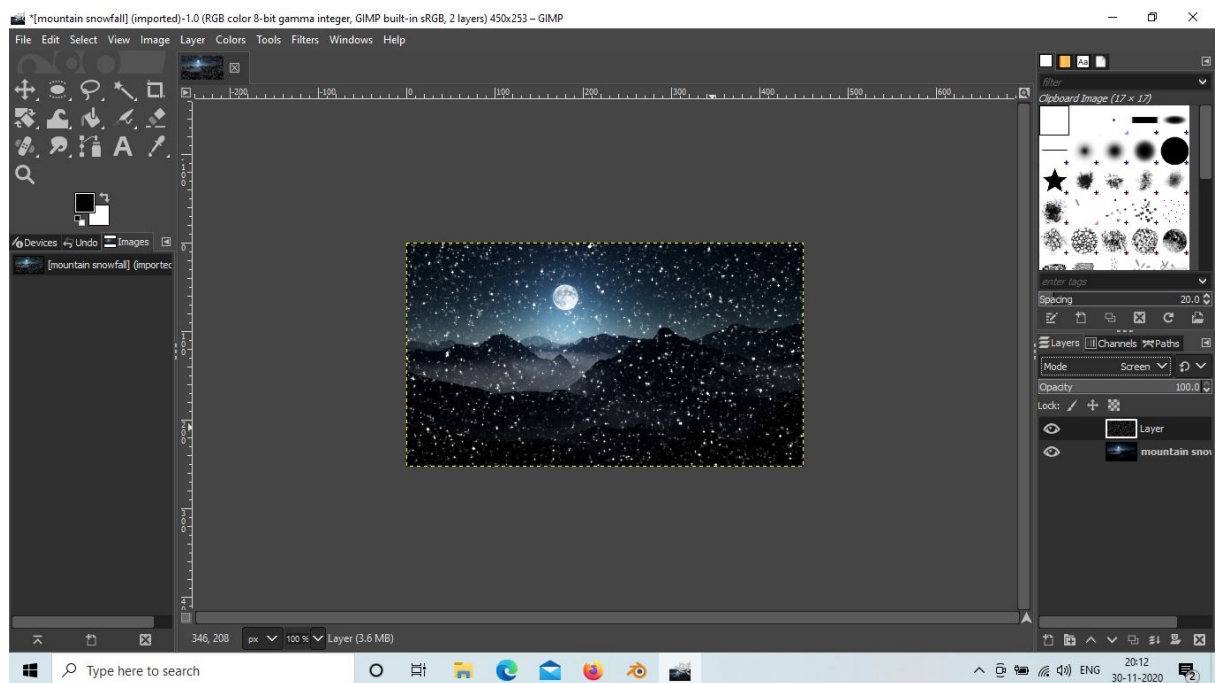


VIVA 2

1. Create any Mountain Range with Snowfall over it using GIMP

- STEP 1 : Add the respective Picture and Add layer to it.
- STEP 2 : Add FG colour to it.
- STEP 3 : Add Noise from filters
 - 1. Filters > Noise > HSV noise
 - 2. Make dulling and Value full
- STEP 4 : Add Blur Filter
 - 1. Filter > Blur > Gaussian Blur
 - 2. Make X and Y as 1
- STEP 5 : Colours > levels
- STEP 6 : Adjust the levels
- STEP 7 : Change the Normal mode to Screen
- STEP 8 : Snowfall will appear on the Image.

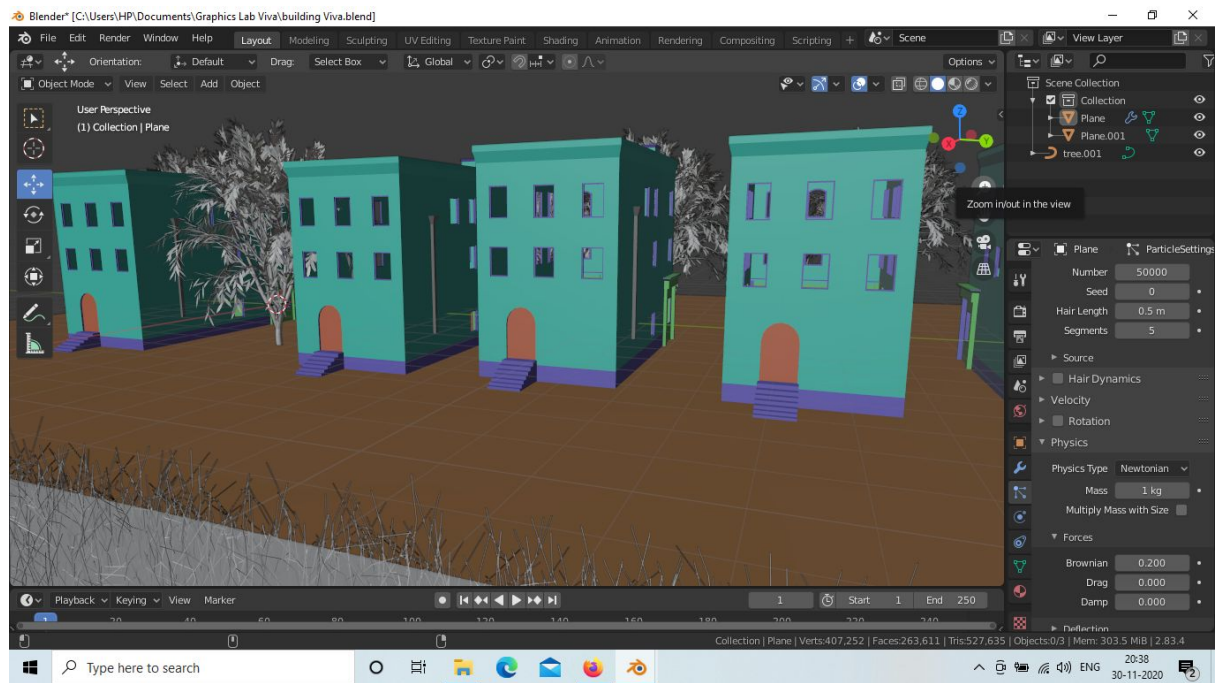


2. Create any City or Skyscraper using Blender

CITY is in Three Parts

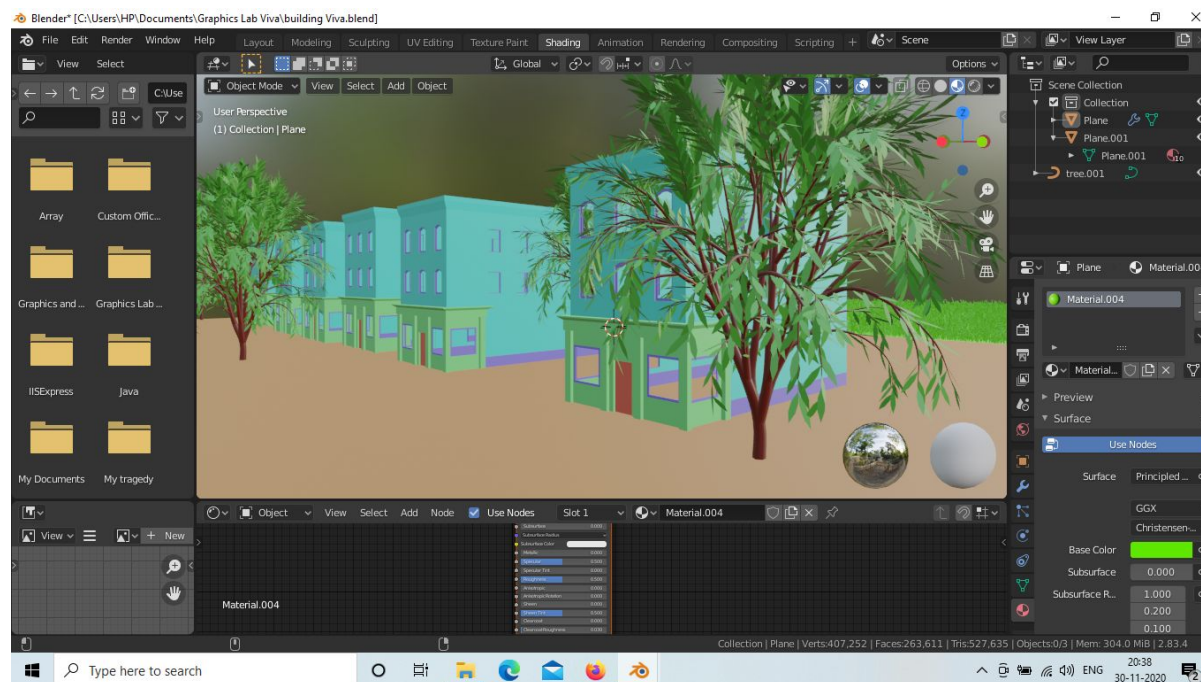
1st Part :

- STEP 1 : Add a cube Stretching its length as a building
- STEP 2 : Select Particular Path and Delete the faces for window and doors.
- STEP 3 : Take a cube mould it in the form of doors.
- STEP 4 : ADD Thickness to the windows by Add Modifier.
- STEP 5 : With the help of Key R Make the outer surface for the front design of House
- STEP 5: With the help of cube mould and make the pipeline by Key S
- STEP 6 : ADD again a Cube for the AC Tank in the roof surface.

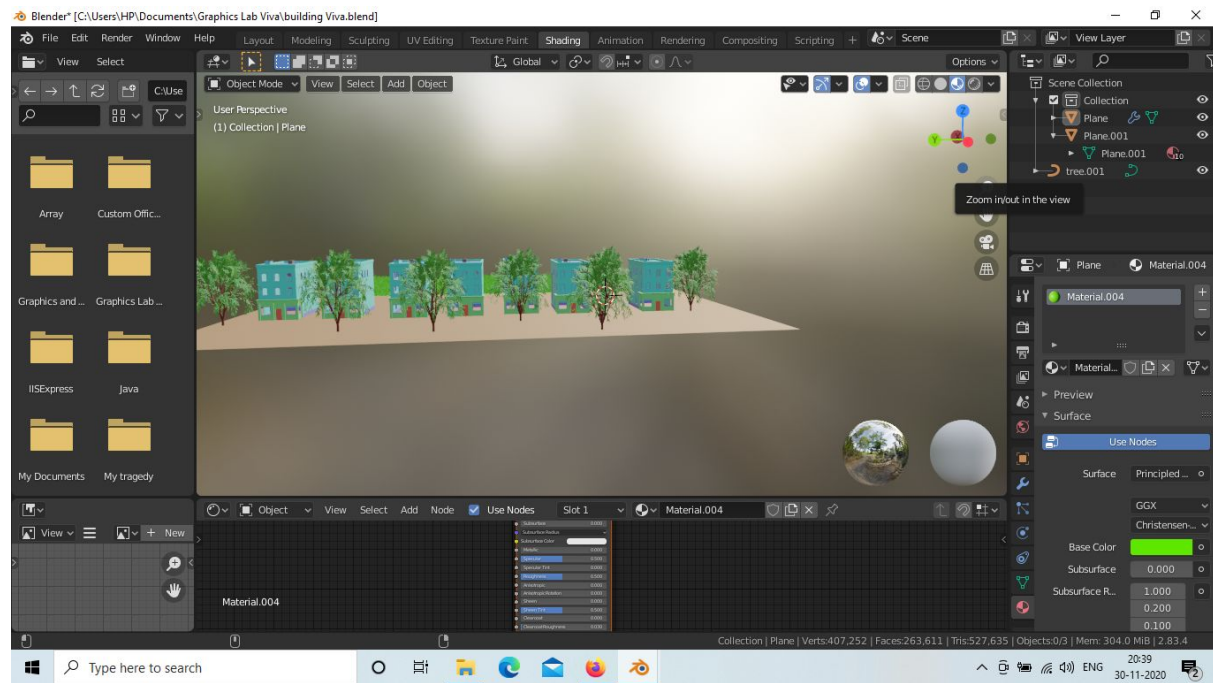


2nd Part :

- **STEP 1: From the user preference add on the trees**
- **STEP 2: Go to add > curve > sapling trees**
- **STEP 3: Select the tree of your choice and select leaves**
- **STEP 4: Show the leaves and give accurate size to it.**

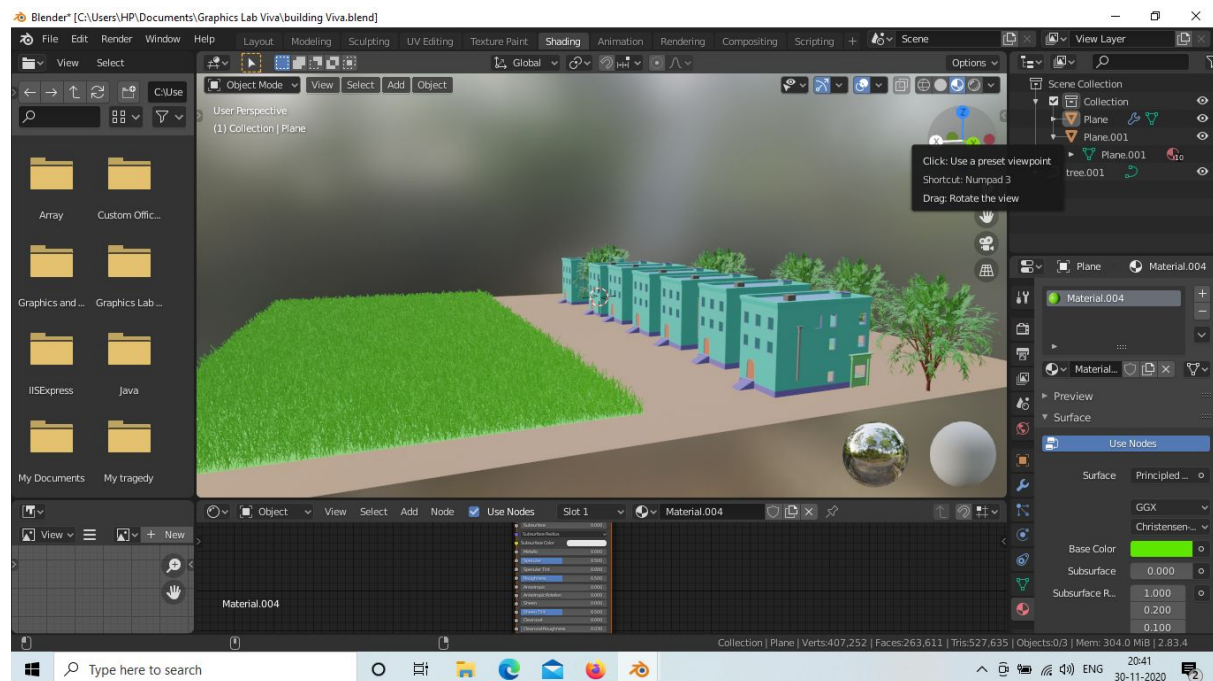


Both the house and trees are ready Now with shift+d command add the building and trees for the same.

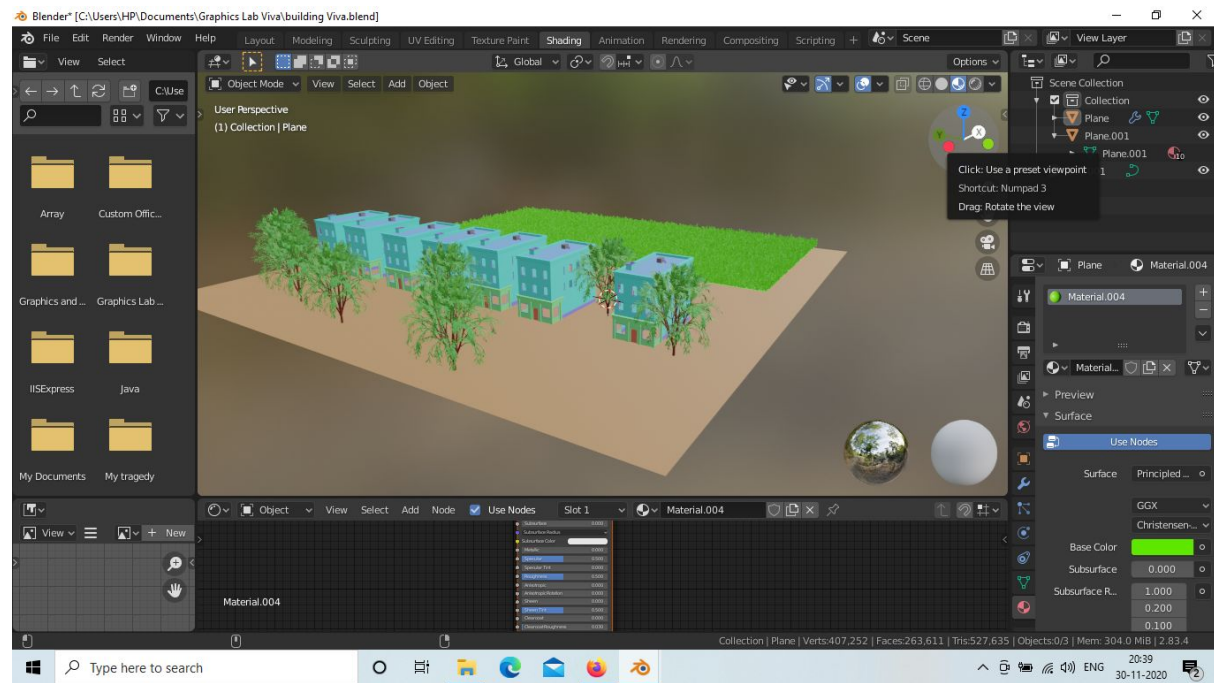


3rd Part :

- **STEP 1 : Add a plane to the ground**
- **STEP 2 : Go to particle properties and Add new particles**
- **STEP 3 : Select hair , make length 0.3m and add the number of counts to 50000**
- **STEP 4: ADD color to it.**



Final :



[Link for the Project](#)