**Graphics and Animation Tools**

**LAB**

**Experiment – 9 Design of 3D MOUNTAIN using Blender.**

1. Open Blender and remove the pre-existing objects from the screen and turn off the camera option from View dropdown menu besides the OVERLAY menu.
2. Go to prefences in the EDIT menu to make sure the “Another Noice Tool-landscape” is selected.

1. Click ADD → MESH → Landscape.
2. Adjust the mesh properties.
3. Press SHIFT+F10 for the UV Editor window to open. Select the whole landscape and right click and select UNWRAP. Now press SHIFT+F9 to go to the OUTLINER.
4. Split the window and open Shader Editor in one of them.
5. Change New to MATERIAL 001
6. Select Transparency(from world in properties) for the landscape in another window. Also select WORLD in the Shader Editor.
7. Use shift key to select bits and part of topmost faces and assign a new material to them. Use white shader on them with maximum roughness to create a snow like texture.
8. Select the whole landscape and use smooth shader on it give it a more refined look and feel.
9. Add a loop cut horizontally and select small sections and give it white color and increase the roughness to 1.
10. Give the whole object a smooth shading.
11. Add a plane over the mountain object.
12. Scale it to size comparable to the mountain.
13. Add a particle emission with round white particles to create a snowfall effect.