OPEN SOURCE GRAPHIC
Phase-2 (Blender)- LANDSCAPE SCENE FROM UPES

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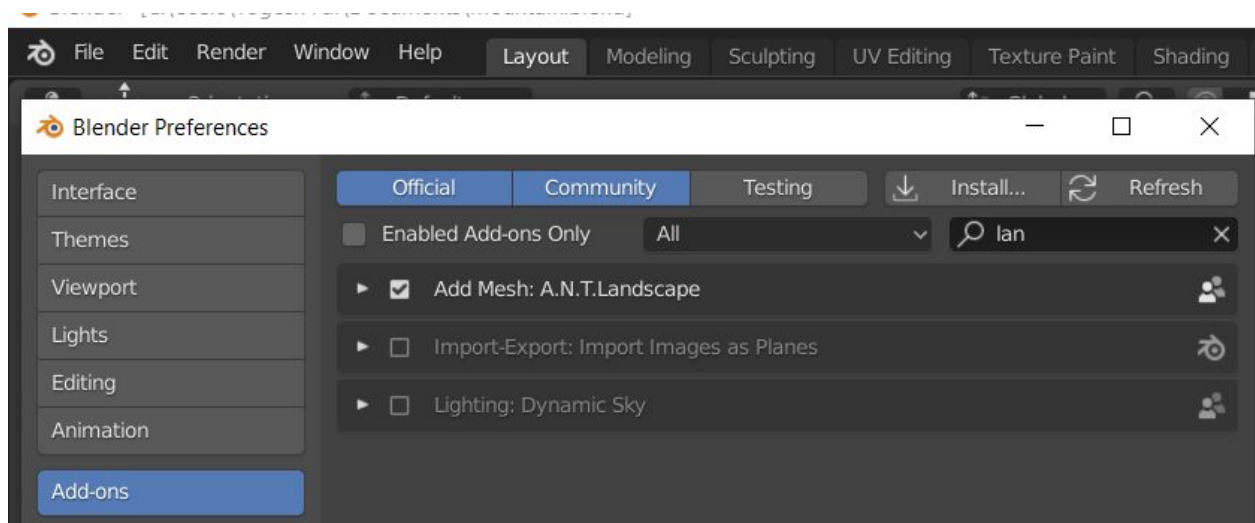## Steps for making Landscape scene from upes:

Step 1: Firstly select new file for making 3D picture.
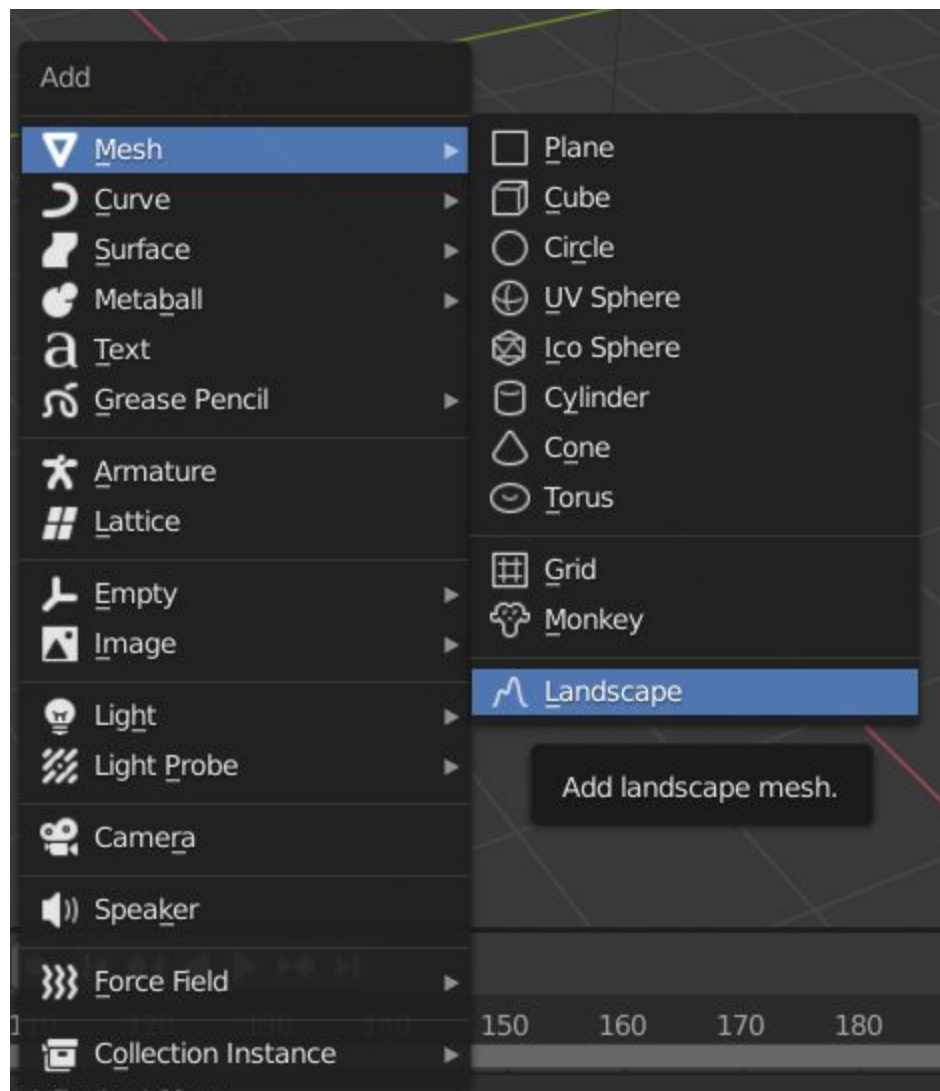Step 2: Select Edit .
Step 3: Go to the preferences .
Step 4: Now choose the Add Mesh: A.N.Landscape.
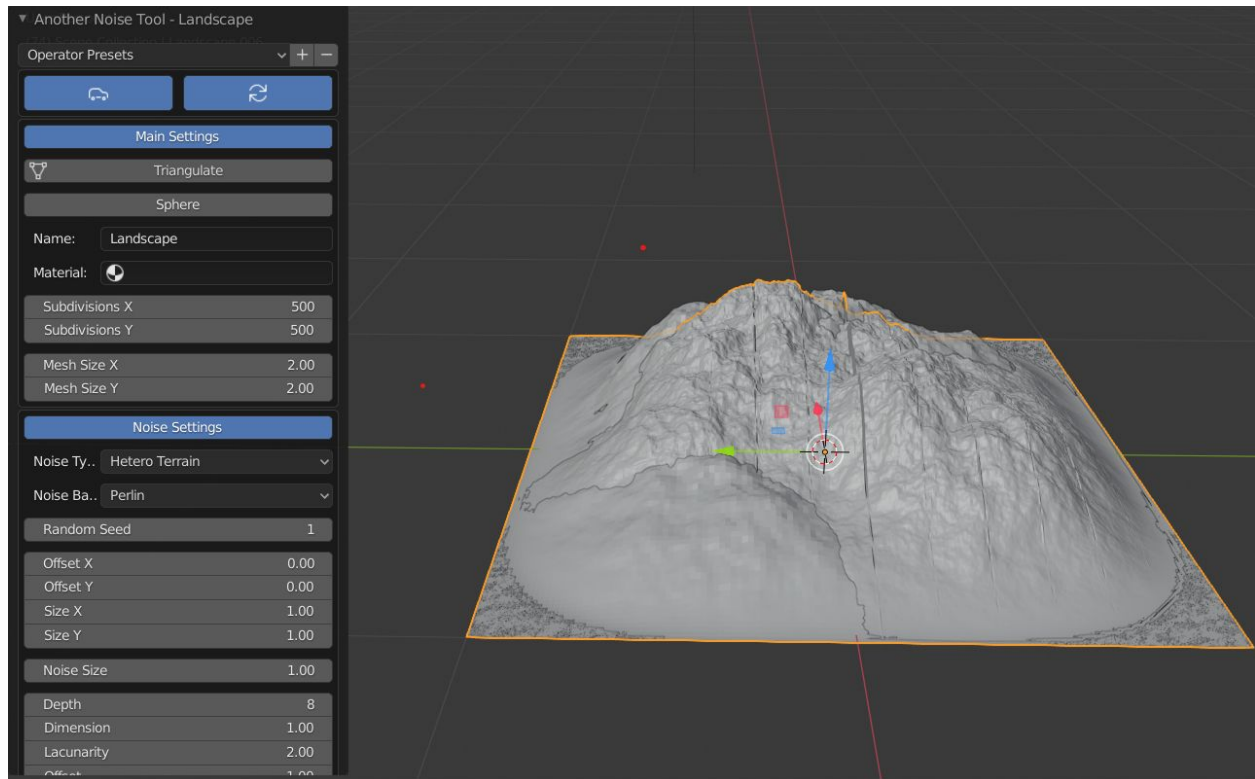Step 5: Now save the preferences and close this page.

Step 6: Now use SHIFT+A .
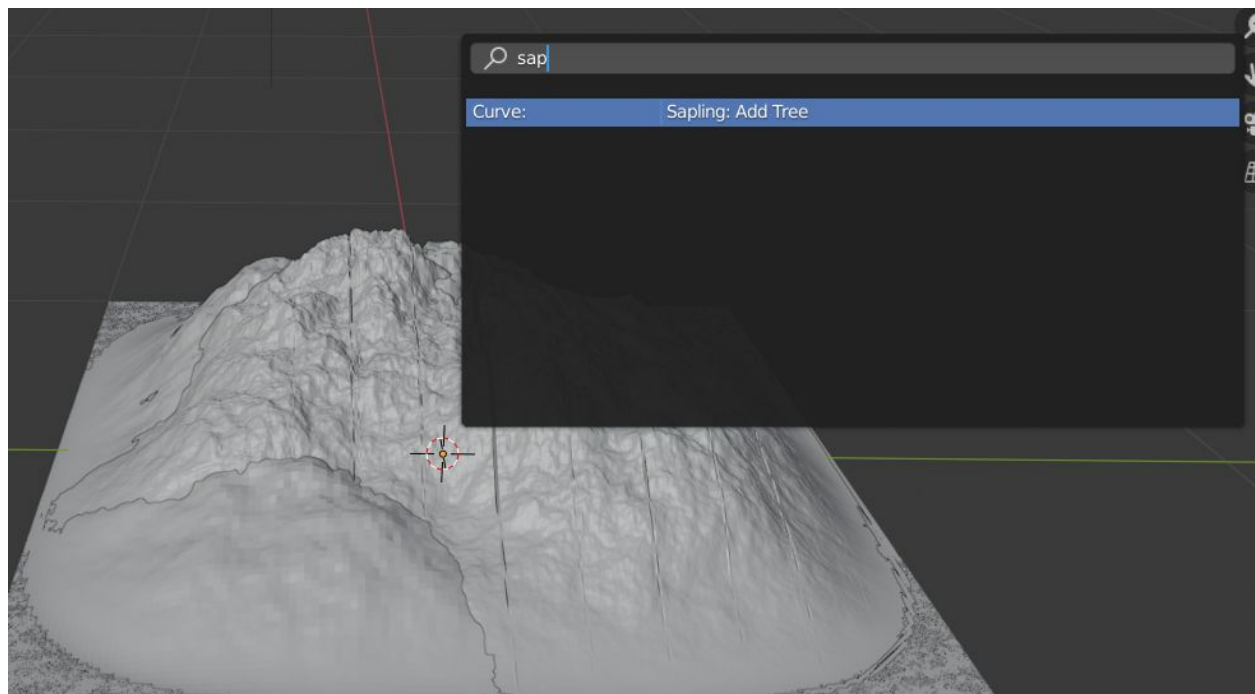Step 7: Now click on Mesh then choose landscape for making mountains .

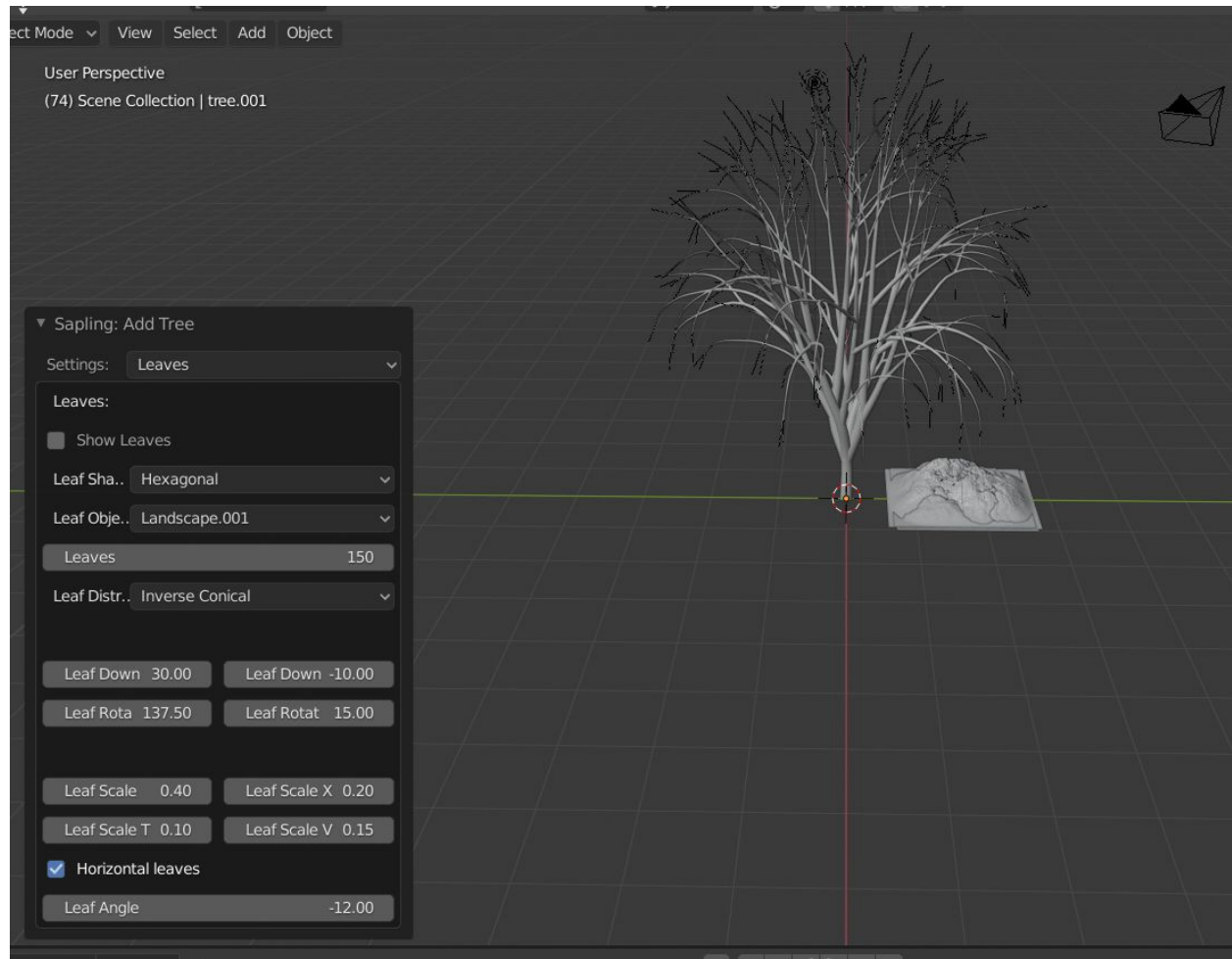Step 8: Landscape pic is mentioned below.

Step 9: select the Another noise tool: Landscape.

Step 10: Select submission X with size 500 same for submission Y with 500.

Step 11: Random seed is 1.

Step 12: Use f3.
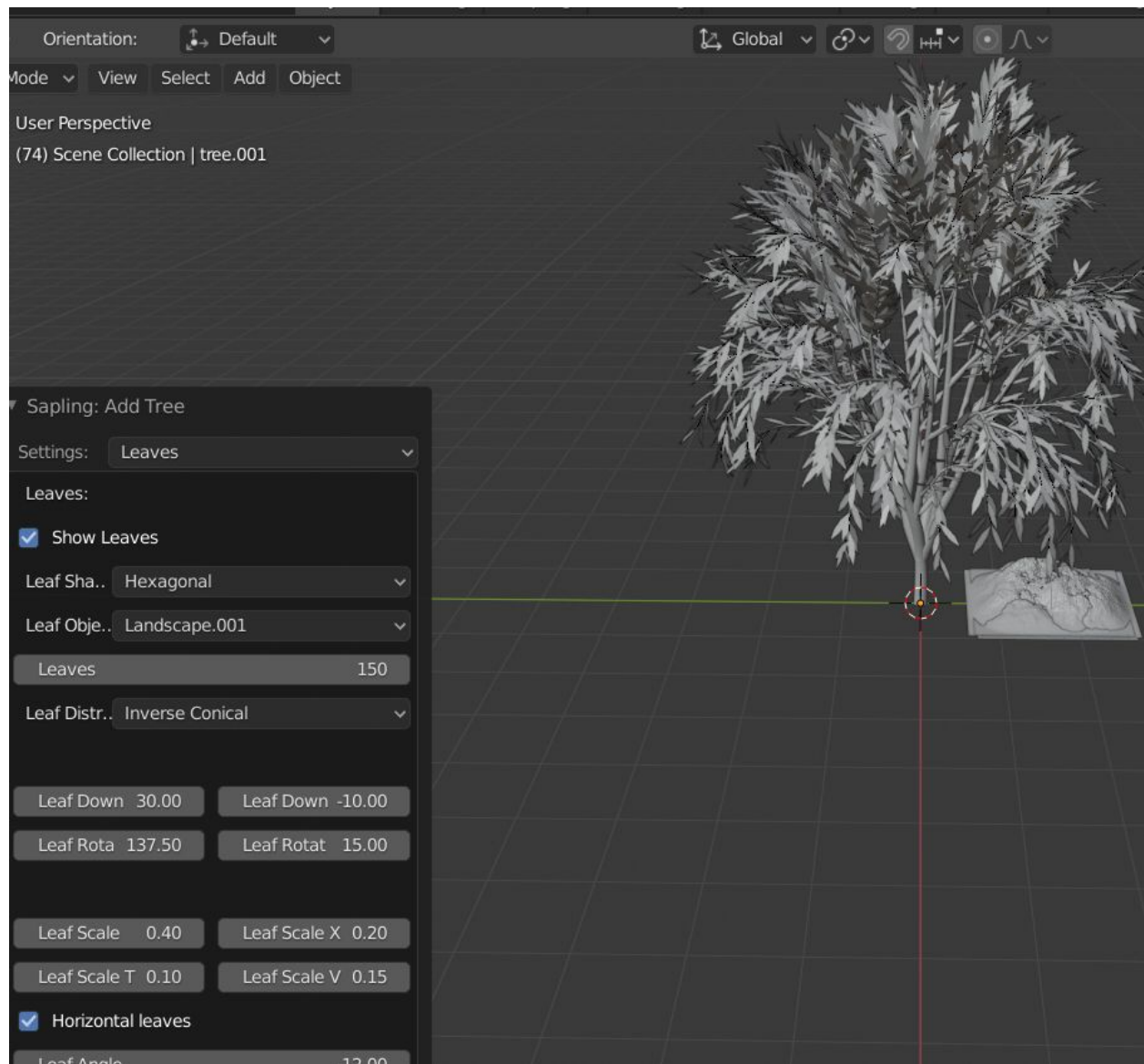Step 13: Search Sappling :Add tree for making tree.

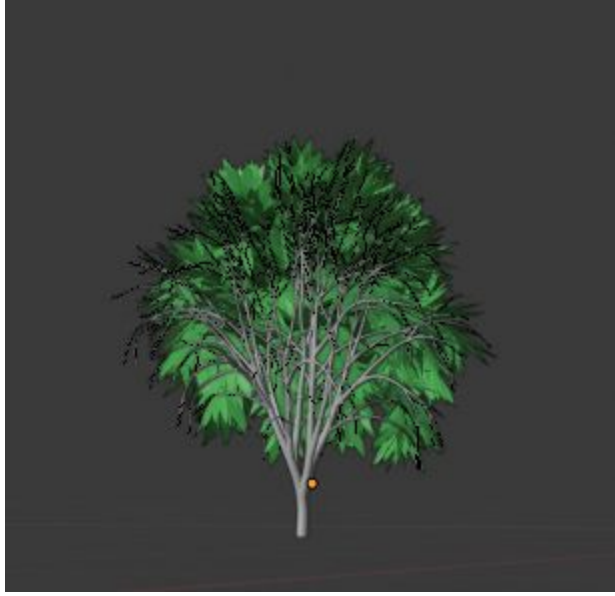Step 14: Go to the geometry then select leaves.

Step 15: Then Select the show leaves as shown below.
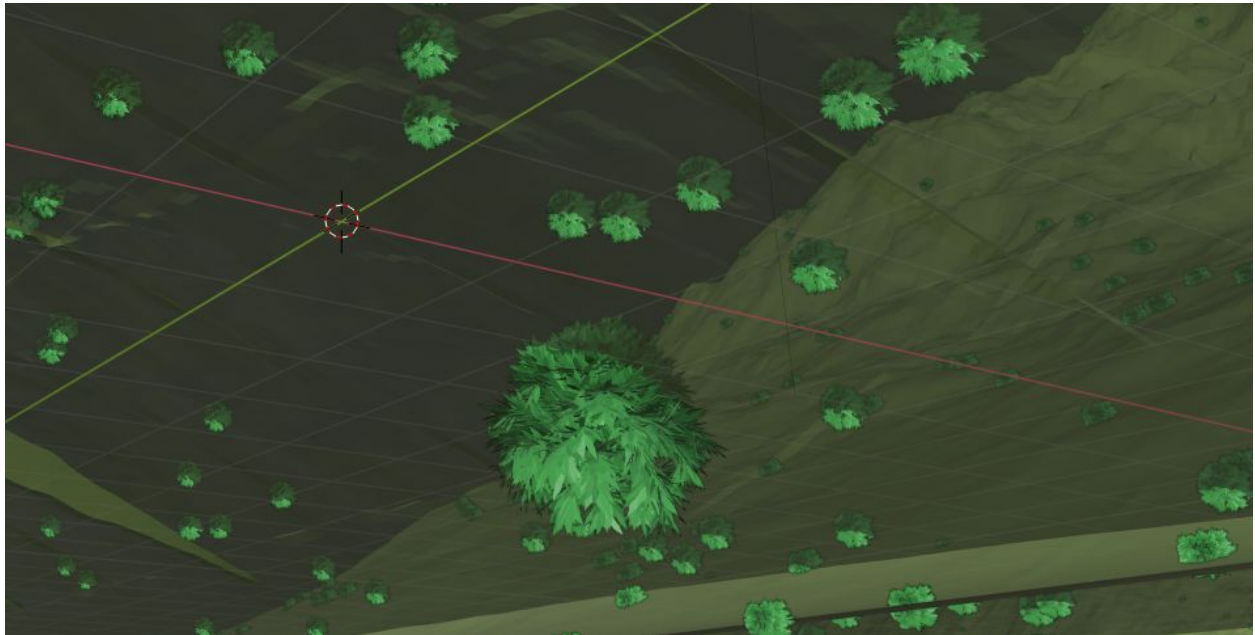Step 16: Take 150 leaves.

Step 17: Now fill the colors in the branches and leaves .
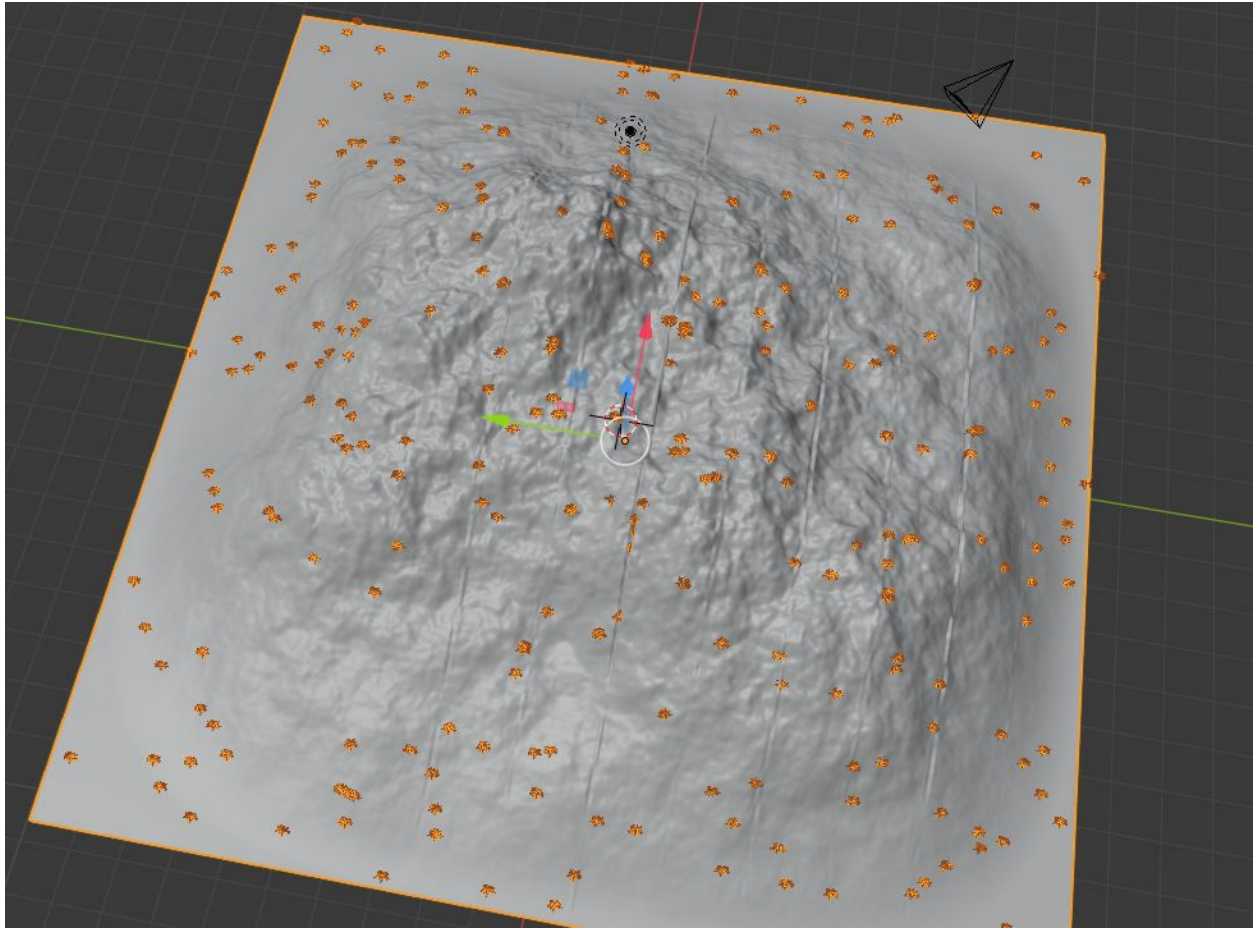Step 18: Coloured pic is mentioned below.

Step 19: Now select the landscape and put the landscape on the tree.
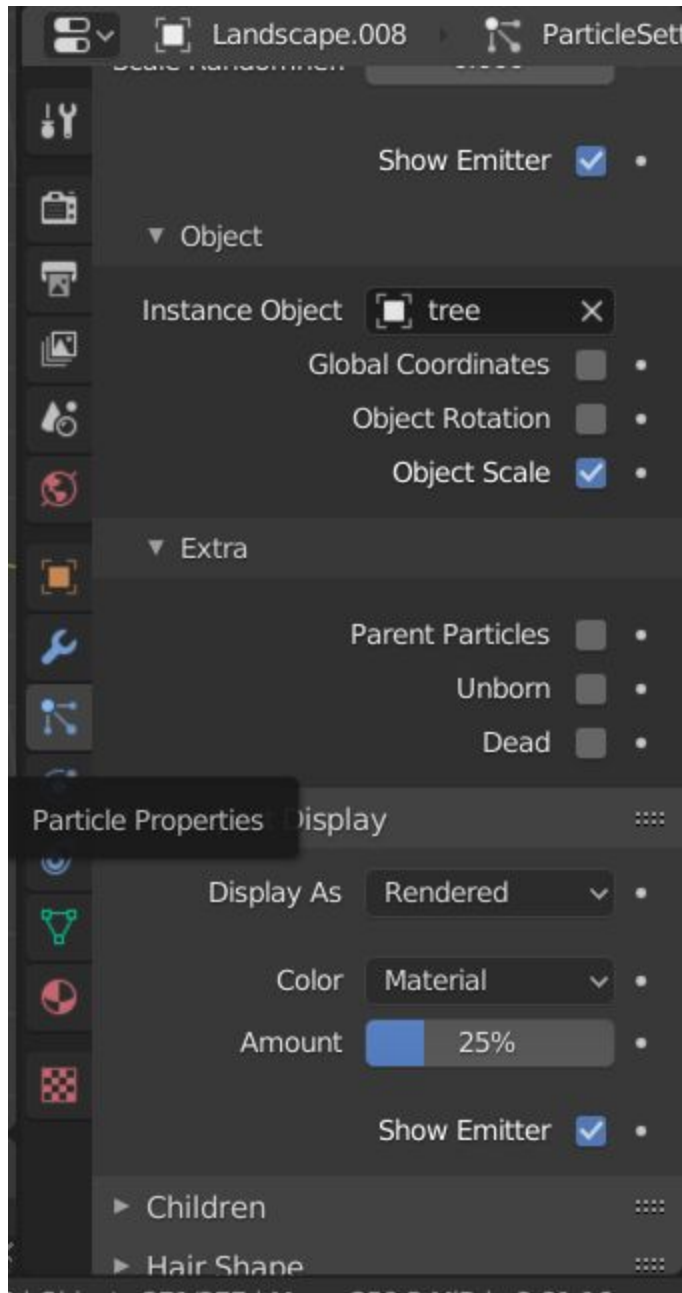Step 20: The object tree fulling hide bt the landscape.

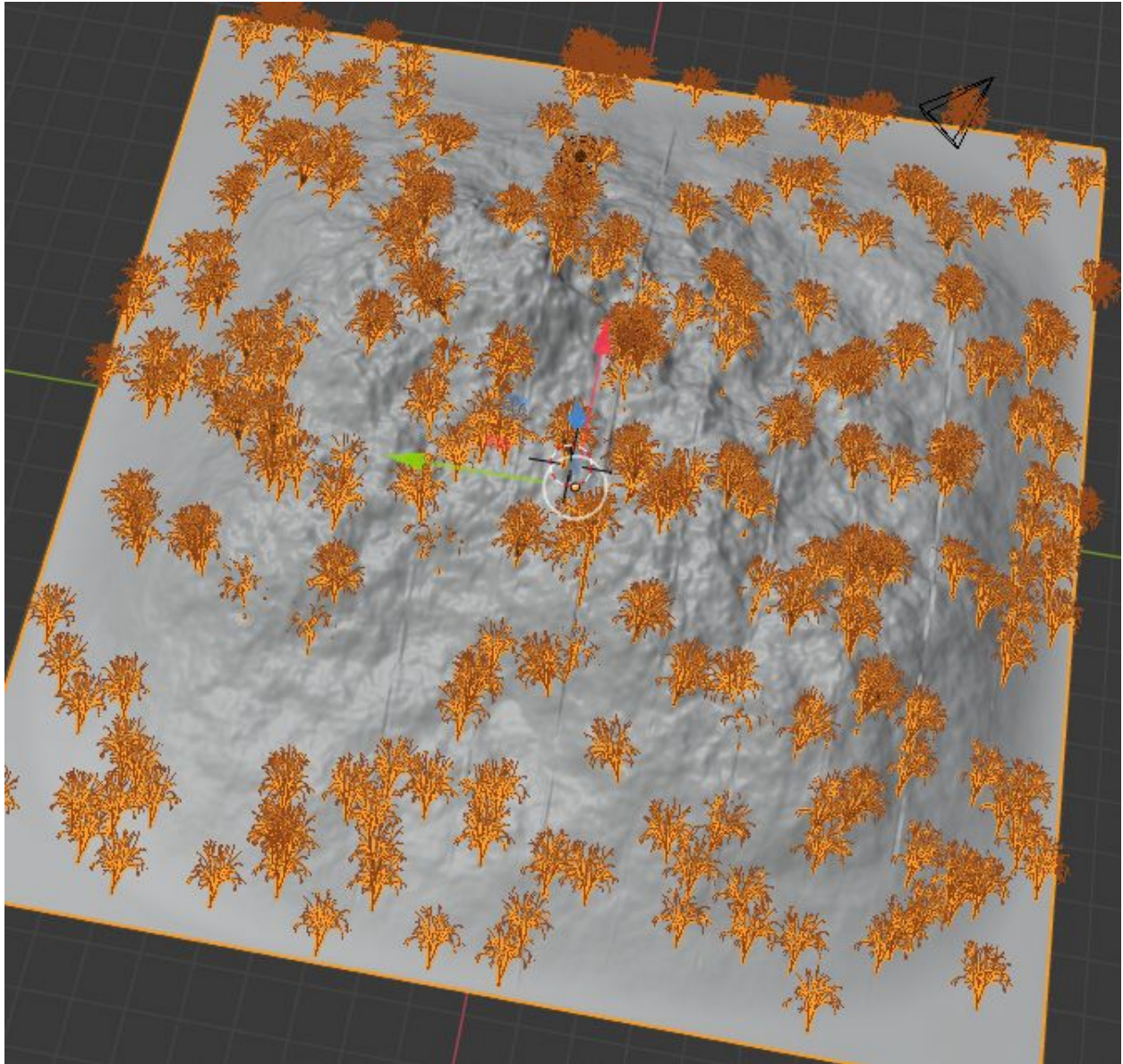Step 21: Select the landscape and select the object.

Step 22: Now select the Particle properties .

Step 23: Then select the object and select tree for showing on the upper layer of landscape .

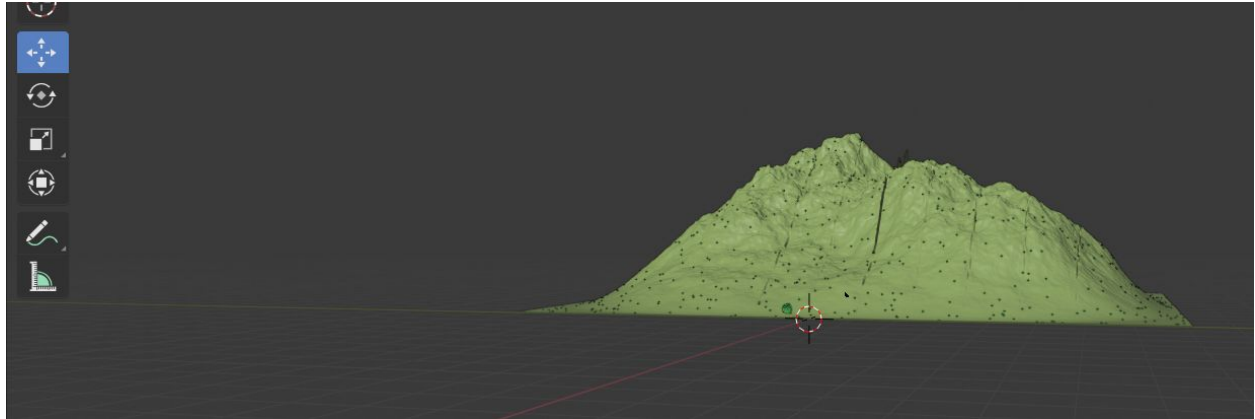Step 24 : After choose this all properties , the picture is showing as mentioned above.

Step 25: After follow all the step ,image is look like as mentioned below.
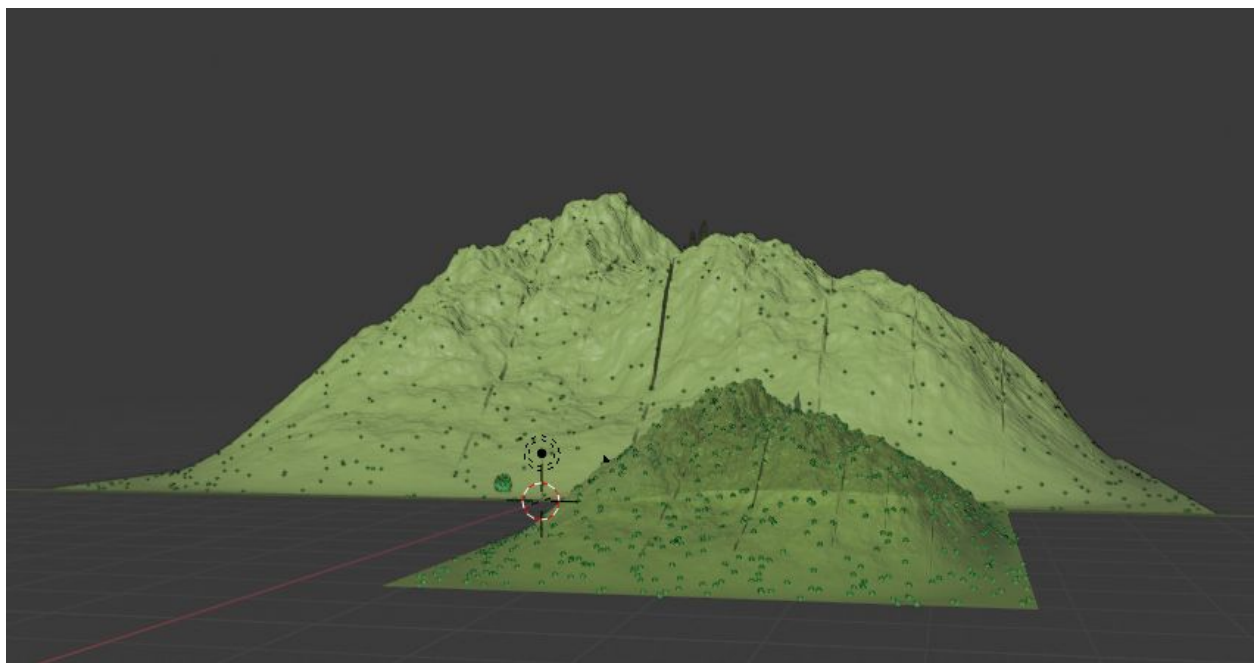
Step 26: Fill the colour in the landscape .
Step 27: Use the green color. As mentioned below.

Step 27: Using duplicate object , copy the object for making more landscapes.
Step 28: Now fix the position of landsape.

Step 29: After making more landcsape just fixing their position and try to give that great loation of camera.
Step 30: Final output for making landscape from the upes is mentioned below.