Applying textures by gradient
Creating a Mountain

Patrick Nelson
Creating the Mountain

Step 1

Create a flat rectangle object in modeler.

Give the polygon a surface name and apply a brown color.

While the polygons is selected hit the Tab key to create a sub patch.
Creating the Mountain

Step 2

Load the object into Lightwave

Click on Item Properties
Creating the Mountain
Step 3

On the Geometry tab, change Sub Patch Levels from 3 to 100

Click on the Deformations tab and click on Displacement Map
Creating the Mountain
Step 4

Load an Image for the displacement map

Change Texture Axis to Y

Click on Automatic Sizing

Change Texture Amplitude to desired height
Image used for Displacement Map
A Boring Mountain
with no texture
Three Different Kinds of Gradients

Gradient by Previous Layer
Gradient by Slope
Gradient by Bump
Applying color variation using Gradient by Previous Layer

Step 1

Push the Texture Button next to color
Applying color variation using Gradient by Previous Layer

Step 2

Change layer Type to Image Map
Load the an image
Set Texture Axis to Y
Reduce the X Y and Z scales
Image used for Color Map
Mountain with Image Map
Applying color variation using Gradient by Previous Layer

Step 3

Return to the Color Texture Editor
Click on Add Layer
Select Gradient
Applying color variation using Gradient by Previous Layer

Step 4

Select input parameter as Previous Layer

Add a bar at the bottom of the gradient

Set the Alpha of each bar to 100%

Set both bars to a brown color the top being lighter than the bottom
Mountain with Gradient by Previous Layer applied
Applying snow using Gradient by Slope

Add a new gradient layer to the texture

Change input parameter to slope

Add a second bar and set the parameter to about .35

Leave the color as white

Change Smoothing to Step

Kinds of Smoothing:
Step, Linear, Spline
Mountain with Snow using Gradient by Slope
Applying rock texture using Gradient by Slope

Step 1

Click on the texture button next to Bump Map in Surface Editor

Change Layer Type to Procedural Texture

Change Procedural Type to Crumple

Change Frequencies to 8

Change Small Power to 10
Mountain with Bump Map Applied
Applying rock texture using Gradient by Slope

Step 2

Create new texture layer
Set Layer Type to Gradient
Set the Blending Mode to Alpha
Set Input Parameter to Slope
Create second bar on gradient
Set Parameter to 0.35
Set Alpha Value of First bar to 0
Mountain with bump map applied with slope gradient
Applying color texture using Gradient by Bump

Add a new layer to the color texture.

Move the texture so it is below the snow layer

Set the Layer Type to Gradient

Set the Input Parameter to Bump

Set up Bars to achieve the desired Gradient of Color

Set Smoothing to Linear
Finished Mountain with gradient by bump applied