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Landscape
Landscape

• Look at Pictures
• Study those picture
• What quality does those pictures has?
• What elements in those pictures that make it a landscape?
• Is the landscape beautiful?
Elements of Landscape

• Land
• Trees
• Mountain Range
• Lake
• Sky
• Hill
• Time
Before we model

- You must draw a picture where everything is. Your point of view is very important.
- Make sure your picture is a top view point.
- Then later on you can add other elements to it.
Start Tutorial

- Click on the box tool under the create tab. Next press the N key on the keyboard.
- Then a Numeric Box will pop up. You can enter 530m width, 7.35m height, 325m depth, Radius Segment 1, Segments X = 9, Y = 5, Z = 8
• Now that you have a box. Let start selecting those point and move it up.
• Remember your picture well now we are going to use it. The top view point is the most important one.
• This is what your screen should look like.
Continue

- Select the polygons tab next to the points.
- Then select a couple of polygons from the top view point.
Continue

- Then click on the modify tab and select the magnet tool.
- Look at the back view point. Then use the magnet tool to drag those polygon up.
- You probably have something like this.
Continue

• Deselect those polygon on the top view point.
• Now select another area of the plane and make a little hill.
• This is the screen shot.
Continue

• Now we have a mountain and a hill.
• Next press the tab key to sub patch the polygons.
• Your screen should look something like this.
Continue

- Press q to name the object.
- Select a color for the land too.
Continue

• Save your object as landscape and well move on to the Layout mode.
Continue

• In layout mode you can do anything with the camera viewpoint.
• Now let add a sky
• Click on the scene tab and click on the Backdrop.
• Click on add environment and click on skytracer 2.
Continue

- Double Click on skytracer 2 and you should have something like this.
- You can play around with the setting.
Continue

- After you set the skytracer setting you can now render.
- And your scene should look something similar like this.
Conclusion

• Be create with your landscape
• Have fun with what you are doing
• Hopefully we all can enjoy our finish project.
Resource

• http://www.newtek.com/products/lightwave/tutorials/surface/texturing/texturing_landscape.html