Modeling
Basic Landscape Formation

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Types of Landscapes

- Hills
- Mountains
Tools to Work With

- Box tool
- Move tool
- Magnet tool
- Sub patch
Step one

1. Create a box using the **box tool** in the **create menu**.

   **- Side Note**
   
   **Hot key:** Shift + X
1. Press the `n` key and the Numeric: Box tool panel will pop up and you’ll want to enter the following measurements:
   - Width: 200
   - Height: 5
   - Depth: 200
   - Radius Segments: 1
   - Segments X: 10
   - Y: 5
   - Z: 10

2. Now close the panel.
Zooming out should give you an image that looks similar to this.
Example of what the move tool does.

Hot Key- t
Example of what the magnet tool does.

Hot key:
Quick Prep work

To begin the process make sure that you Make sure to select the **polygon** mode in the Select mode.
Mountains of Fun

1. Select the desired shape of polygons to make your mountain.
2. Then with the magnet tool begin to pull up in the back view point.
By pulling the polygons you should get something that looks like this.
A Hill of a time

Making a hill isn’t much different. You should be able to create a hill using the same methods.

1. Build your plane with the square tool.
2. Select the desired amount of polygons.
3. With the magnet tool begin to drag your polygons to the shape you feel looks like a hill.
4. But, now we will work with the move tool.
Using the **move tool** to make your hill flatter at the top is simple, just go back to the select mode and press the point key. Then select the points at the top of your Hill on the right point of view. Make sure you have only selected the points you need to flatten the top of your hill.
How To Smoothen The Kinks

- Using the **sub patch tool** is the simplest way to smoothen your mountain and hill.

Hot key: Shift + t
Finishing Touches

- Add a Couple of imperfections with the move tool to create an even more realistic looking image.
- Add some textures and you got yourself a mountain or a Hill.
Resources

- Essential lightwave 3D 7.5
  Timothy Albee

- Veasna Sok
  CSCI 140 fall 2003