Landscapes:
The Desert
Begin with the box tool. Hit “n” to bring up numeric. Click the range tab and enter:

- **Low**: X -5 km, Y 0, Z -5 km.
- **High**: X 5 km, Y 0, Z 5 km.
- **Segments**: X 12, Y 1, Z 12.

Hit Tab to metanerb the box.
Name the surface and close modeler.
Open up Layout and position the center of the object in the center of the grid if not done already.

Click open the item properties box, click the deform tab and add a textured displacement.
Change the type to procedural texture, blending mode additive, and the displacement type Heteroterrain.

Use these values:
- Texture value: 35
- Increment: .5
- Lacunarity: 2.0
- Octaves: 10.0
- Offset: .35
- Scale: X 1 km, Y 500m, Z 500m.
Click the geometry tab and change the display subpatch to ten and the render subpatch to twelve.

Click the render tab and turn off self shadow and cast shadow.
Move the light to X -25 km, Y 10 km, Z 14 km.
Open the properties and change it to these settings:
• R 255, G 240, B 196
• Turn off affect caustics and change to spotlight
• Spotlight cone angle: 14.7 degrees
• Soft Edge angle 0.
Switch to light view and rotate the light to illuminate the landscape.
Open the Surface editor and change the color to R 174, G 63, B 43. set diffuse to 70%.

Turn on smoothing and double sided.

Click the advanced tab and set diffuse sharpness to 50%
Shading the ground.
Go to the deformation properties and copy the layer. Click the T next to the color option and paste the layer.
Change the opacity to 75%
Change the color to R 248 G 208 B 152
Change the offset to .25
Click the use texture button.
Add another procedural layer. Blending mode on everything should be additive.
Change the opacity to 50%
Change the color to R 241 G 190 B 139
Frequencies 20
Turbulence 1.0
Spacing 0.2
Vein Sharpness 0.72
Scale X 100m Y 100m Z 100m
Copy and paste the last layer. Change the color to R 249 G 226 B 227
Change the vein sharpnessness to 4.74
Drop the opacity to 10%
Do a test render. Add the background you want, or change the camera as you want.