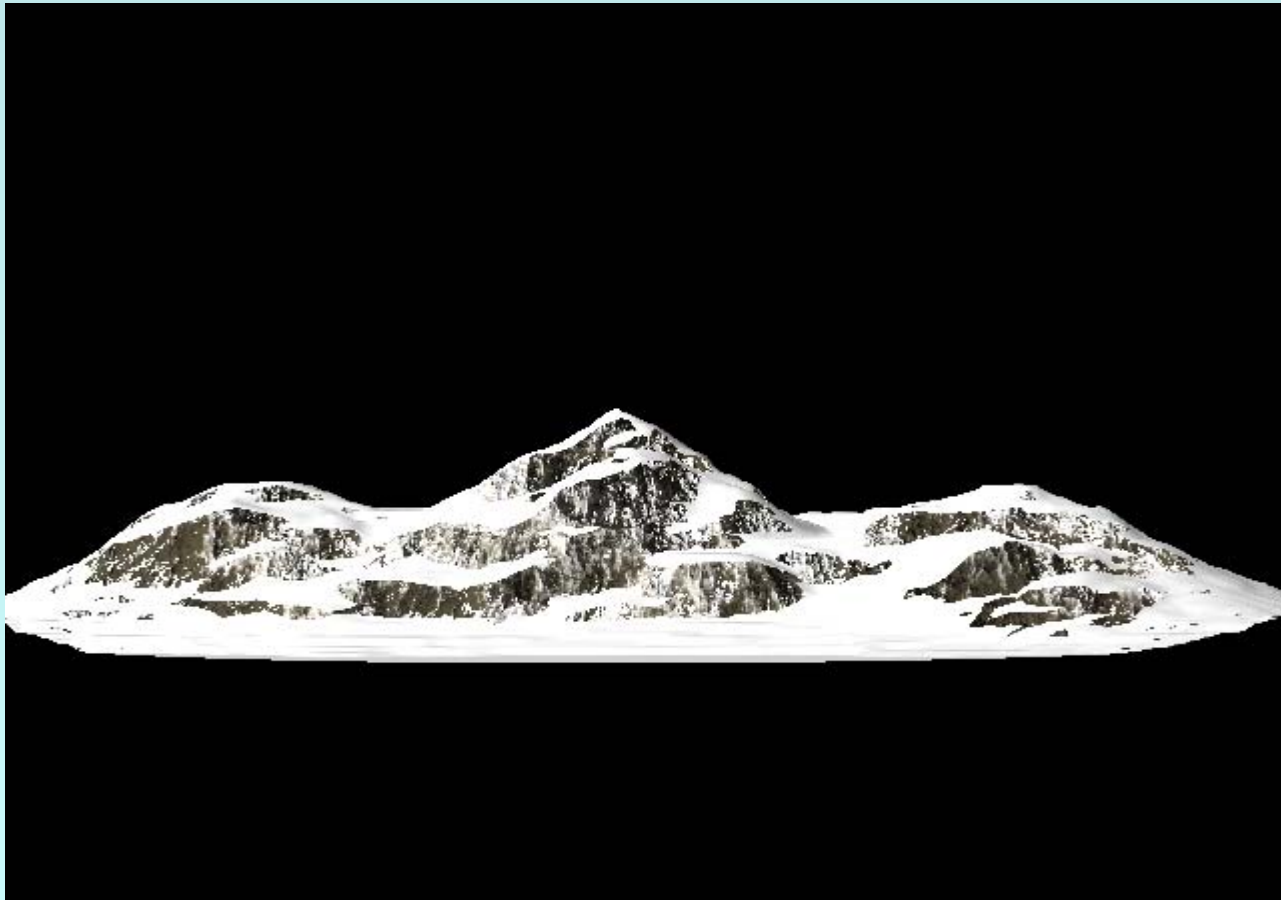


Applying textures by gradient

Creating a Mountain



Patrick Nelson

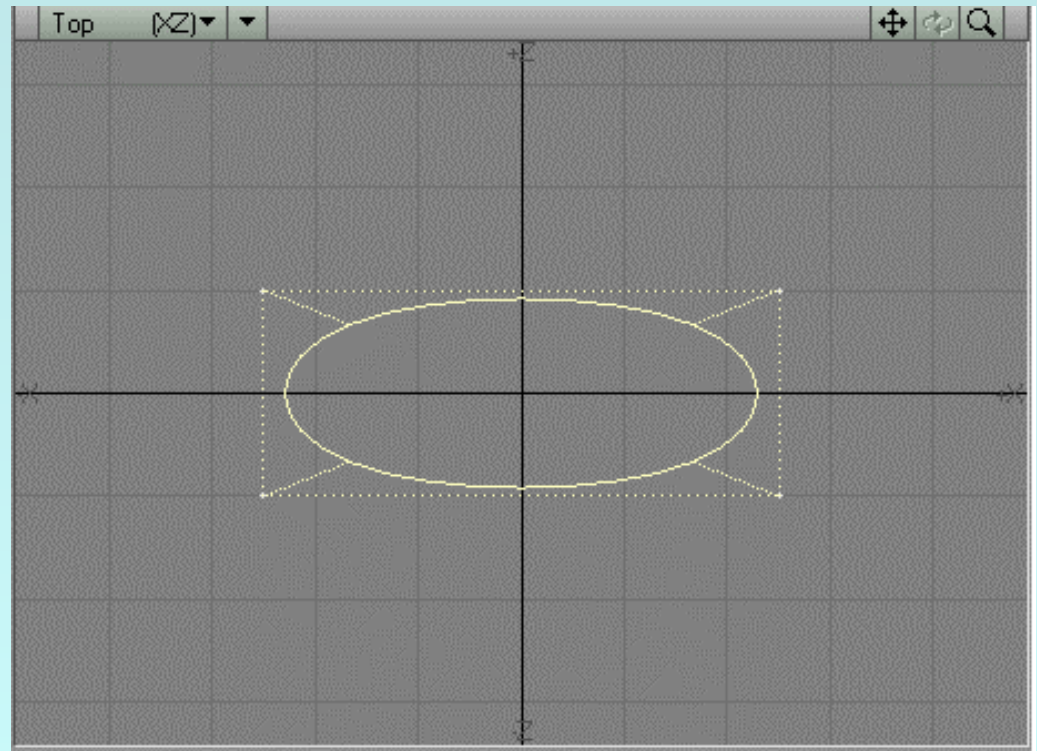
Creating the Mountain

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

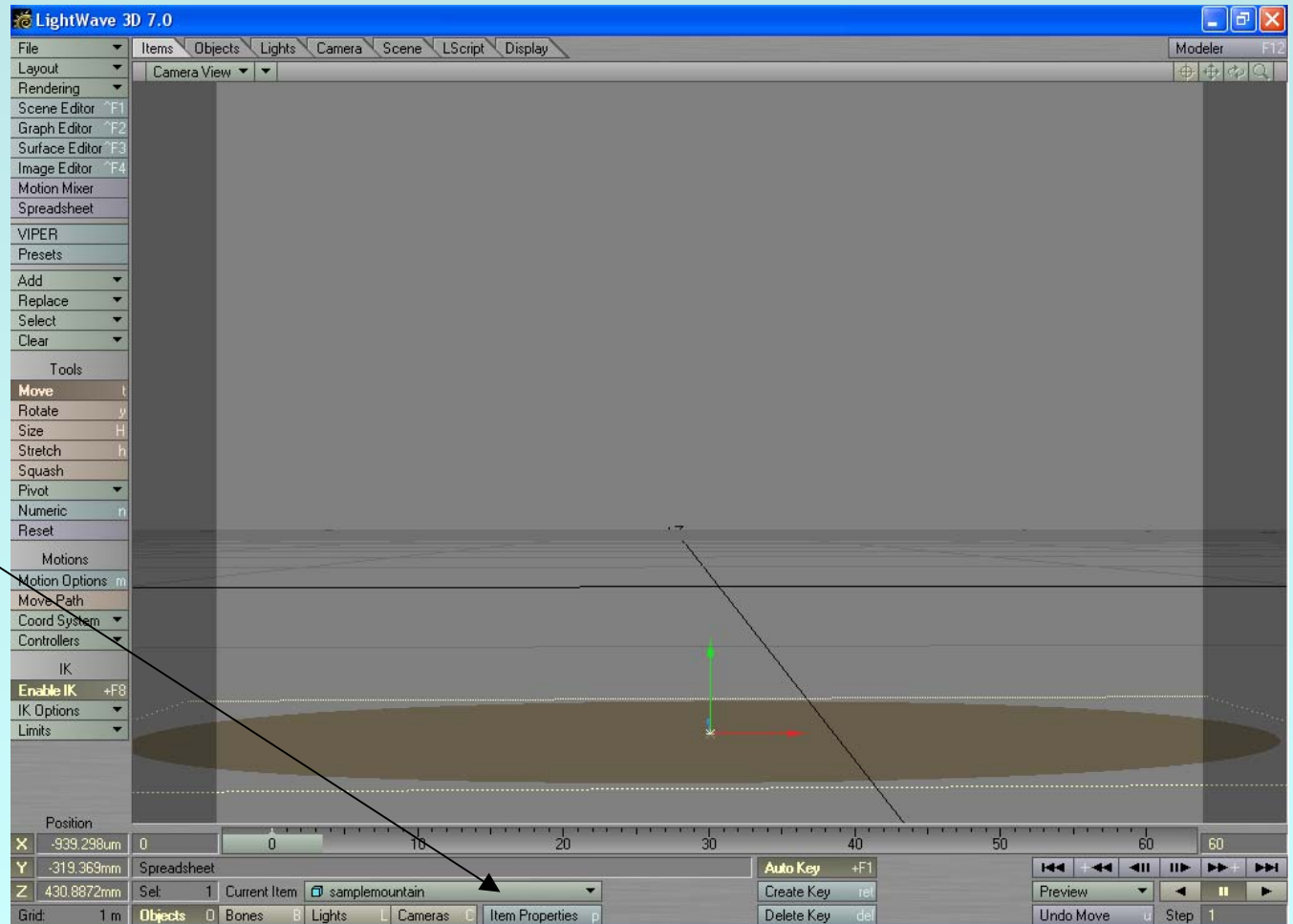


Creating the Mountain

Step 2

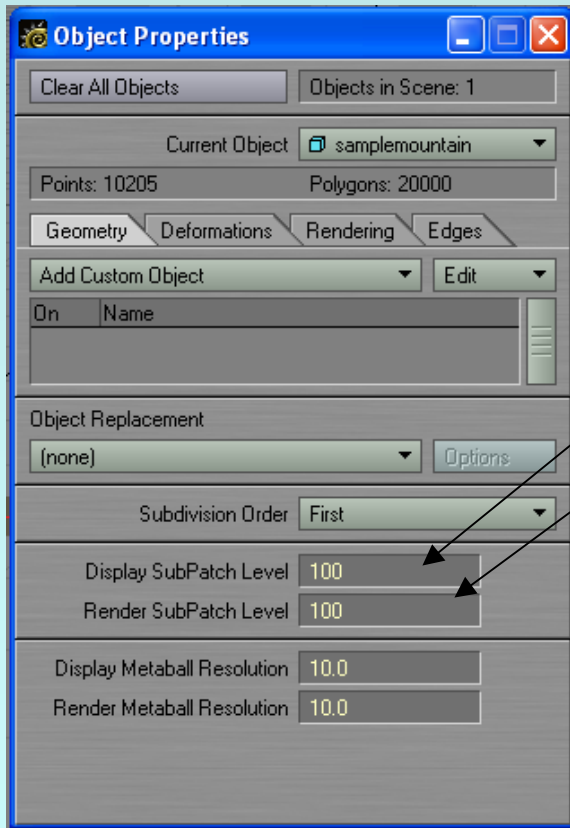
Load the object into Lightwave

Click on Item Properties



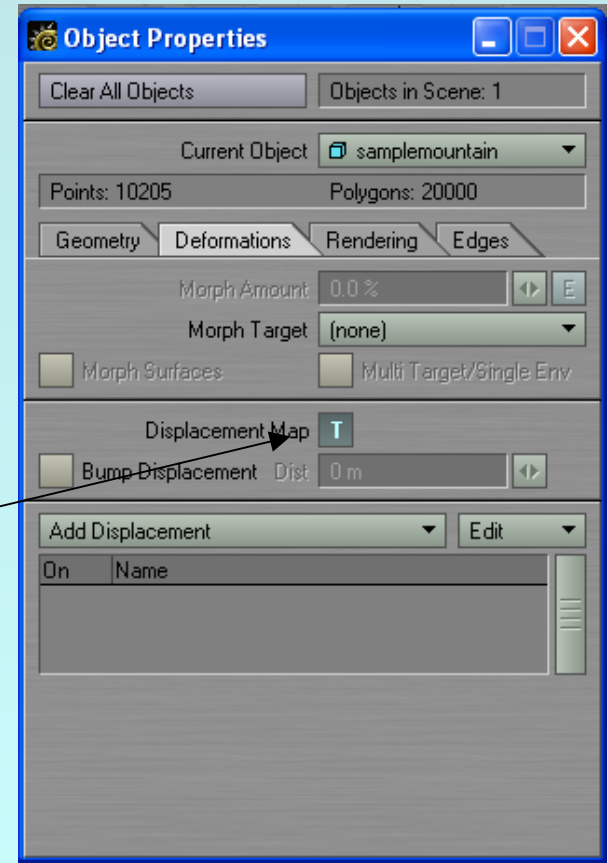
Creating the Mountain

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

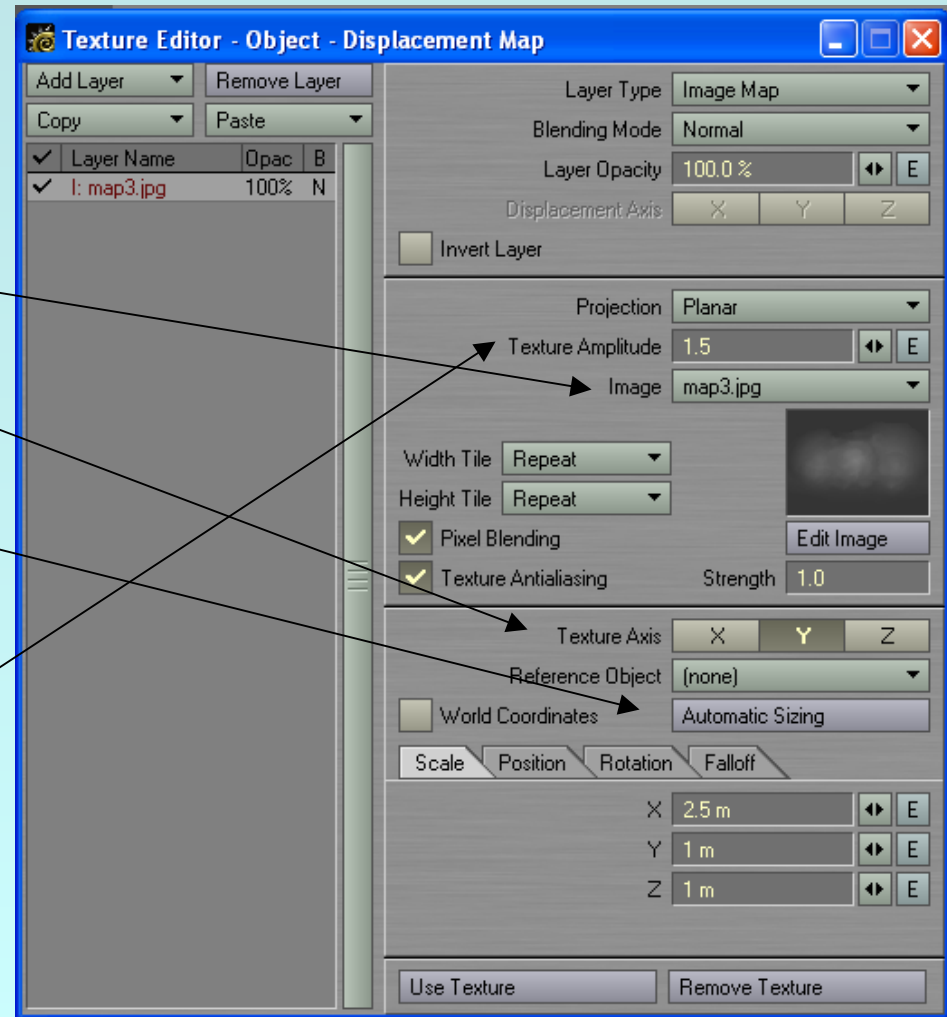
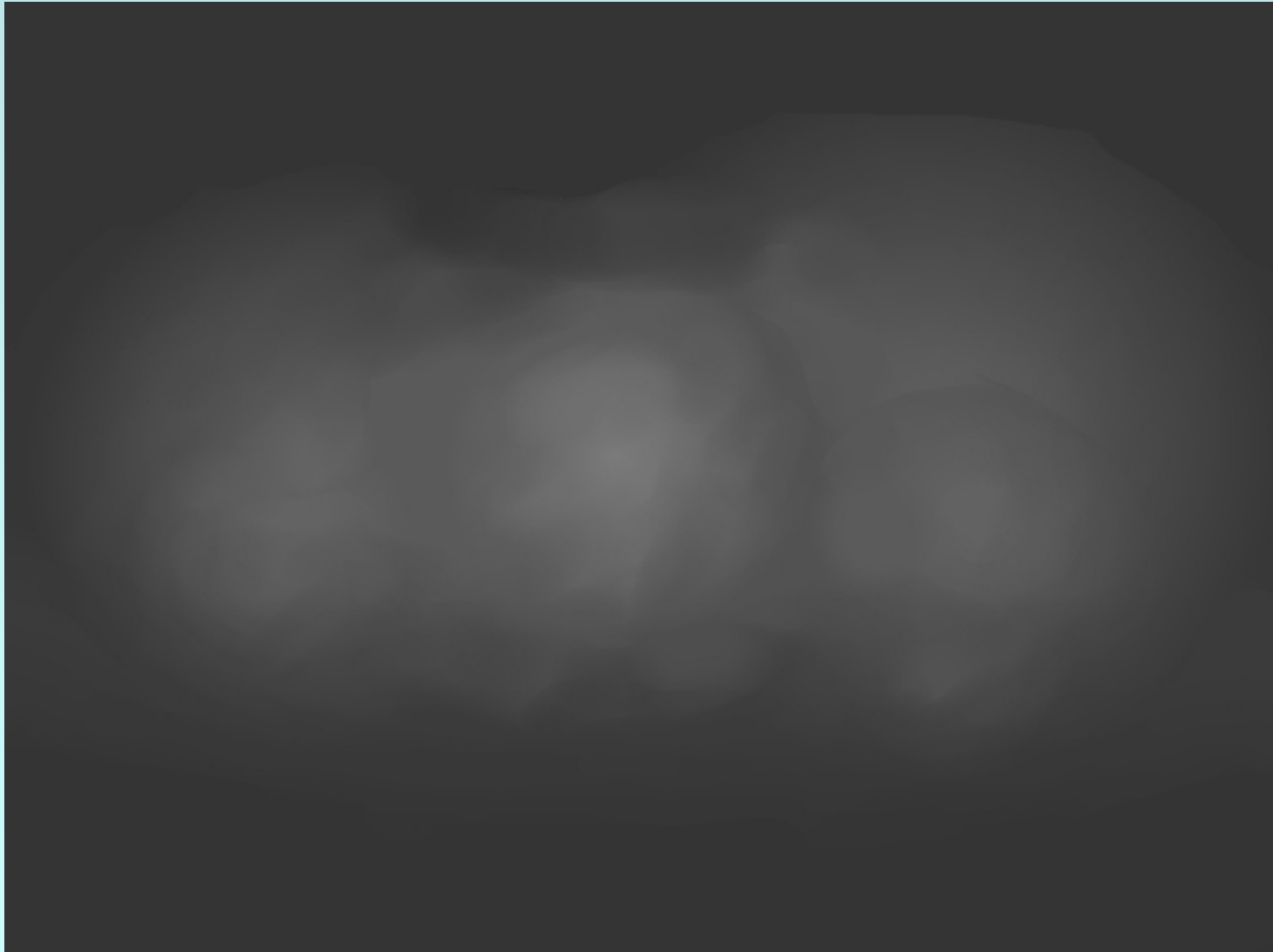
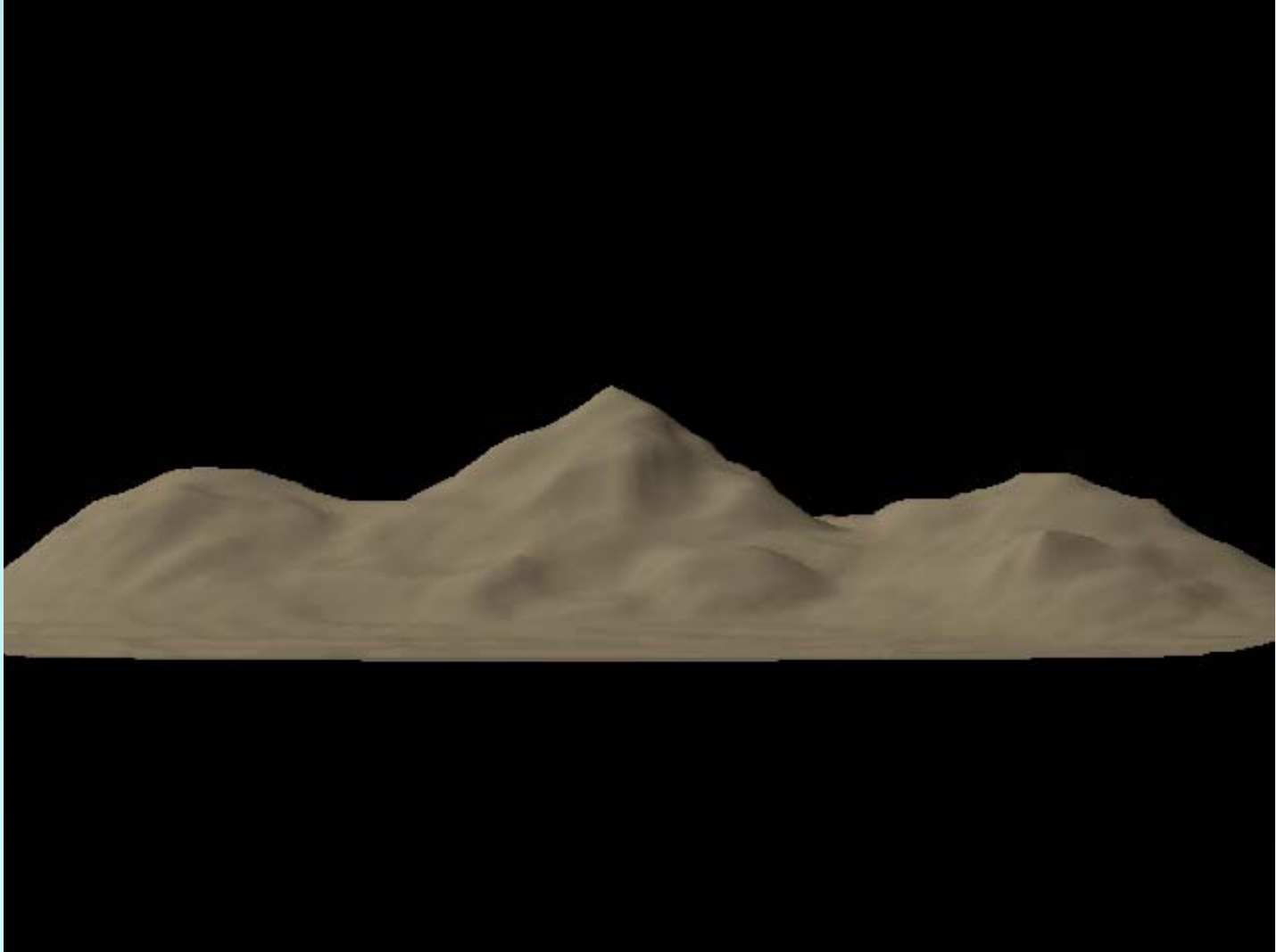


Image used for Displacement Map



A Boring Mountain with no texture



Three Different Kinds of Gradients

Gradient by Previous Layer

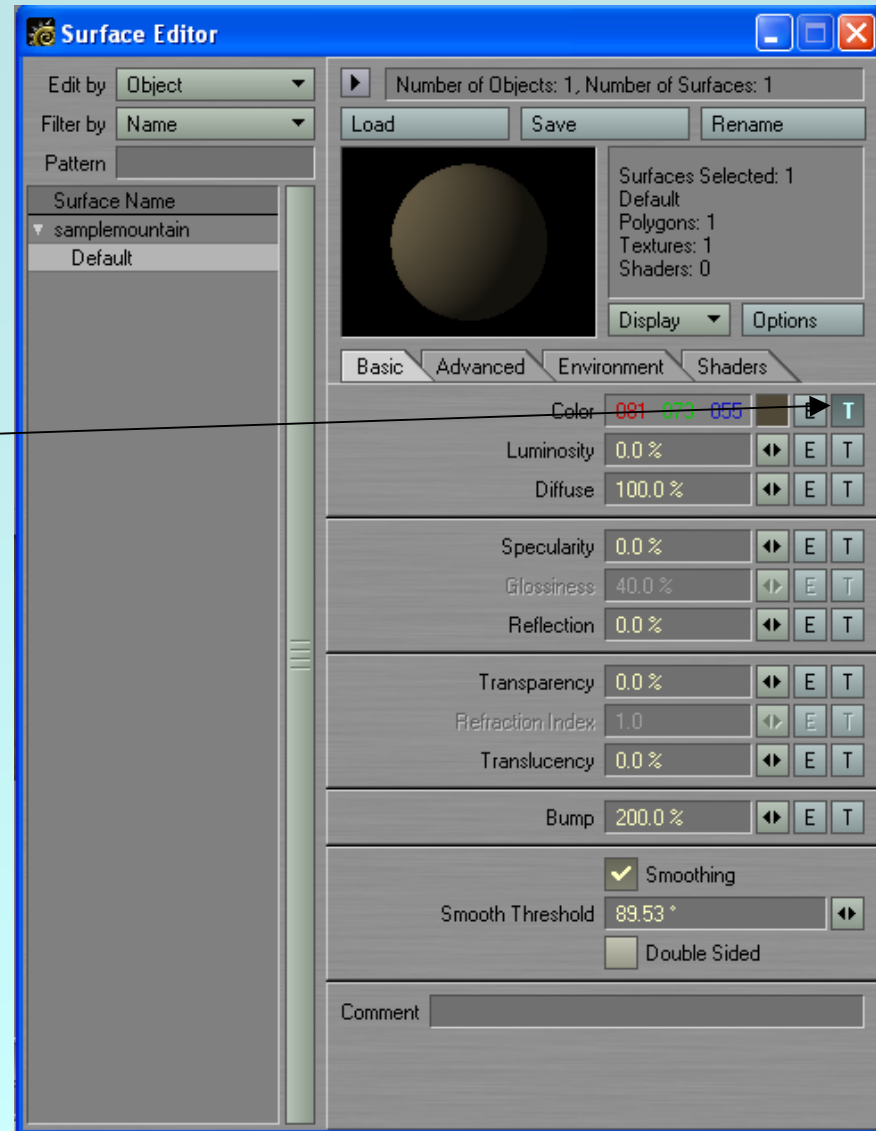
Gradient by Slope

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

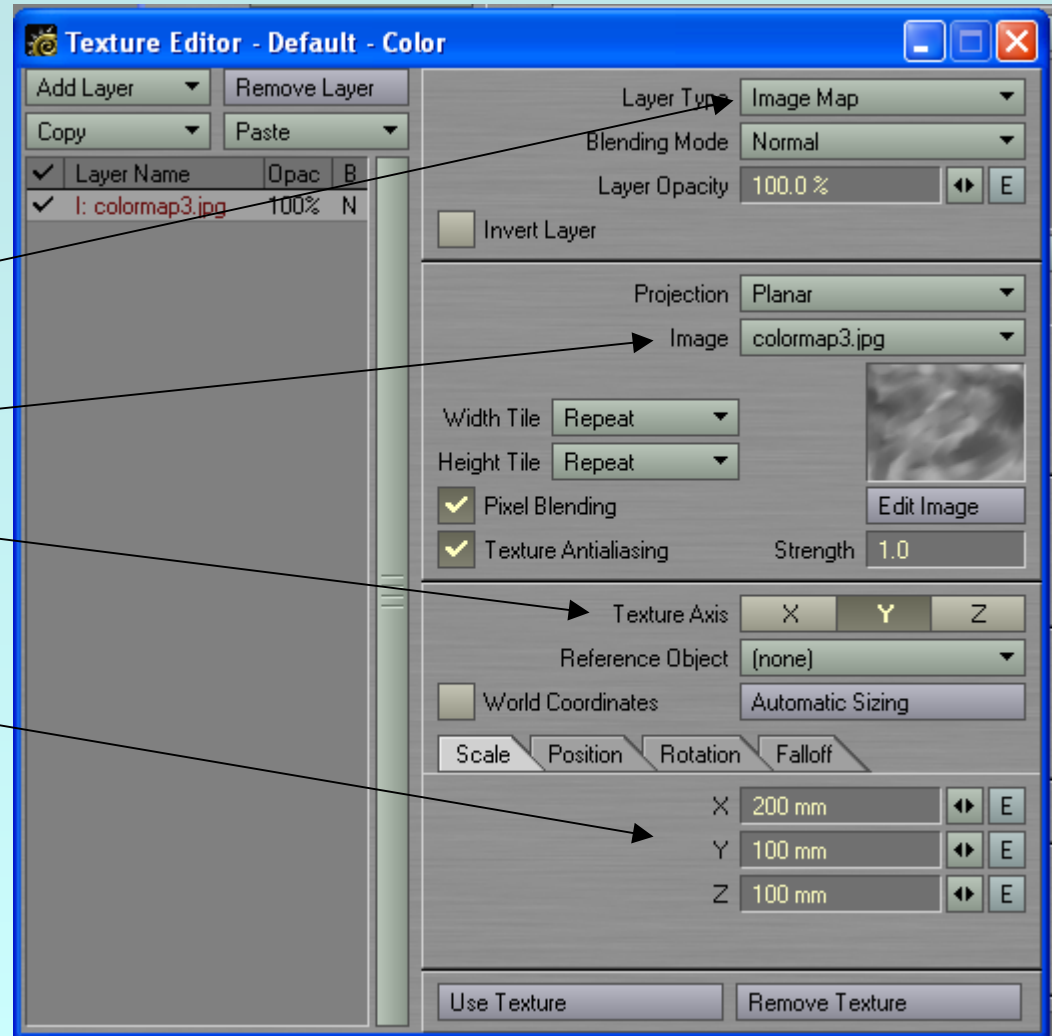
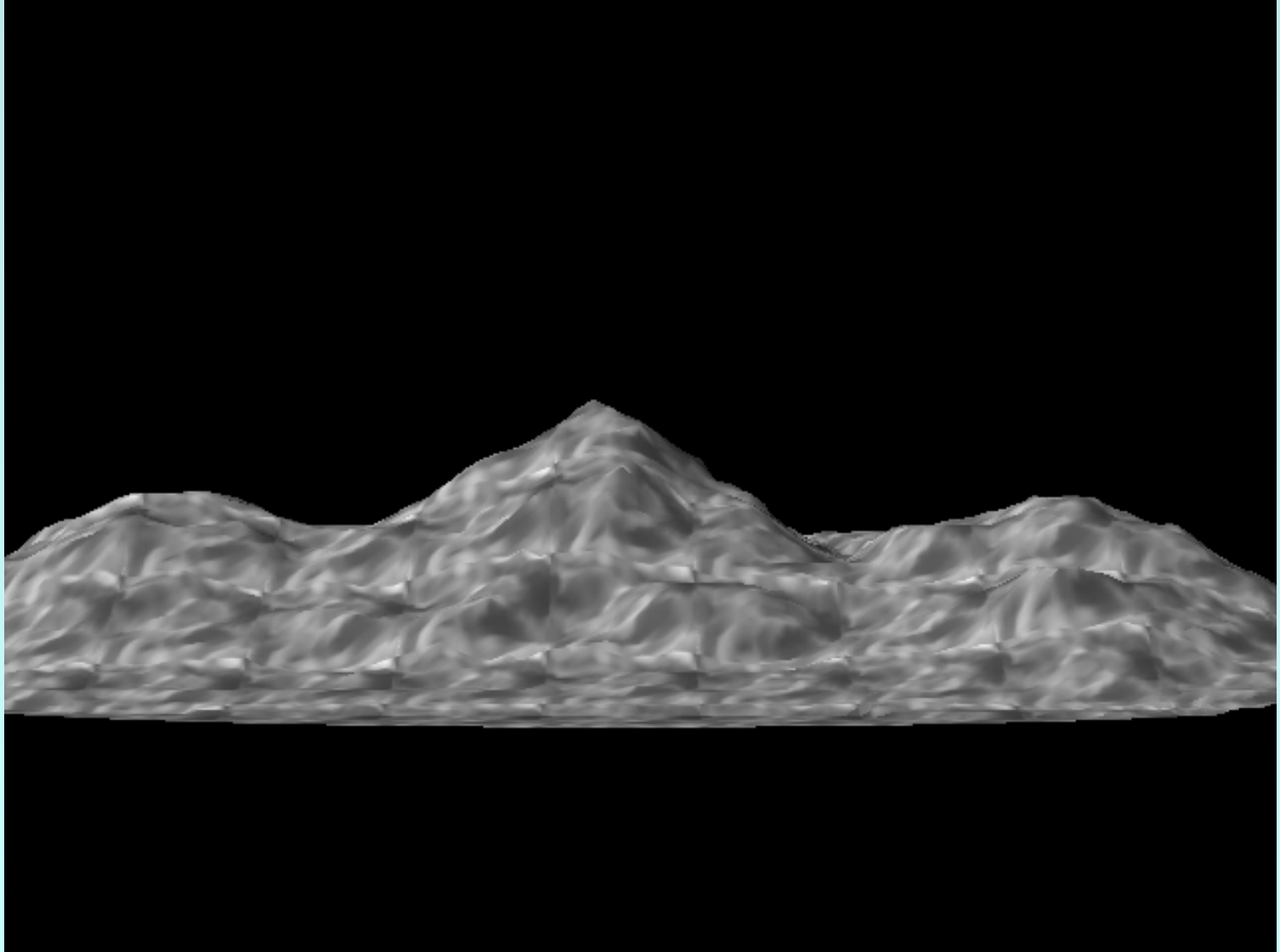


Image used for Color Map

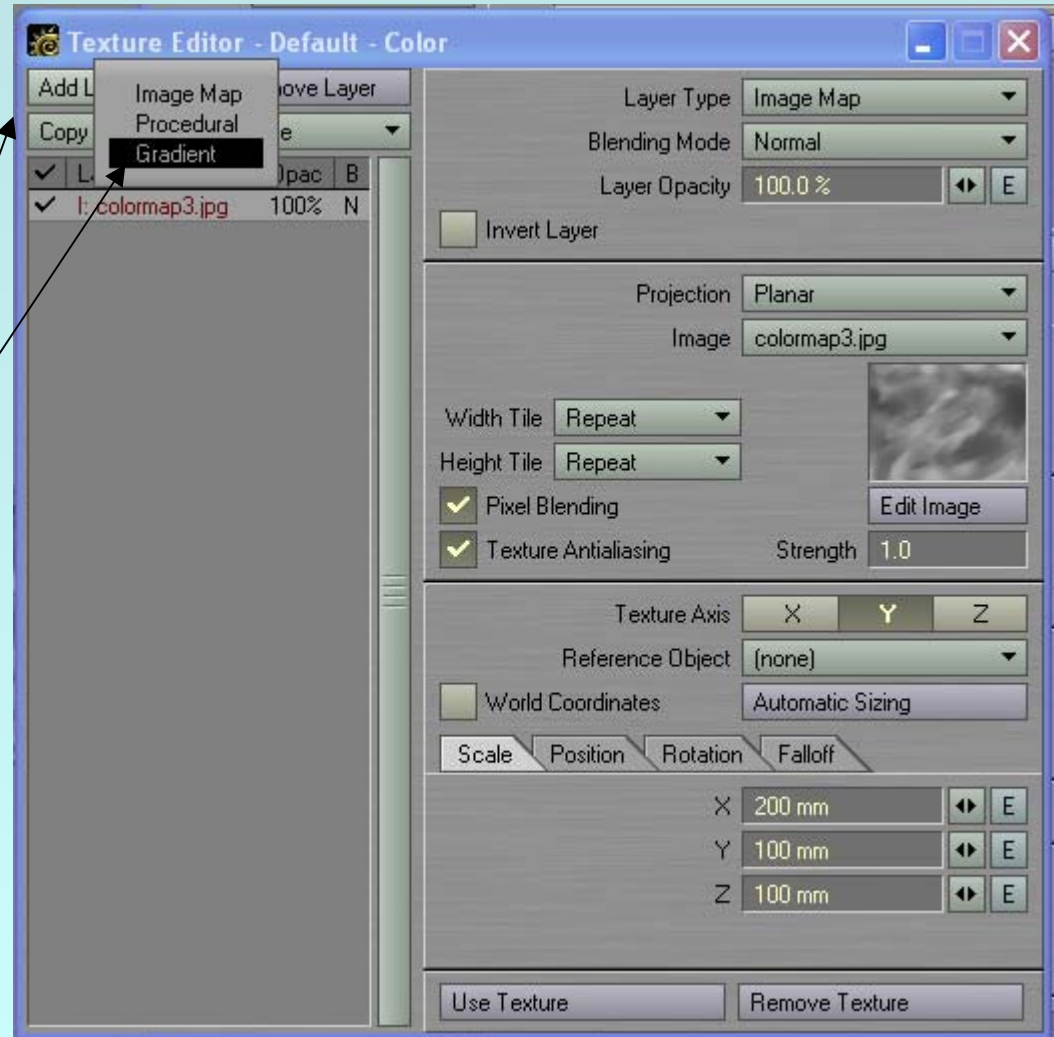


Mountain with Image Map



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

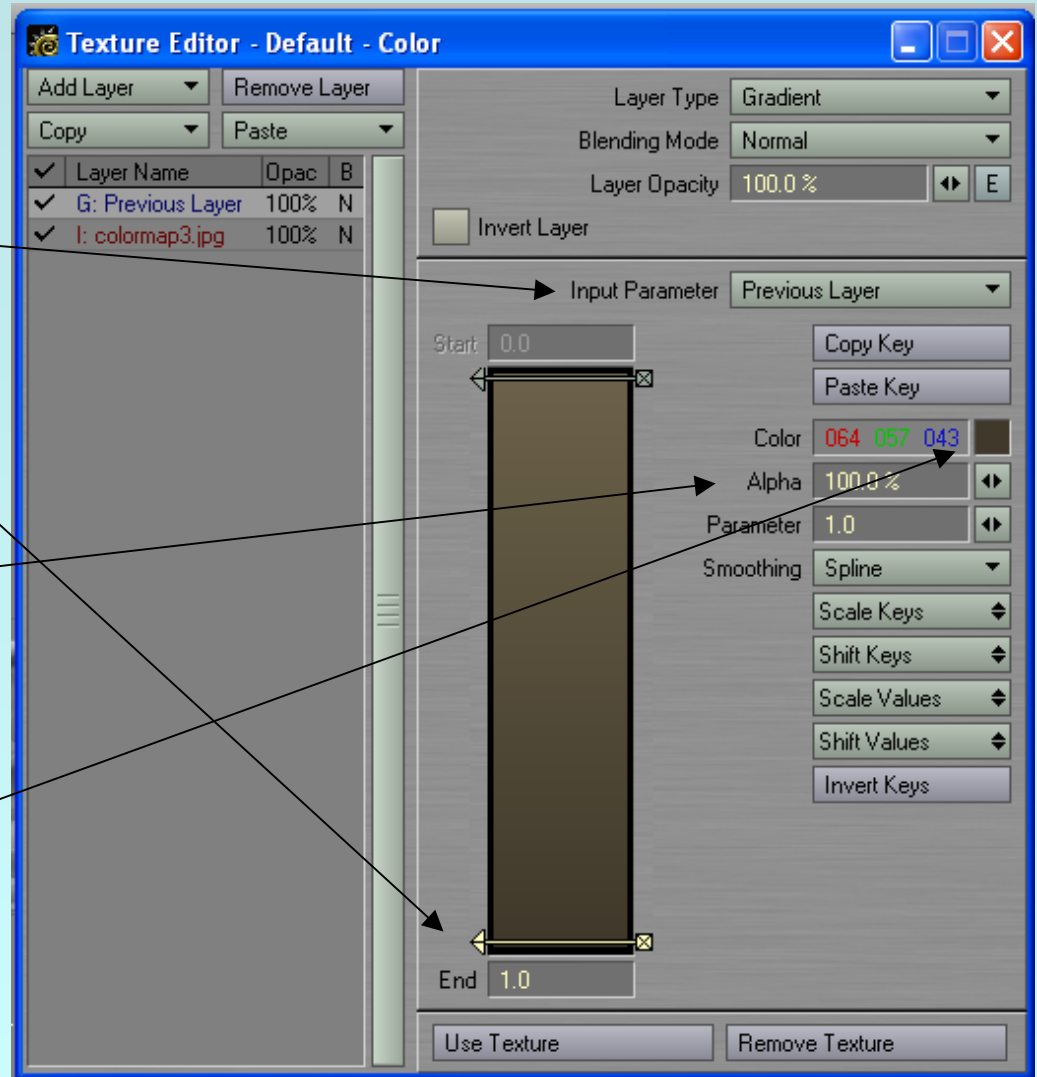
Step 4

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

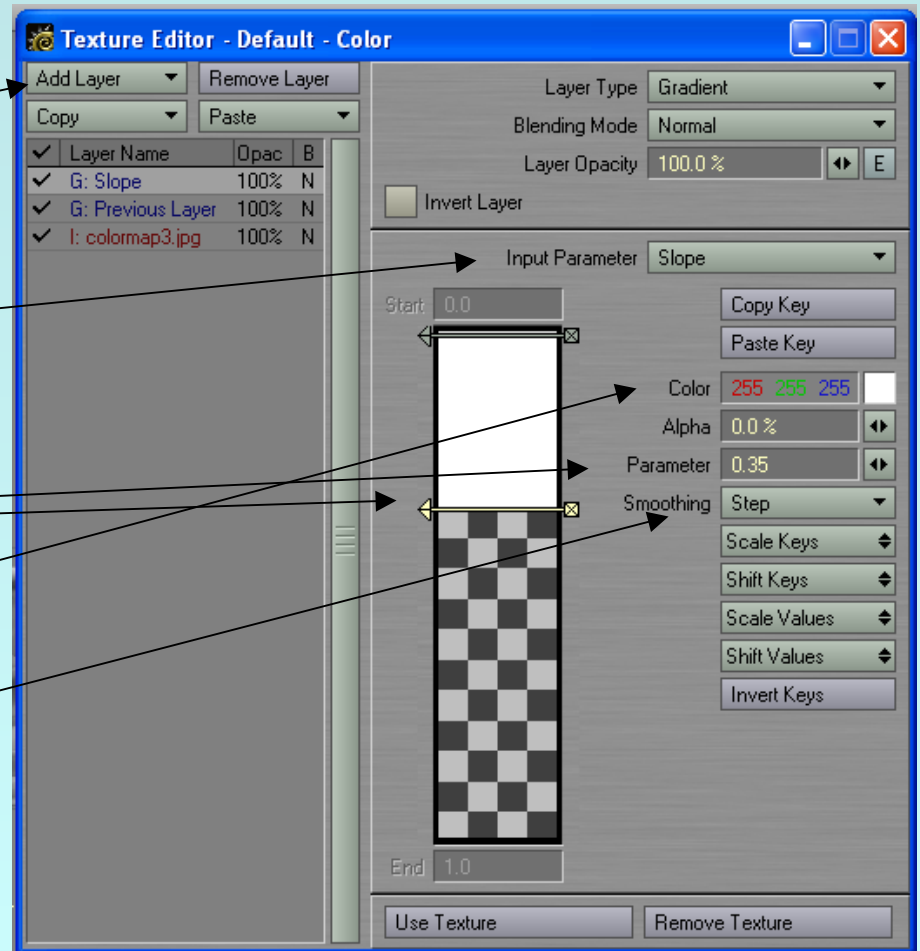
Add a second bar and set the parameter to about .35

Leave the color as white

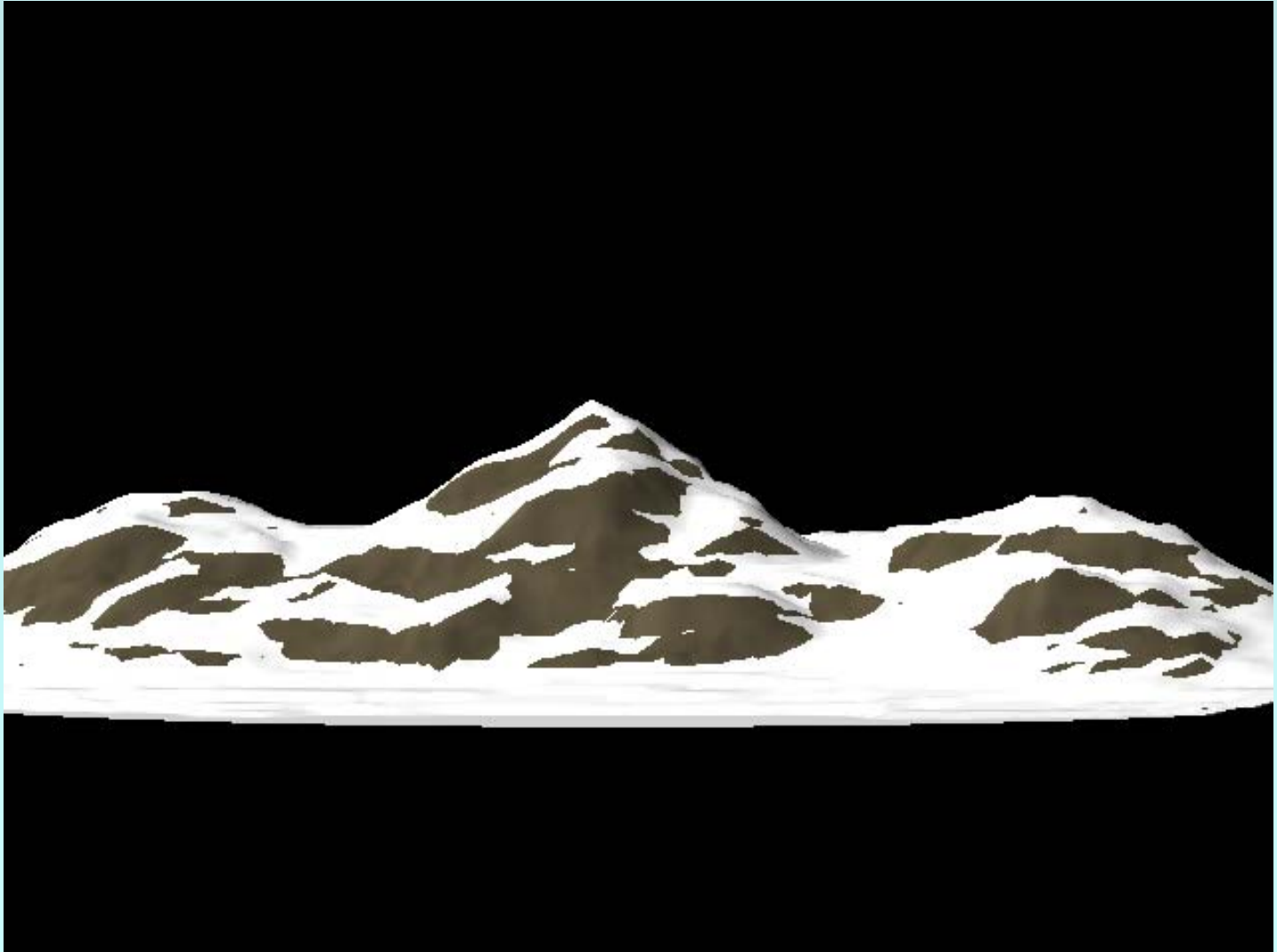
Change Smoothing to Step

Kinds of Smoothing:

Step, Linear, Spline



Mountain with Snow using Gradient by Slope



Applying rock texture using Gradient by Slope

Step 1

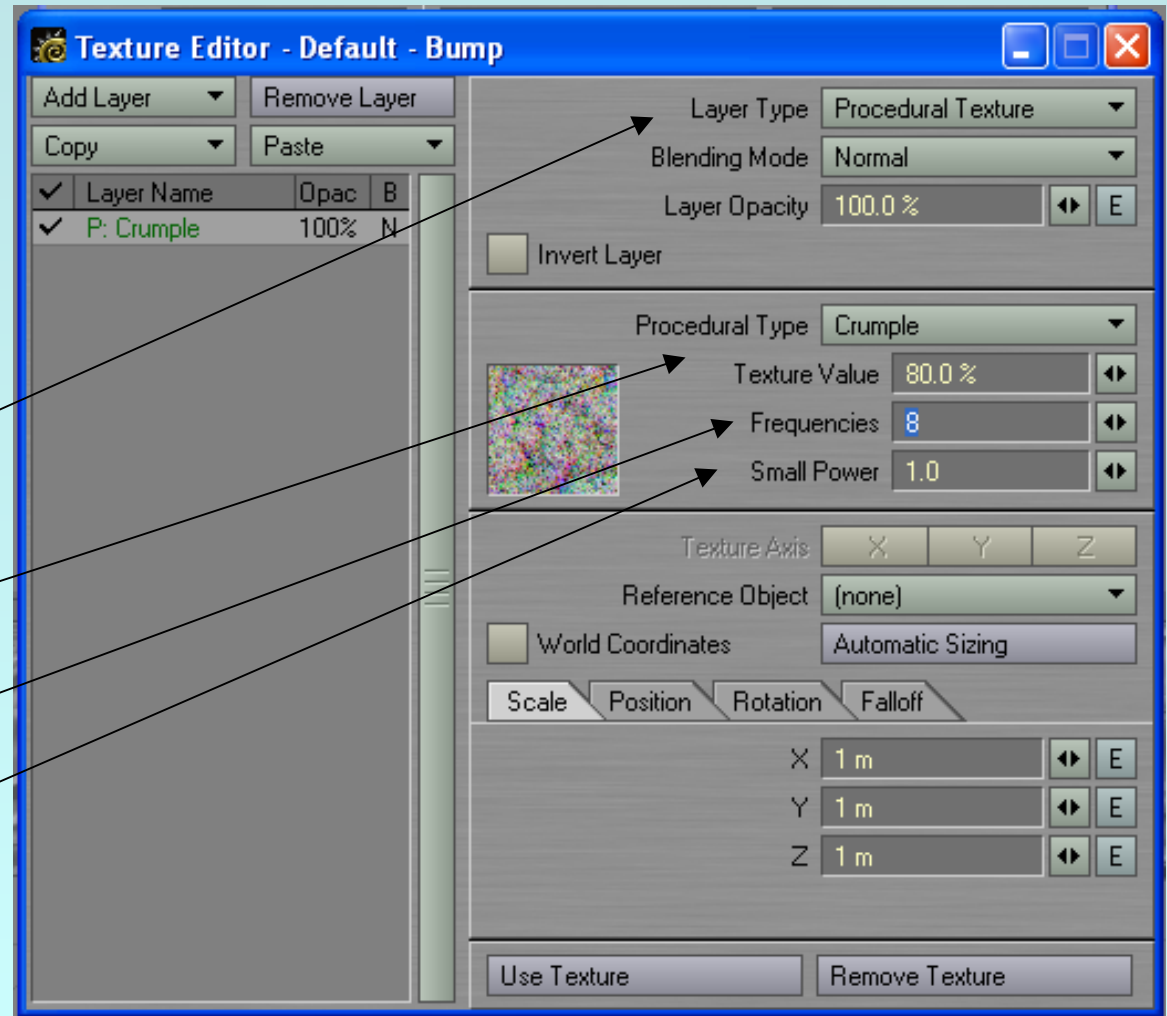
Click on the texture button next to Bump Map in Surface Editor

Change Layer Type to Procedural Texture

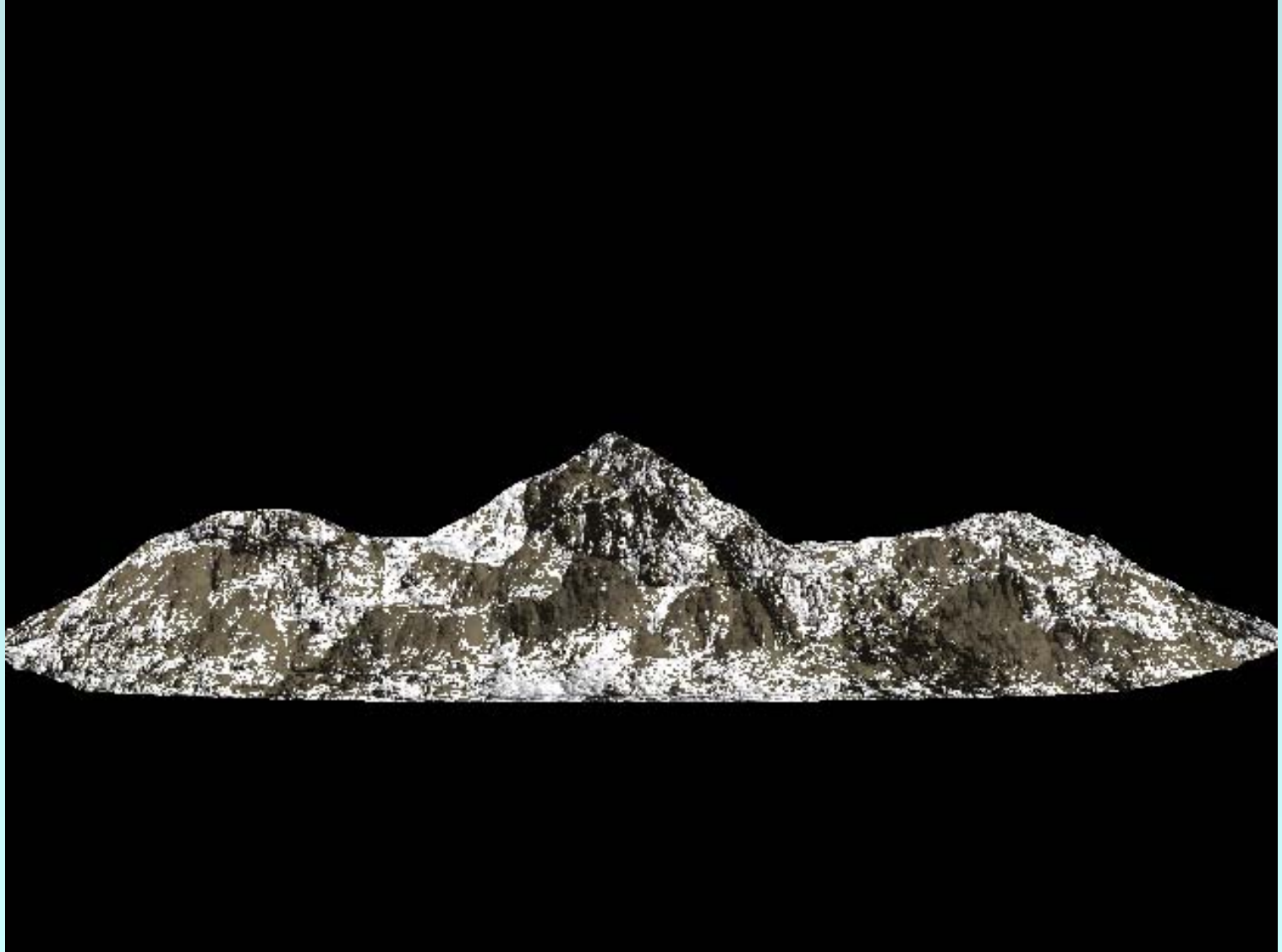
Change Procedural Type to Crumple

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 a new texture layer

Set Layer Type to Gradient

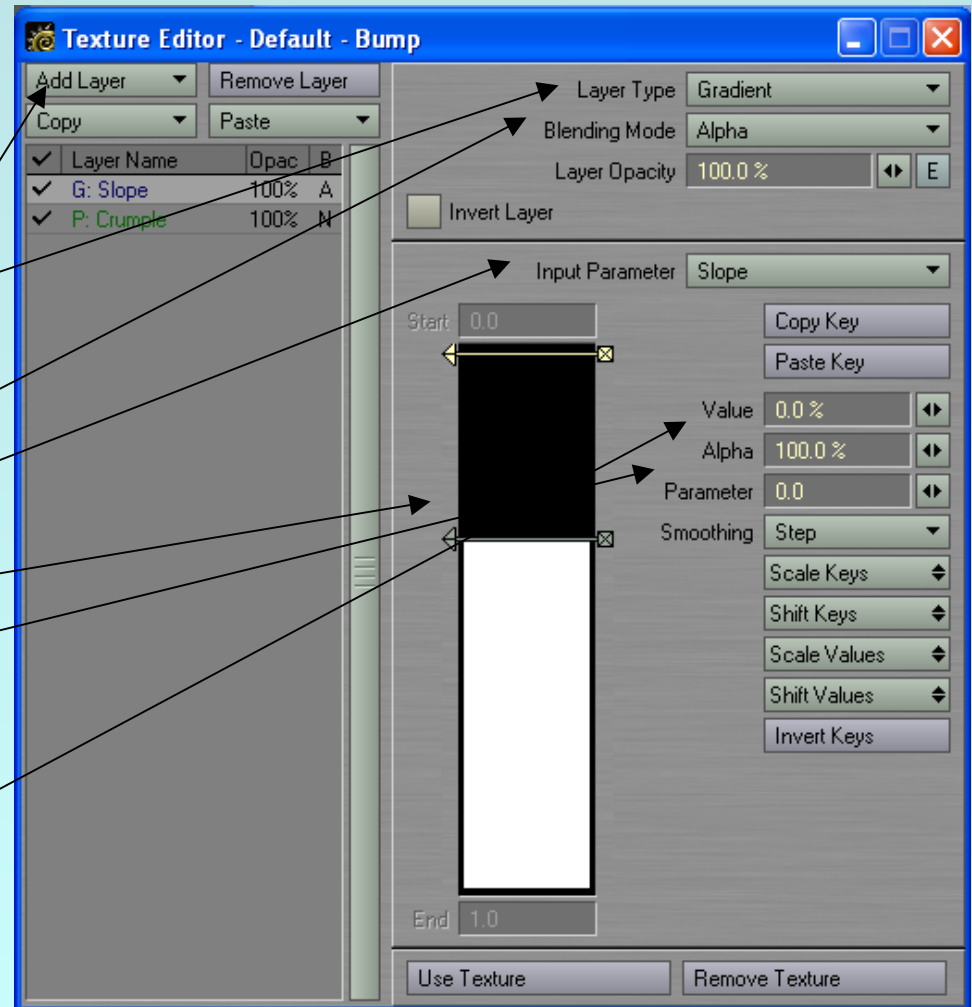
Set the Blending Mode to Alpha

Set Input Parameter to Slope

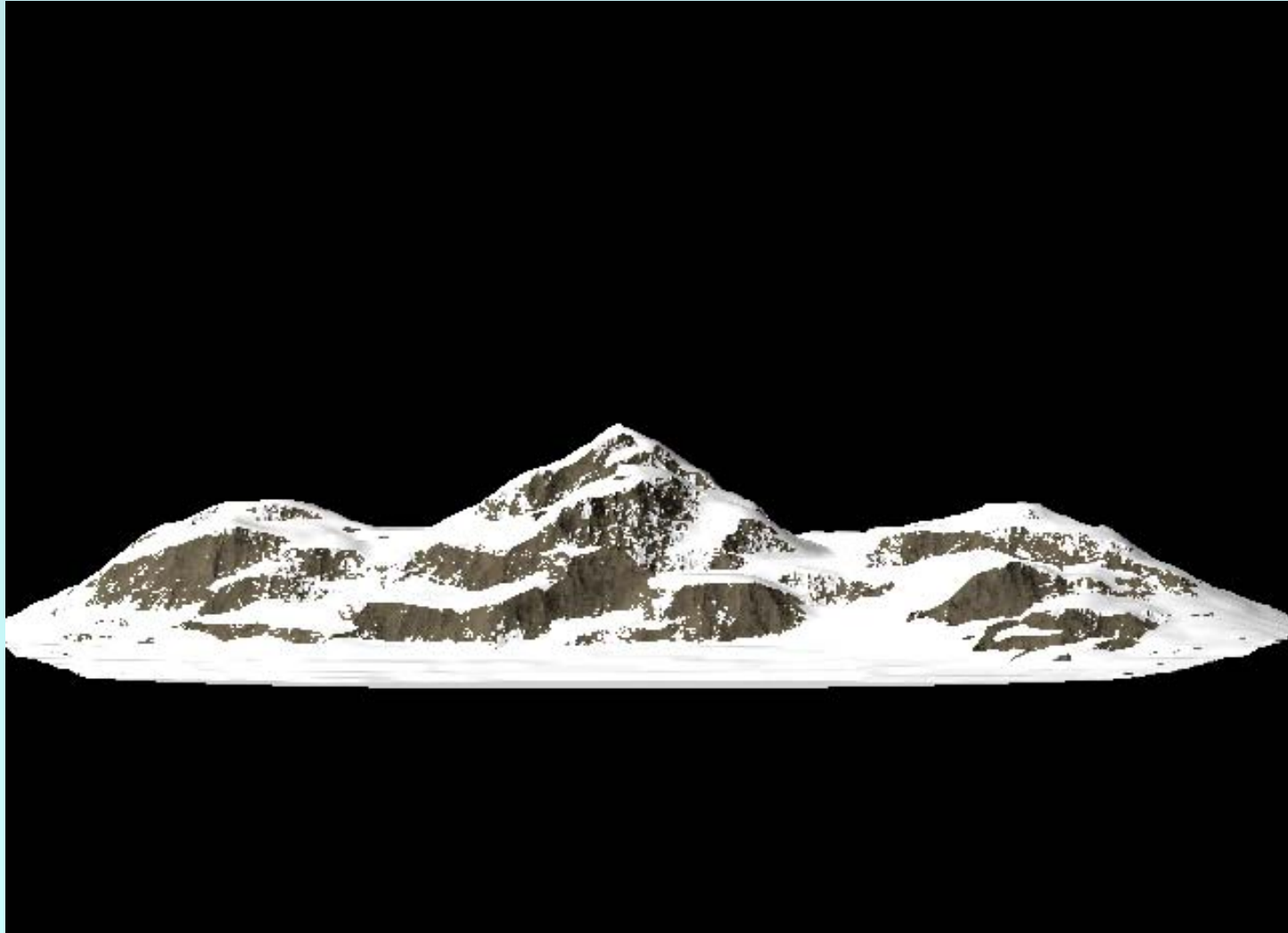
Create second bar on gradient

Set Parameter to .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.

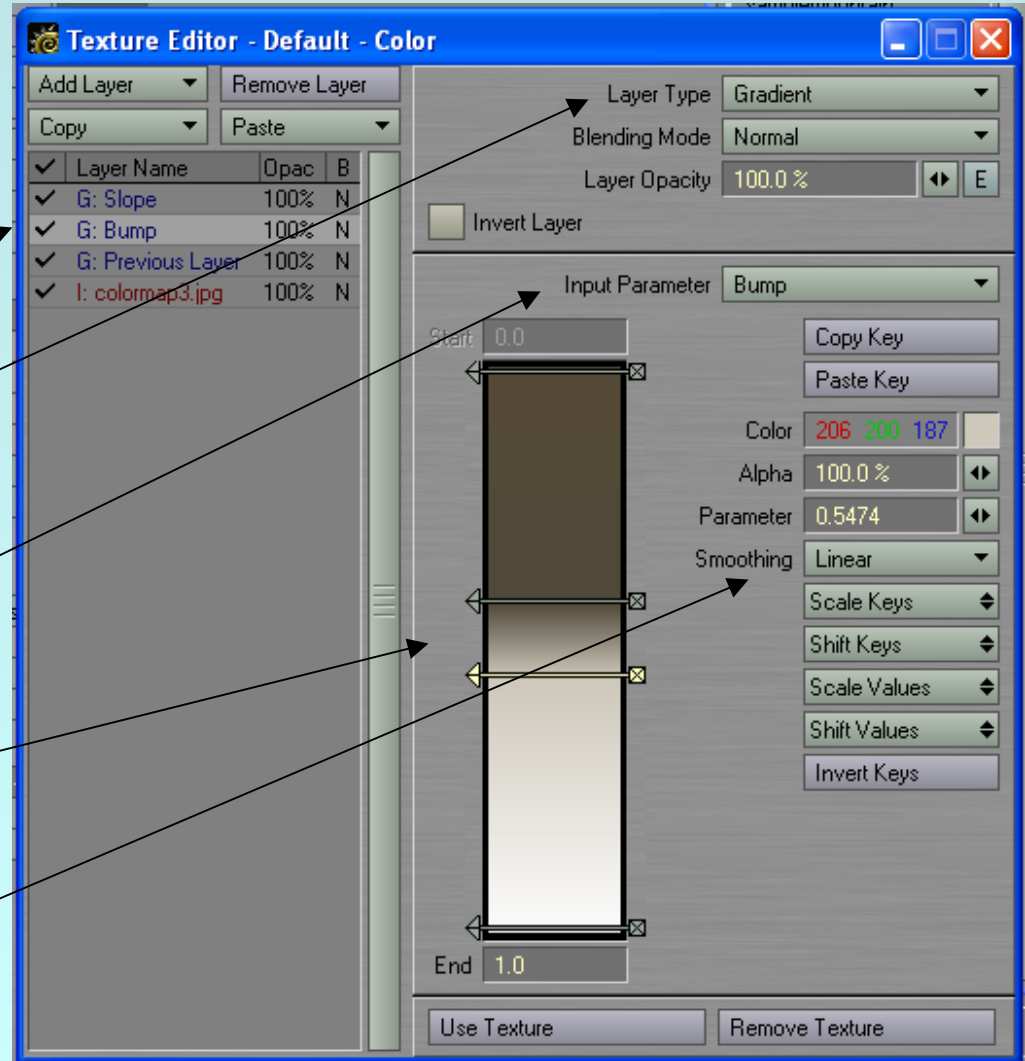
Move the texture so it is below the snow layer

Set the Layer Type to Gradient

Set the Input Parameter to Bump

Set up Bars to achieve the desire Gradient of Color

Set Smoothing to Linear



Finished Mountain with gradient by bump applied

