

Veasna Sok

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

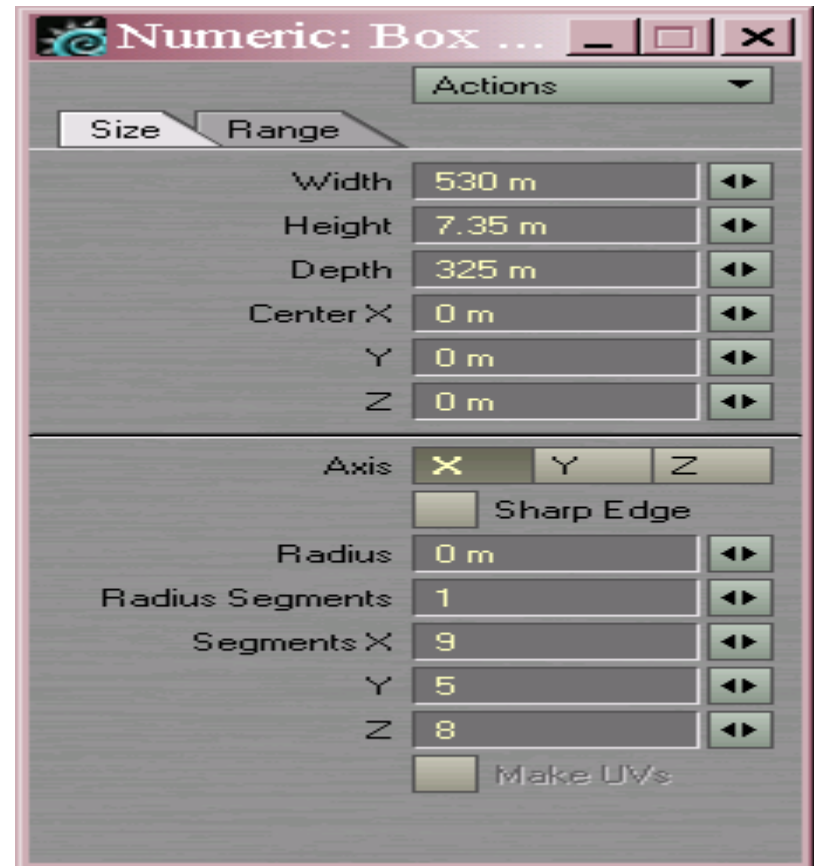
- Land
- Trees
- Mountain Range
- Lake
- Sky
- Hill
- Time

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.

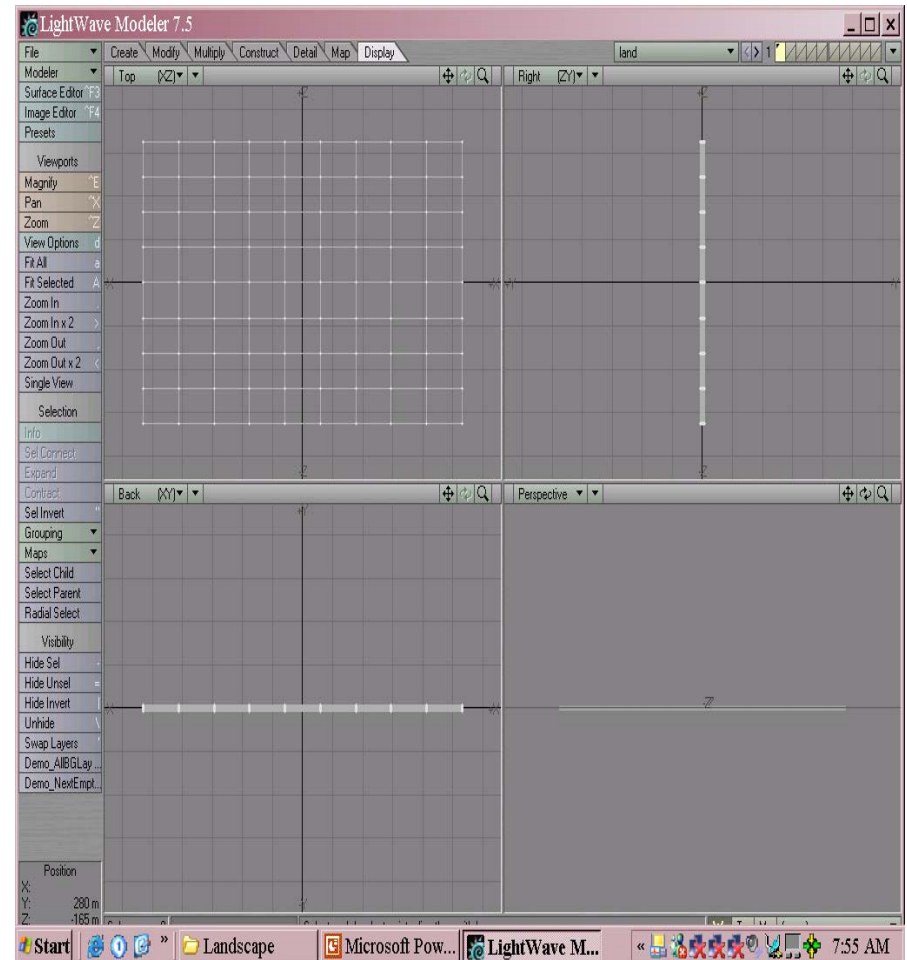
Start Tutorial

- 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



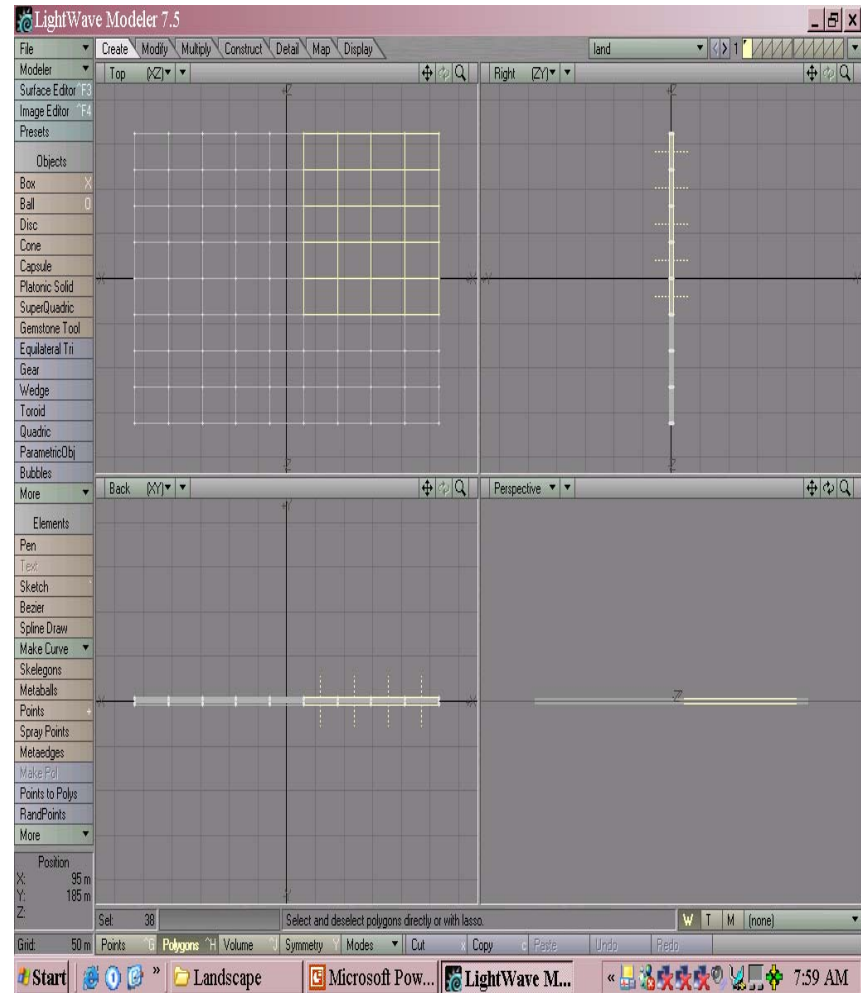
Continue

- 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.



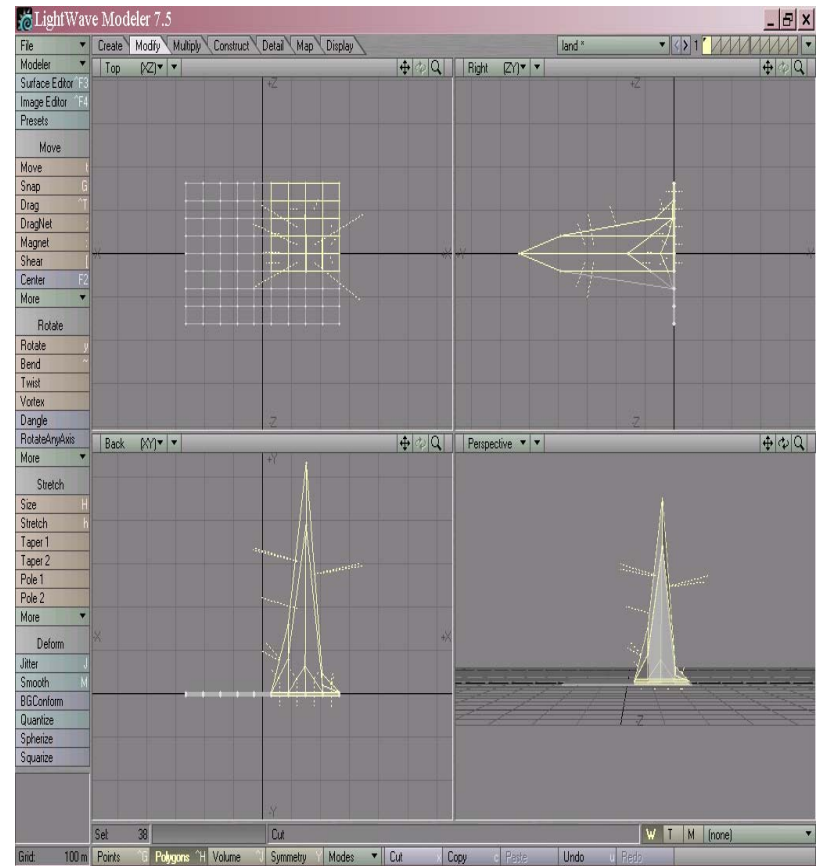
Continue

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



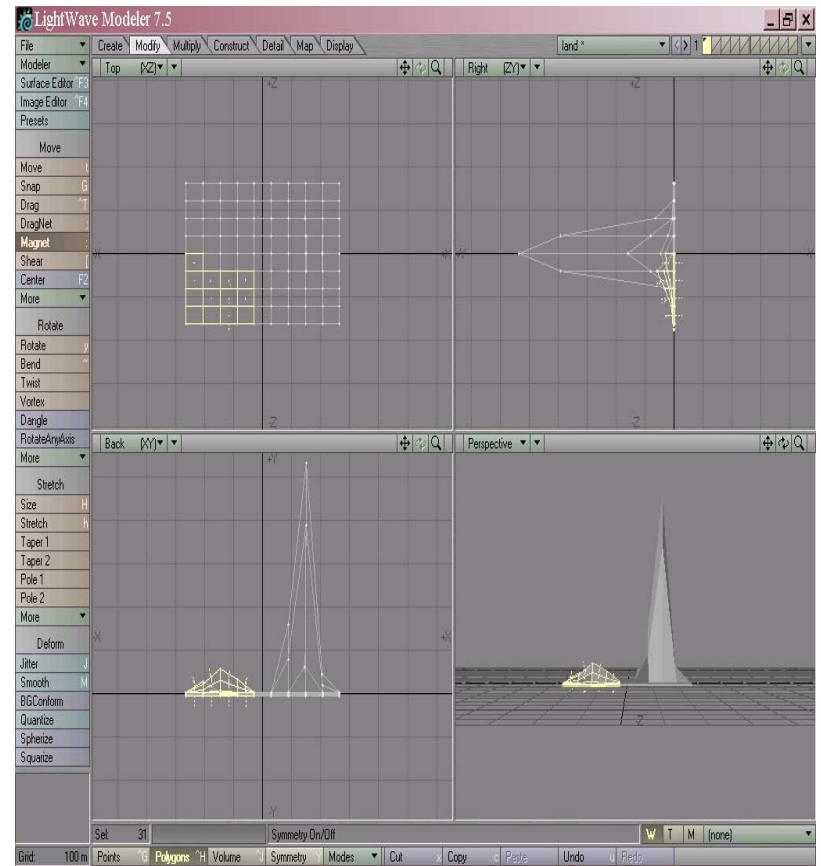
Continue

- 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.



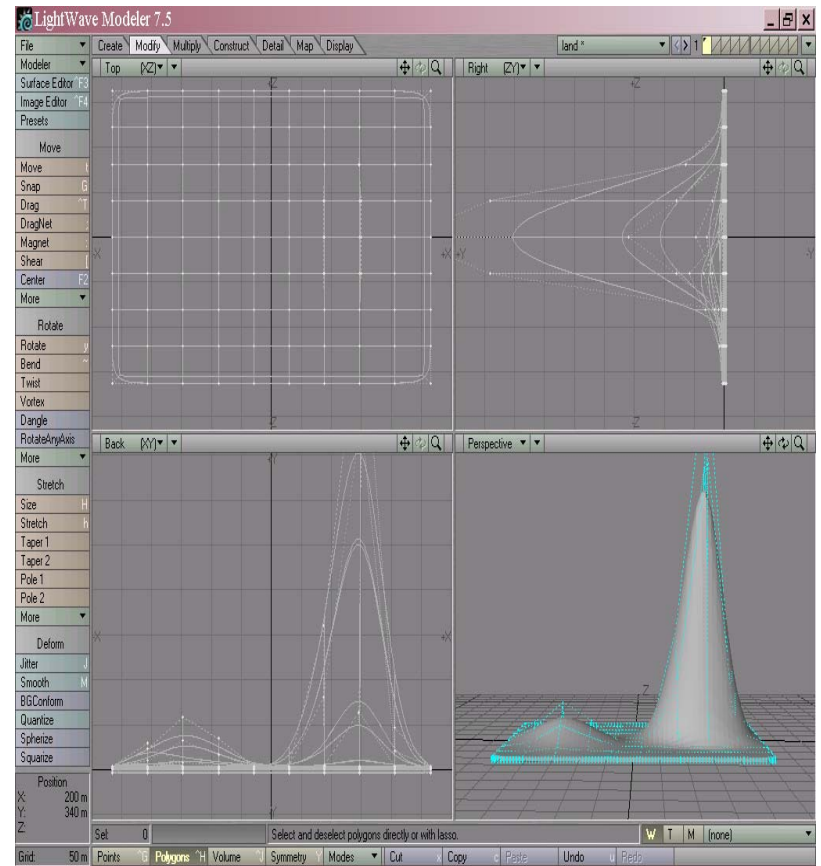
Continue

- 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.



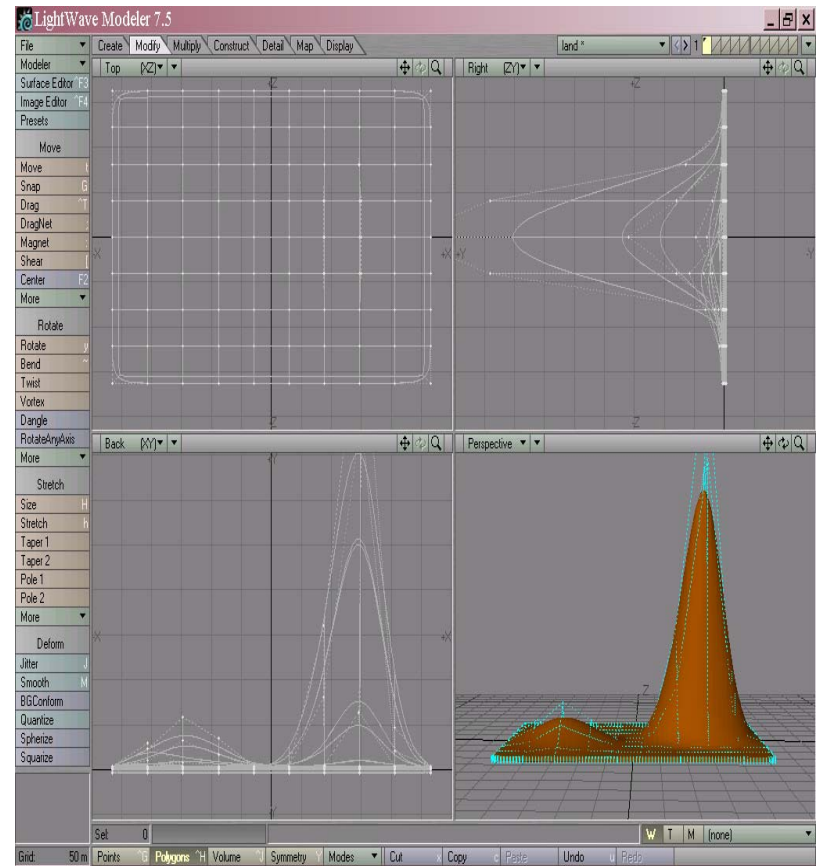
Continue

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



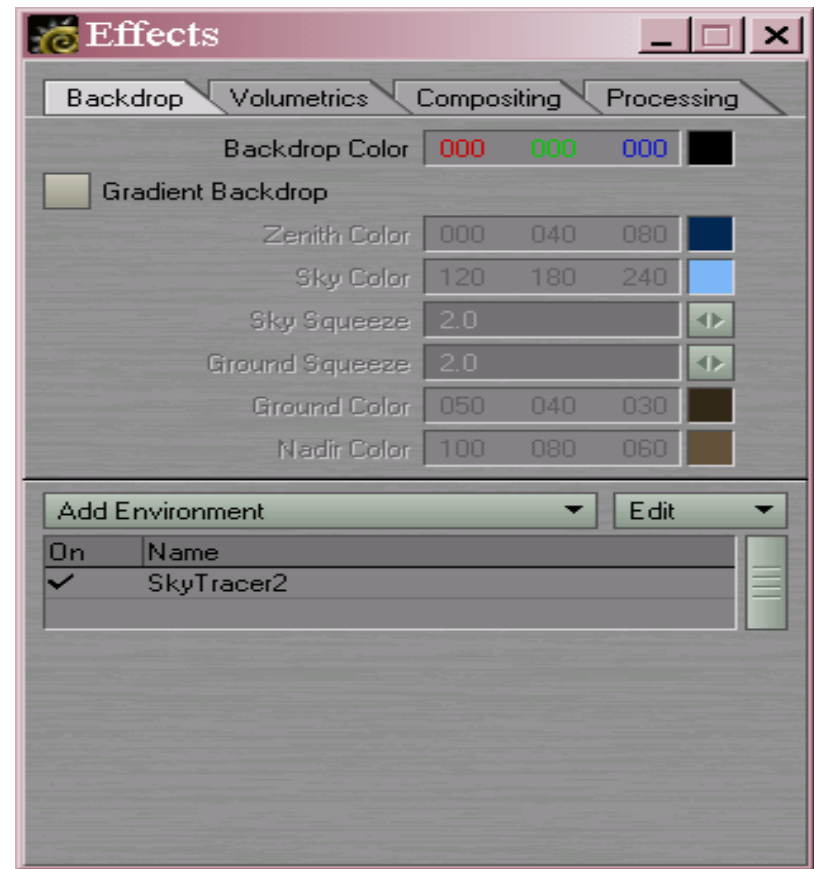
Continue

- 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.



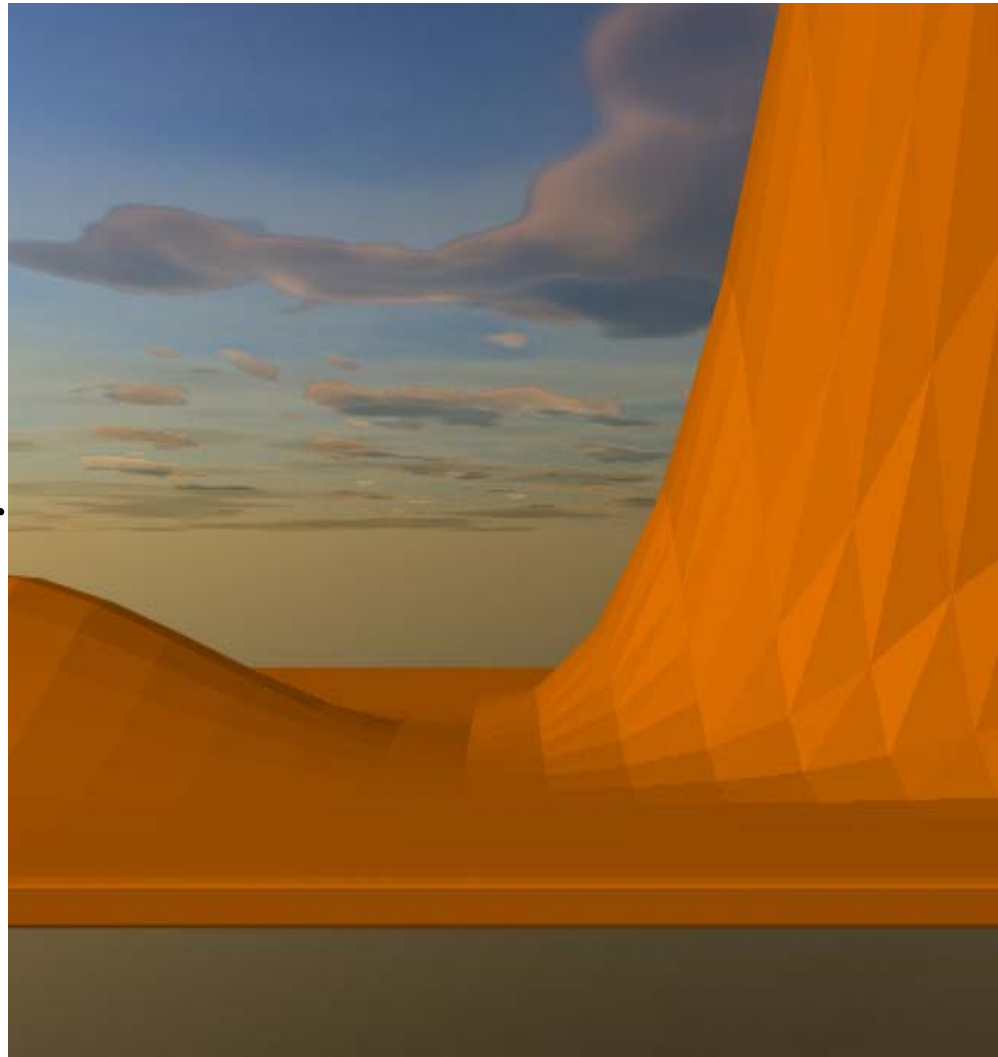
Continue

- 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 you 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_landsc_ape.html