**LESSON: LANDSCAPING**

**STEPS:**

1. Insert “Plane” - Change sections width and depth to 150.
2. Add “Displacement”
3. Open Picture set to cloudy grey and white or create new texture using photoshop.
4. Increase/Decrease “offset” to raise or lower mountains
5. Change plane options from smooth to phong
6. Insert “Disc” – Scale and position to where you want lakes
7. Add materials “planet” onto terrain, “water” onto disc
8. Add “skylight” – change time to create shadow where you want
9. Add “fog” – change density until background is fogged
10. Change render settings to default 640 and 480
11. Use node editor to change color settings if desired

