

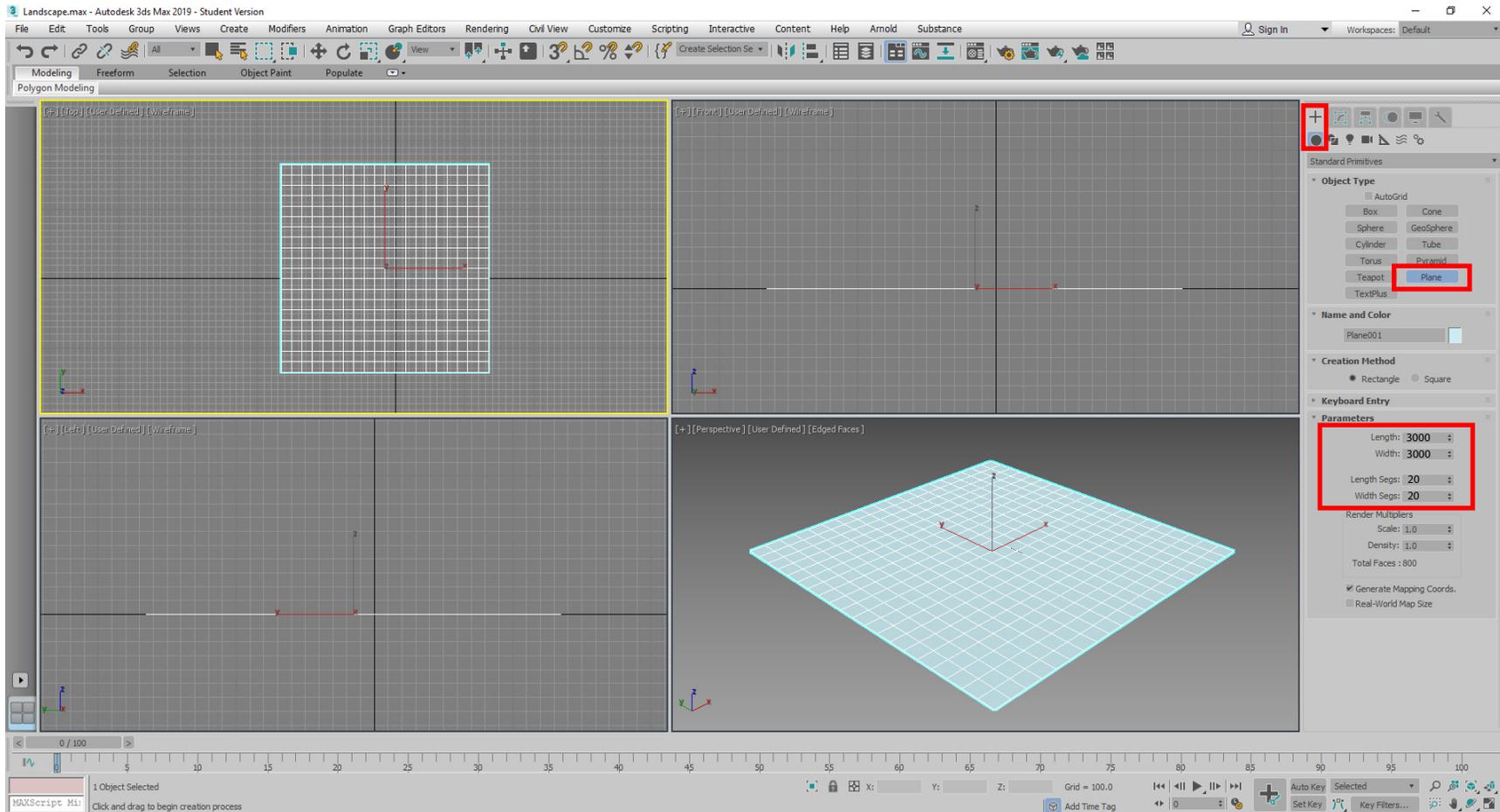
# Landscapes



## Skills Needed:

- a. Setting parameters on a plane.
- b. Applying the "Edit Poly" modifier and adjusting various parameters at the "Sub-Object level":
  - Extrude
  - Bevel
  - Bridge
- c. Creating a 360 Sky Dome.
- d. Creating a "Panorama".

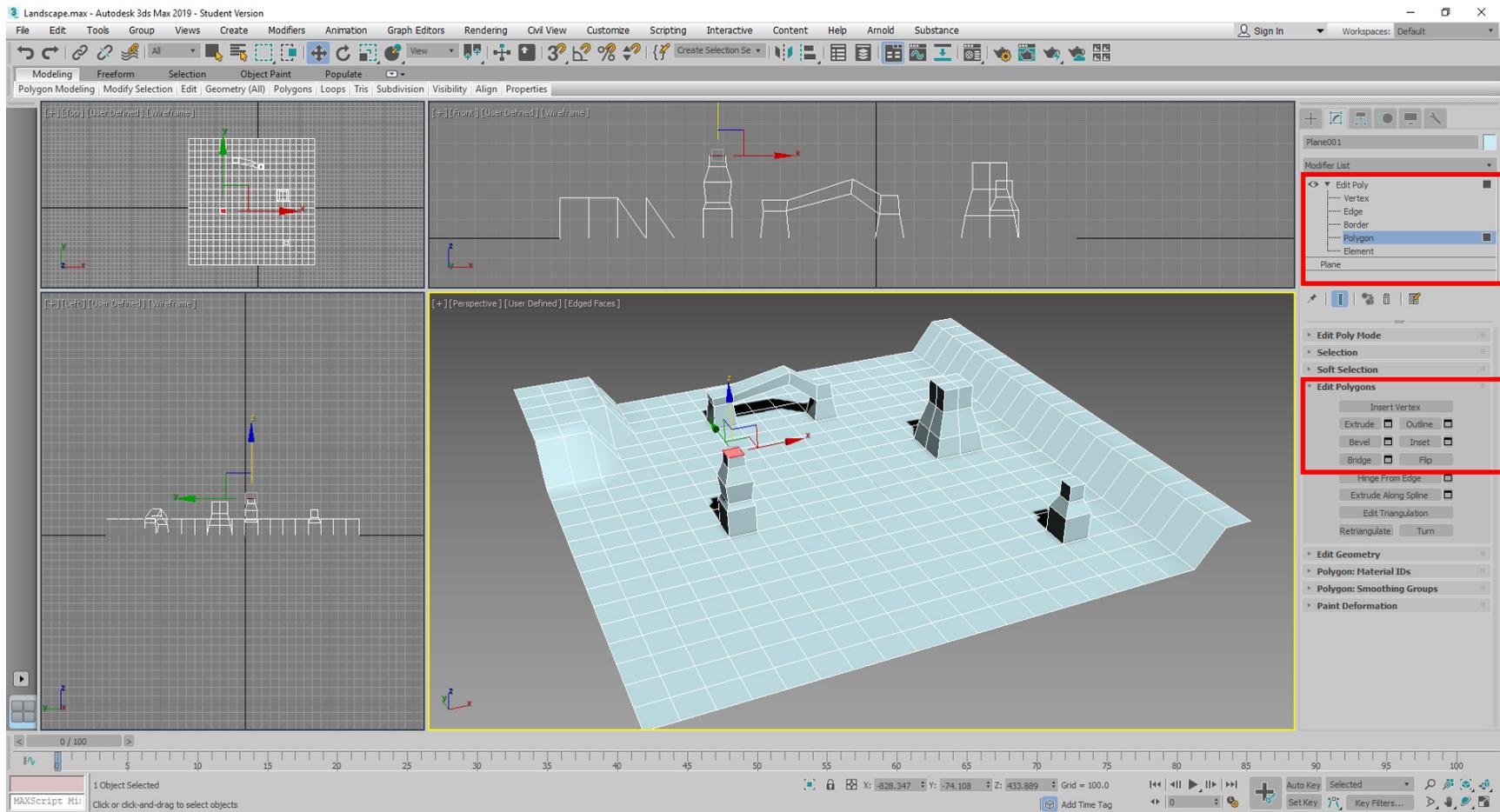
1. Create a plane and set the parameters as indicated.



# LANDSCAPES

This kind of modeling is usually called “Box Modeling” or “Poly Modeling”

2. At the sub-object level, select “Polygon”.  
Next select “Extrude” and extrude a polygon.



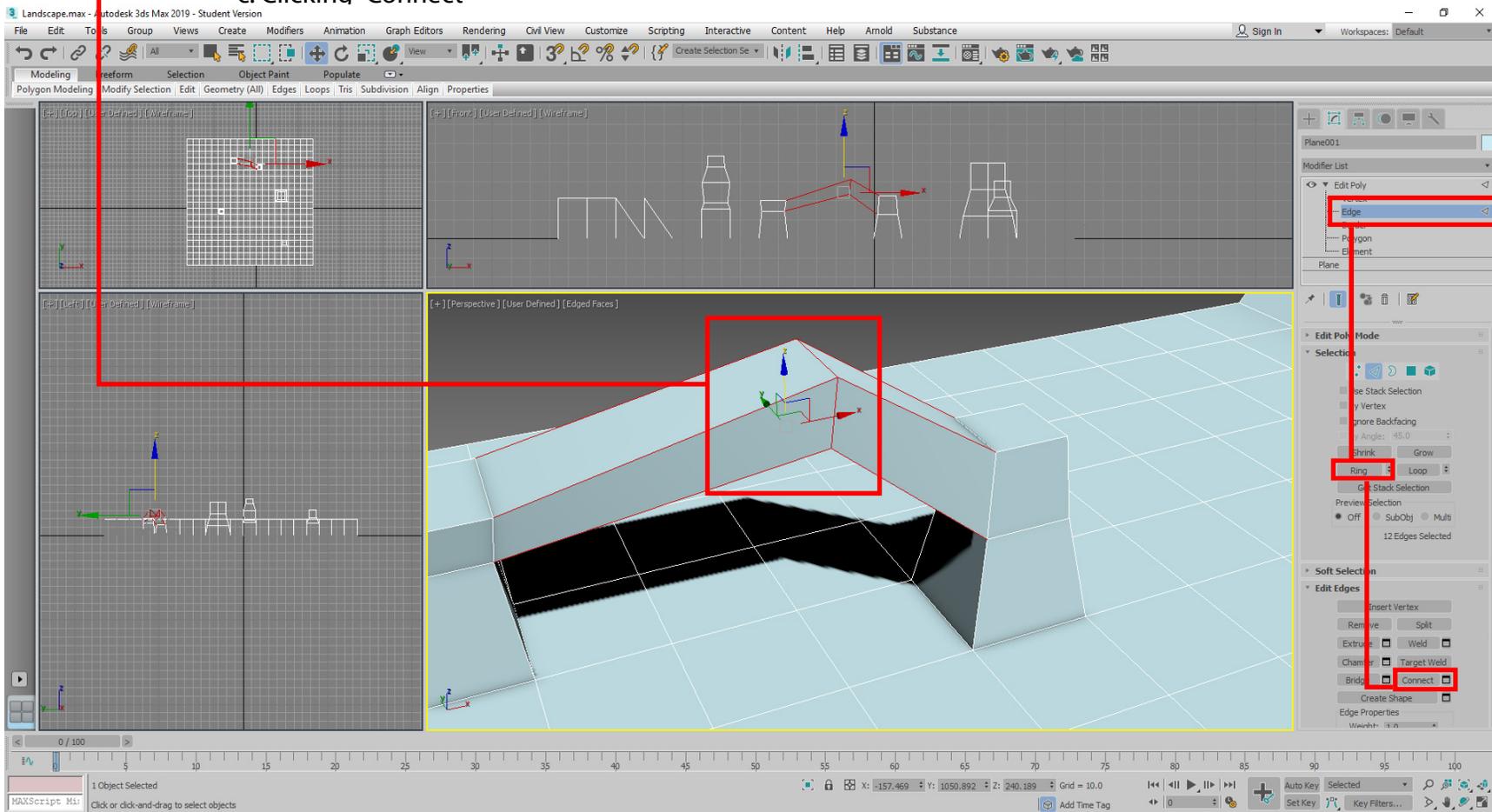
3. Using the Extrude, Bevel and Bridge tools and the Move tool, rough out your landscape.

# Landscapes

## Dividing Polygons Gives You More Details

4. You can split polygons by switching to the "Edge" sub-object level:

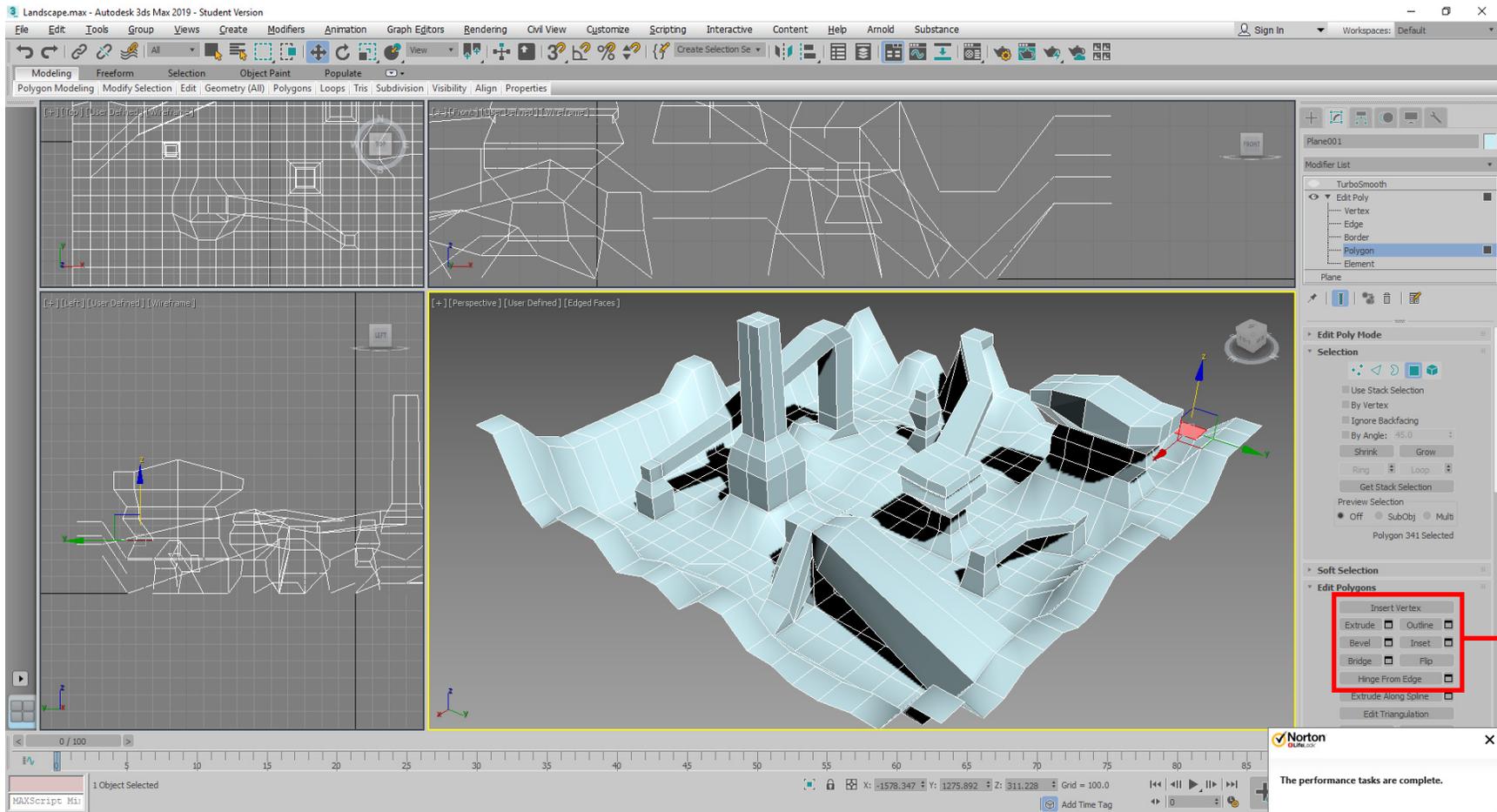
- a. Selecting an edge.
- b. Clicking "Ring".
- c. Clicking "Connect"



# Landscapes

## Build your landscape into a complex surface of pillars and arches

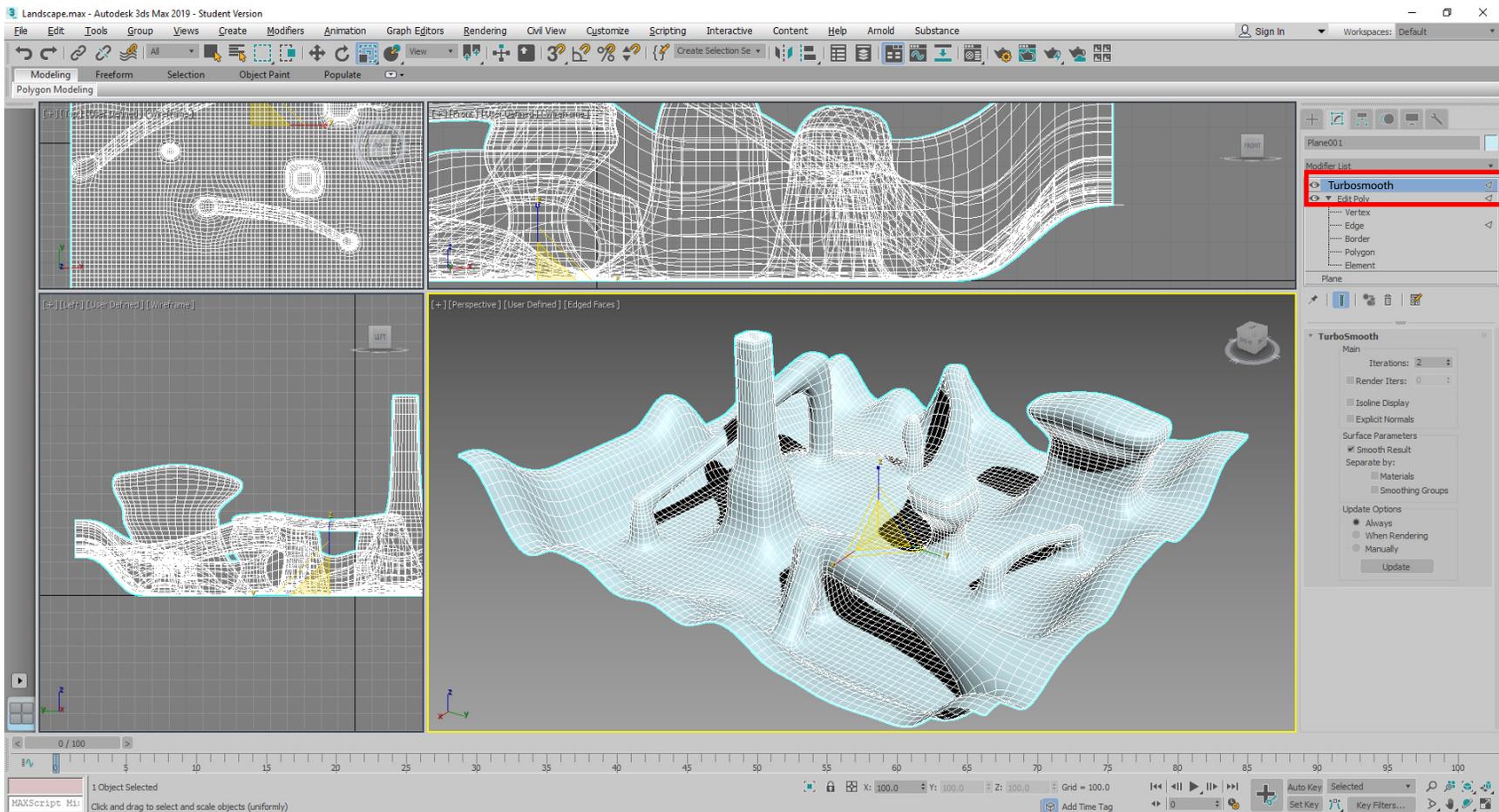
5. Continue extruding, beveling, bridging, and moving until you have richly designed landscape.



# Landscapes

**Give your chunky landscape a smooth and rocky surface**

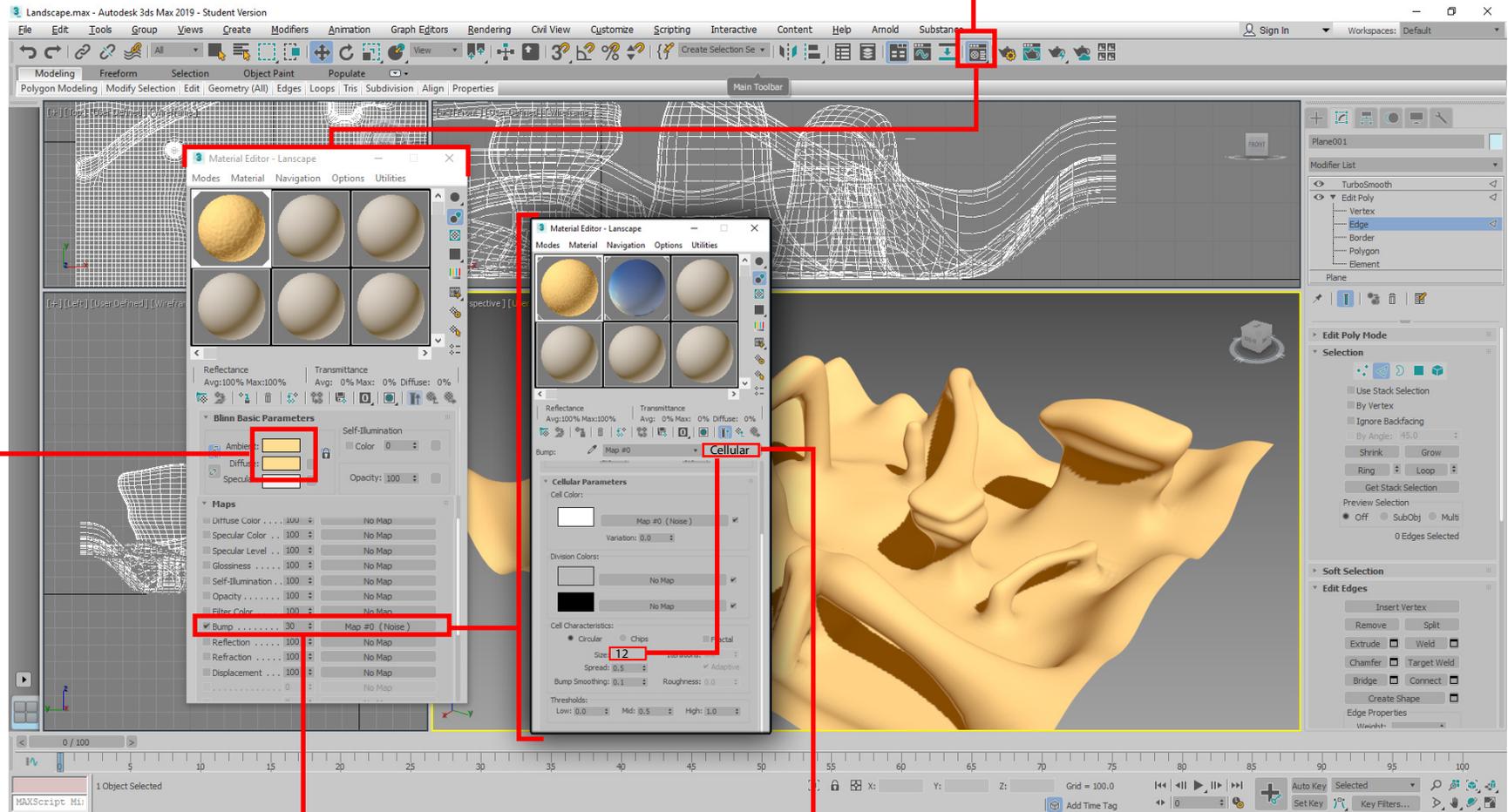
6. Add a "TurboSmooth" modifier atop the plane. This will smooth out the landscape.



# Landscapes

Let's give your landscape color and texture

6. Open the "Material Editor"



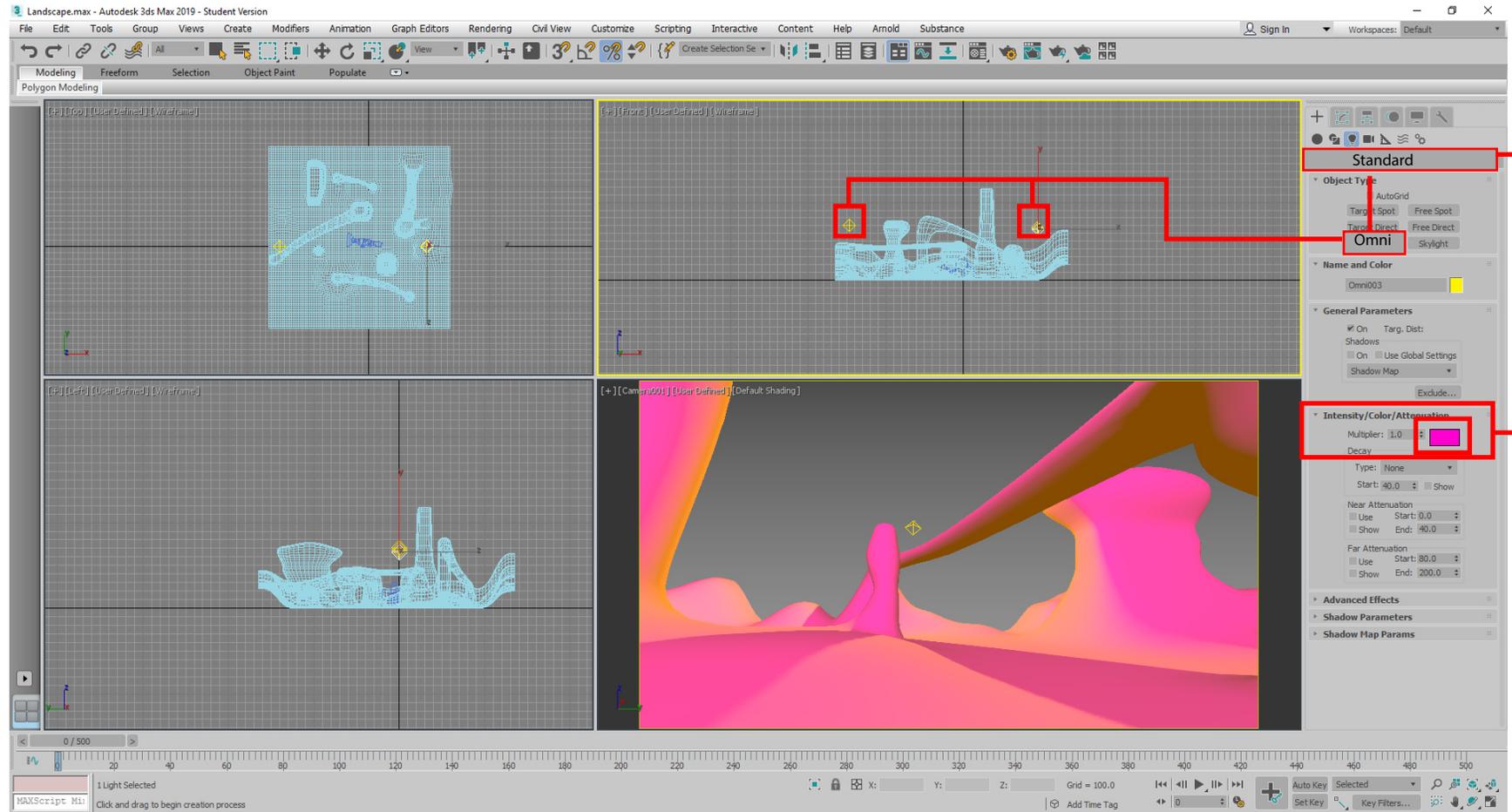
7. Select a color for the Landscape

8. Click "Bump Map".

9. Click here and choose "Cellular" Set the the parameter to 12.

# Landscapes

Now add lights to your landscape



10. Place two "Standard- Omni Lights" low in the scene.

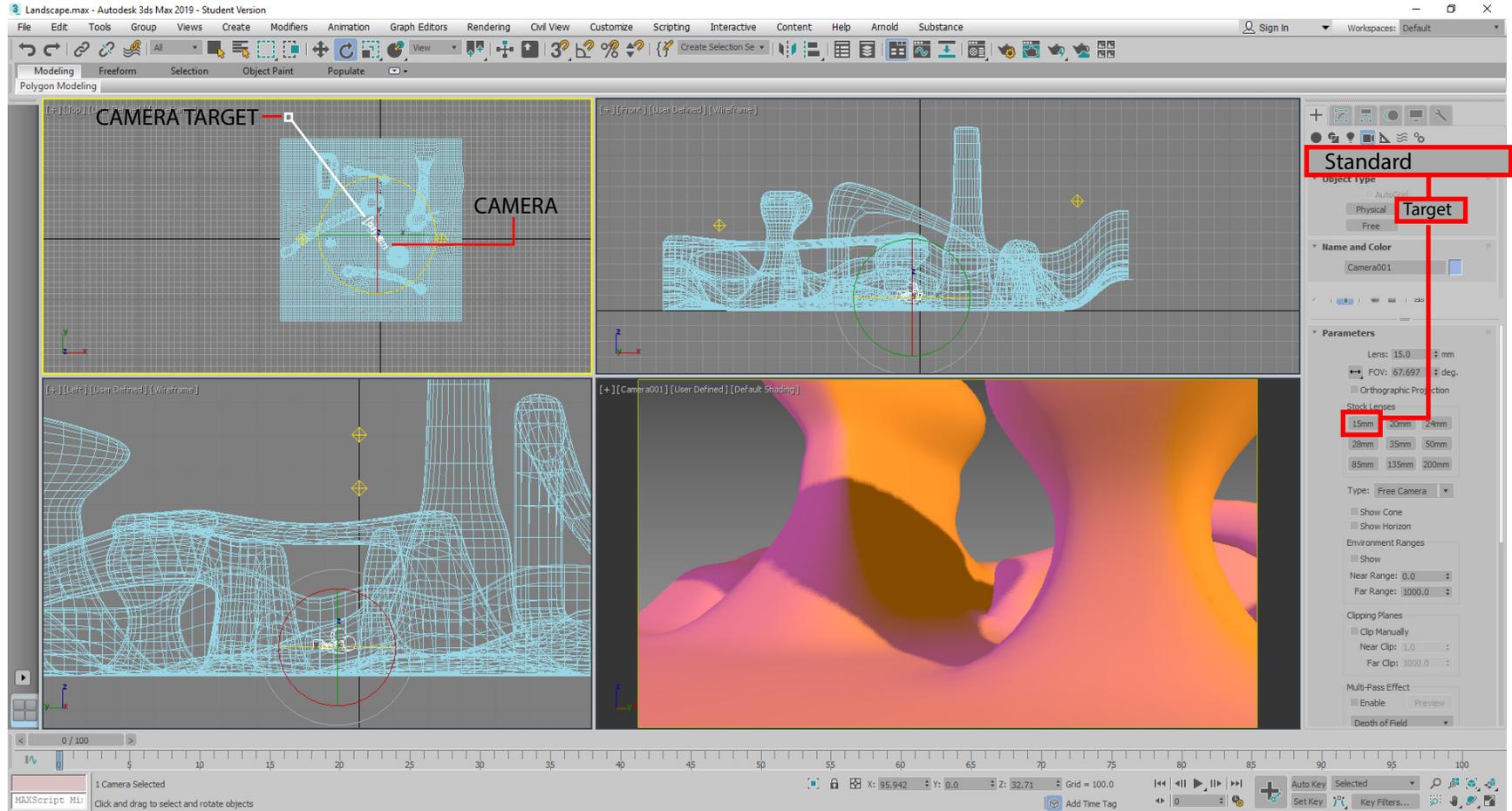
11. Color each light

# LANDSCAPES

## A "Target Camera" sets in the center of the landscape.

Making a "Target Camera" is a 2 step process. First click in the center of your landscape, hold mouse button down and pull from the camera, away and outside the edge of your landscape.

### 12. In the Top View place a "Standard - Target Camera" in the center of your landscape.



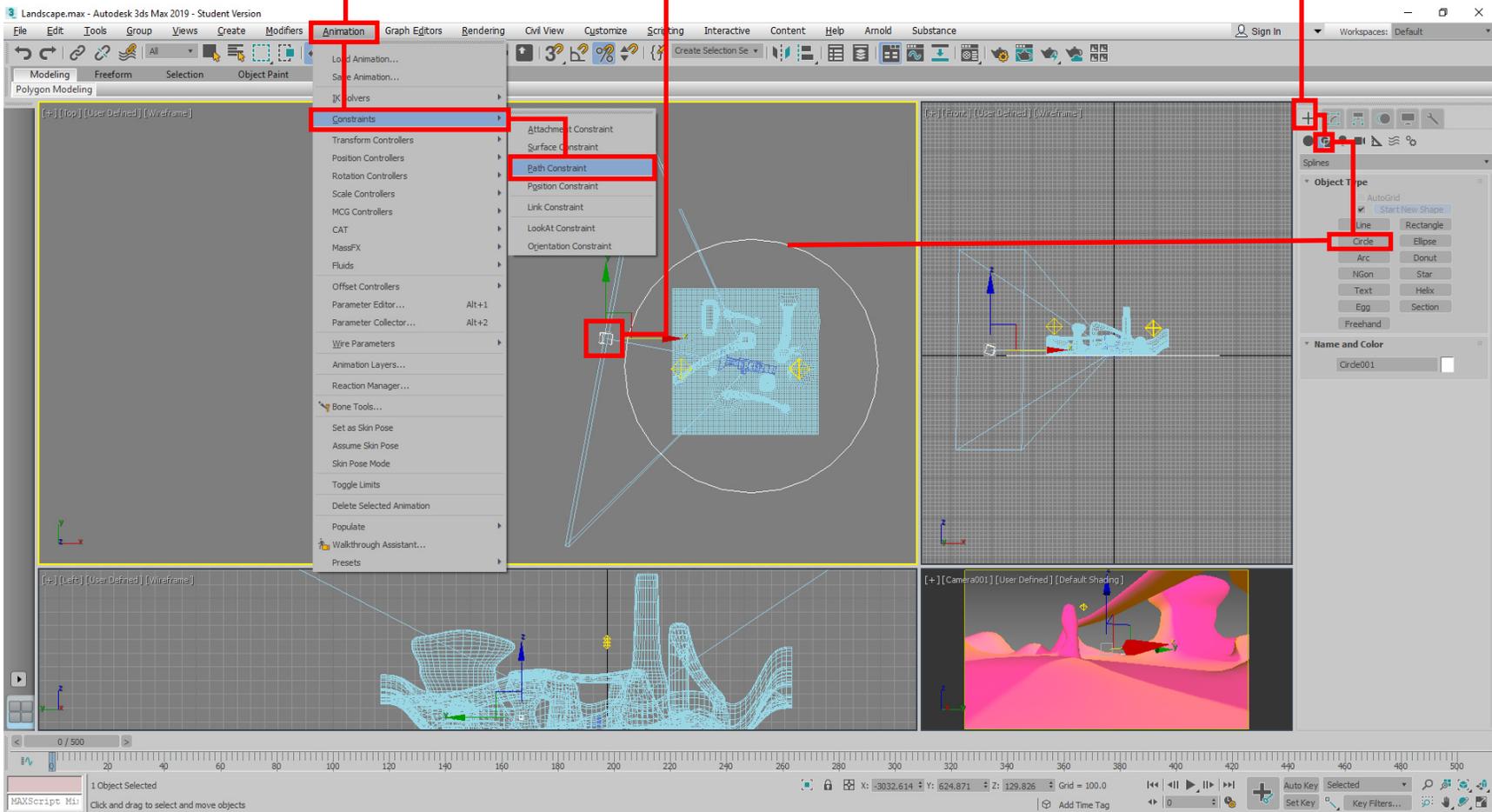
# LANDSCAPES

Animating the camera will give you a 360° view of the landscape

15. Select "Path Constraint".

13. In the Top viewport create a circle surrounding your landscape.

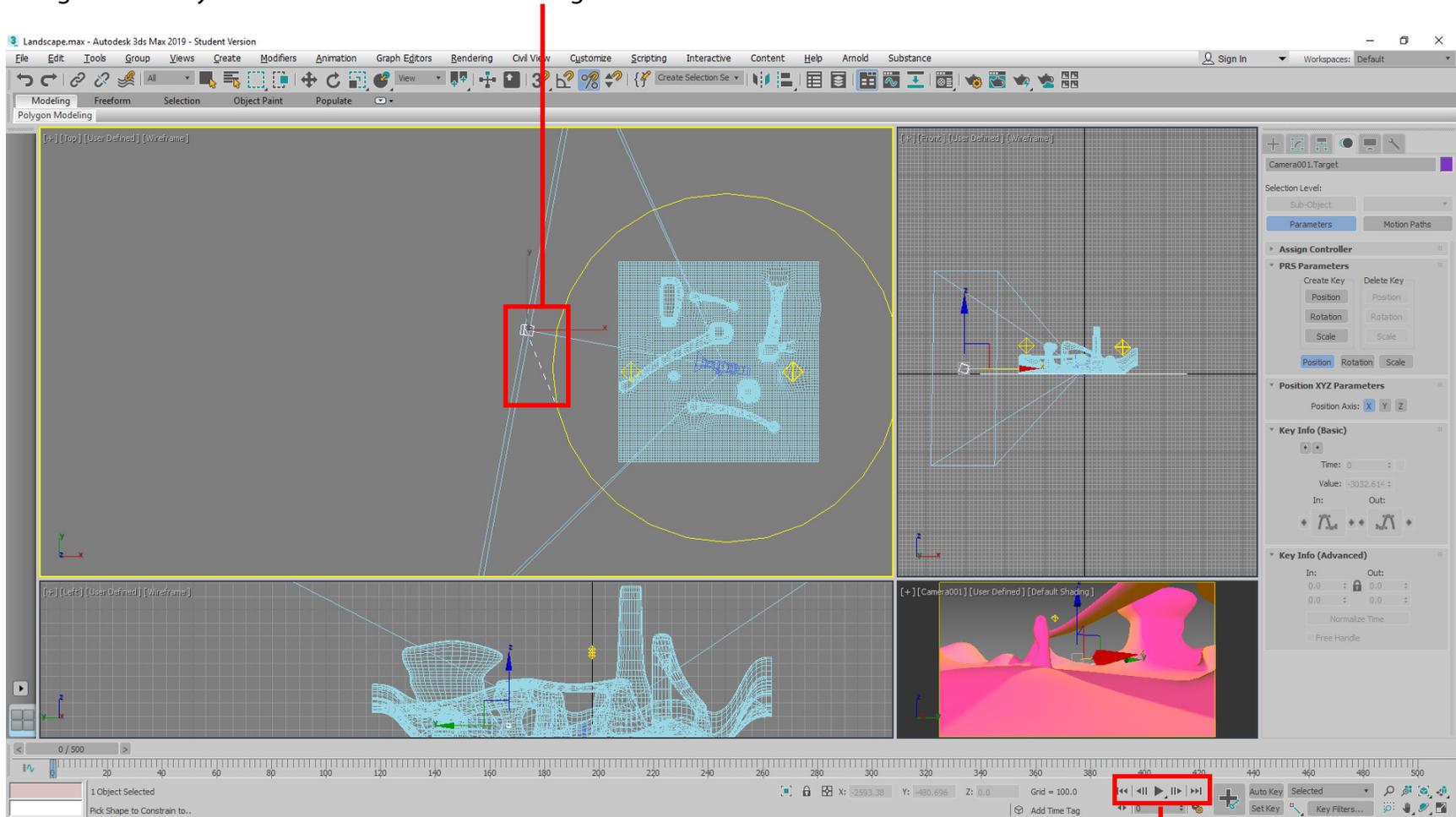
14. Select the Camera Target.



# Landscapes

## Linking the Camera Target to the Circle will automatically create the animation

16. Drag the stretchy dotted line from the Camera Target to the Circle and click.



17. Click the play button.

**NOTE: You may need to raise the camera and/or the circle to see a clear view of the landscape**

