

## Basic Editing- Landscape and Lighthouse

Over the next several chapters, we will be developing a nice landscape scene in an effort to build your Blender skills while you become more comfortable with the program. Below is an example of what we will be completing:



This is the basic scene, but as you work through the chapters, you will be encouraged to add more elements and details to your lighthouse and landscape to make it your own. We will eventually add rain to our “stormy night at sea” scene and animate the water, light and camera.

The first thing we need to do is create a new Blender scene and save it as “Landscape Scene”. Again, we will be using this file for the next several chapters, so keep it safe and save often! Split the workspace into 2 viewports as shown on the next page. We will use the left viewport for working in and the right one for camera and 3D views.

While in the top orthographic view (number pad 7 and 5- note the label in the top, left corner) erase the initial cube from the scene, then add a plane from the mesh menu (Shift “A”- add- mesh- plane). For now, you may want to turn off the 3D widgets and minimize the Tool Shelf and Transform Panel on the right view