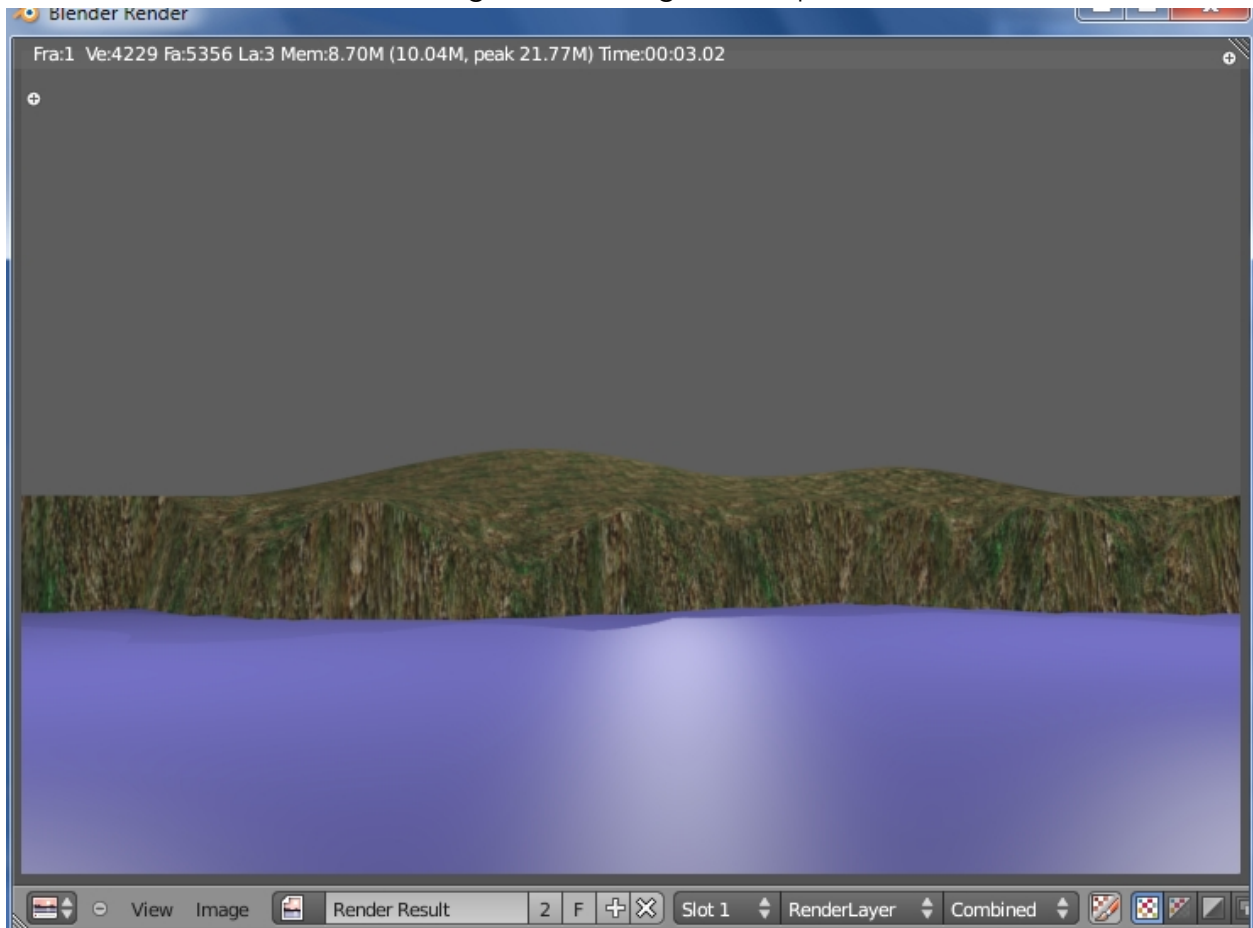


Applying Textures-Landscape & Lighthouse

Now it's time to save the "**Lighthouse**" file and bring up the "**Landscape Scene**". It's now time to find a nice grass/dirt texture to use on our ground and repeat the same process we used for the lighthouse. Since we already have a material from the previous lesson, we can use it. Take Specular Intensity down since it shouldn't be shiny. Add a new texture and load an image of your choice. Use the X and Y repeat setting as needed and apply Normal to show depth. You may want to keep this image Mapped Flat. Here's the final result with a grass/dirt image that repeats well:



Let's work on the water now. Select the plane representing the water. Again, use the material we previously created. Keep Specular Intensity high since water is glossy. We will be using Blender's built in cloud texture type instead of an image for this one. Go to the Texture buttons and add a Cloud texture. If you render a picture, you will see the original blue and the pink color. Go back to the Texture buttons and change the secondary color in the Influence panel to a slightly different shade of blue/gray.

Remember that our goal is to have a stormy night so pick colors that would reflect that type of scene. Adjust both colors (Material Diffuse color and texture color) for the best effect. Adjust the Normal setting to show waves and render an image to check.

