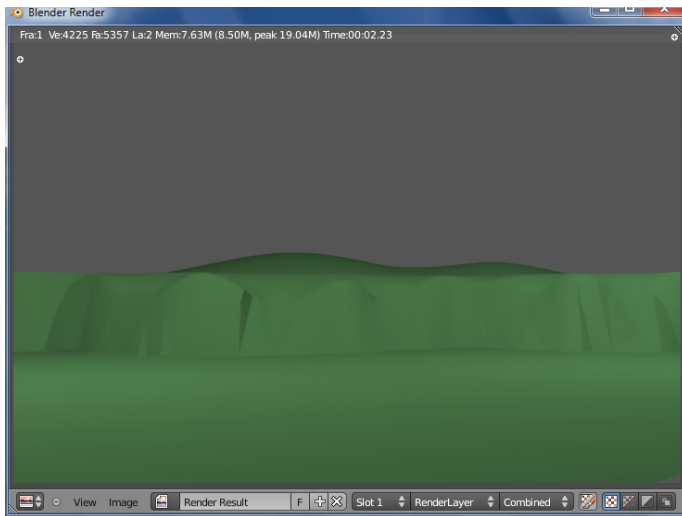


Applying Materials-Landscape

Now that you've adjusted the color and glossiness in the materials panel, Press "F12" to render a new image.

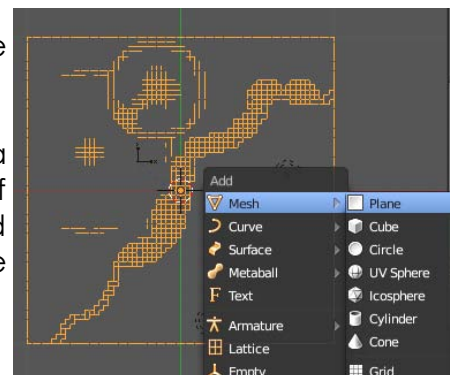


Looks better than gray, but still needs more work. We will apply a texture to the mesh in the next exercise. Remember that you always need to place a material on an object before you can add a texture. For future reference, if we were planning to apply an image (picture) as a texture, you would not need to adjust the color. However, you would still need to adjust specularly as needed.

We're now ready to add some water to our scene. For this we need to add a Plane from the Top View (#7) (Shift-"A"- Add- Mesh- Plane)

After adding the plane, **Scale** the plane to about the size of your ground.

Switch to the Front View (#1) and move the plane to a location somewhere between the top and bottom of your landscape rise. Press F12 to render an image and check for appearance. Make sure that you do not see the edge of the plane in camera view.



Water Plane

