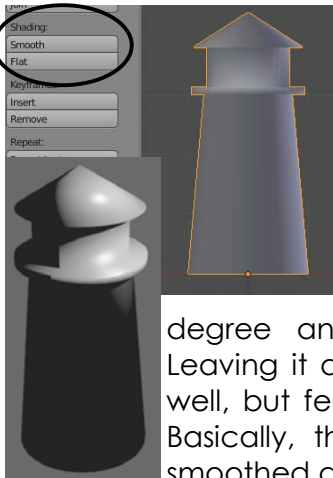
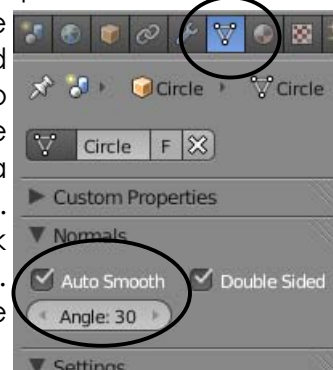


## Basic Editing- Landscape and Lighthouse

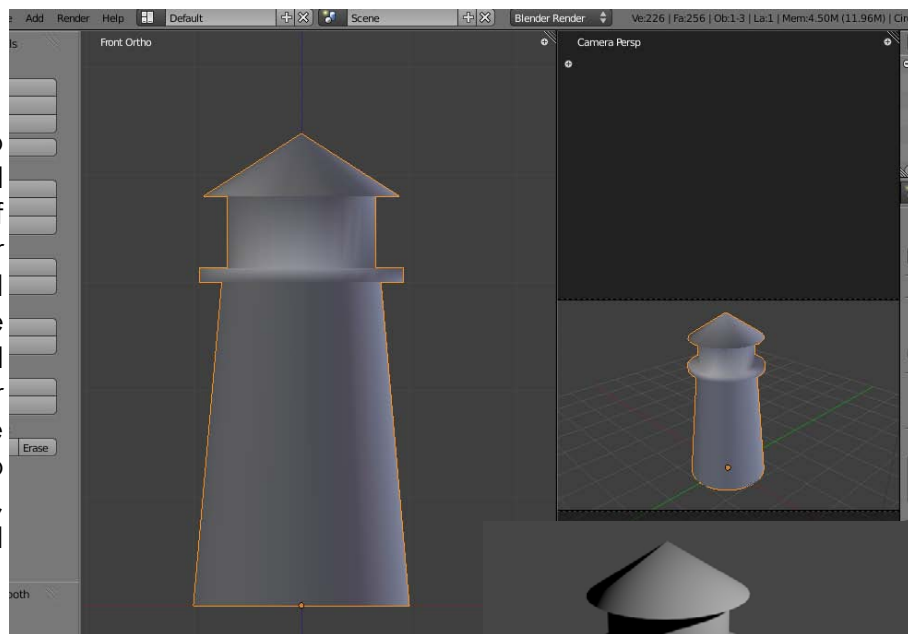
Exit *Edit Mode* for the lighthouse then select and move your *Camera* to a location that displays the lighthouse well and press "**F12**" to render an image. The lighthouse looks good, but angular. It will take more than Smooth Shading to make it look good. Some edges actually need to stay sharp. This is where Auto Smooth becomes important.



Select the lighthouse again. In the *Tool Shelf*, select the "**Smooth**" button under shading. Ignore how the lighthouse look on the screen. Render a picture with "F12" to see the results. Some things are smooth that should remain sharp (and some other strange edge effects). Go to the **Object Data** buttons and find the "**Auto Smooth**" button. You will notice a degree angle below the Auto Smooth button. Leaving it at the default of 30 degrees should work well, but feel free to experiment with other setting. Basically, this setting determines which faces are smoothed and which ones are kept sharp.



Finally, press "F12" to render a picture and check your results. If you haven't saved your file, do so now and remember to save often. We are finished with our lighthouse for now. If you have the time, feel free to modify the lighthouse, change the style, add more features, etc.



**\*\* Call the instructor when finished \*\***

