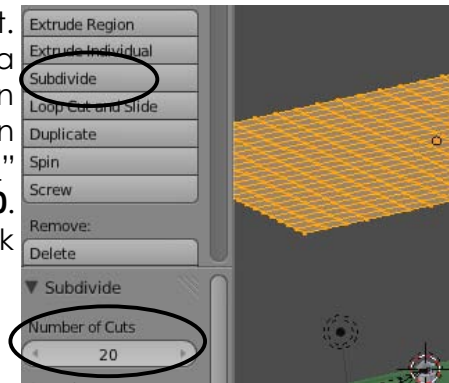
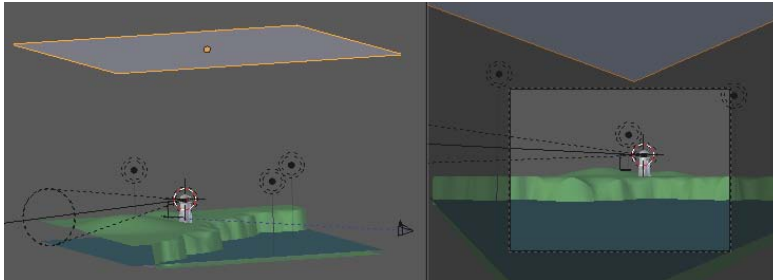


Adding Rain to Your Landscape

Now it's time to add some rain to your stormy night. Open up your "**Landscape Scene**". Start by adding a plane in the top view and scale it up a bit larger than your ground. Move it up high enough so it is not visible in the camera view. While in edit mode, select "**Subdivide**" in the Tool Shelf and set "**Number of Cuts**" to **20**. Returning to Object mode, your scene should look something like this:



Now it's time to add a "Particle System" to make it rain. Since we want it to be raining at frame 1, we need to start the

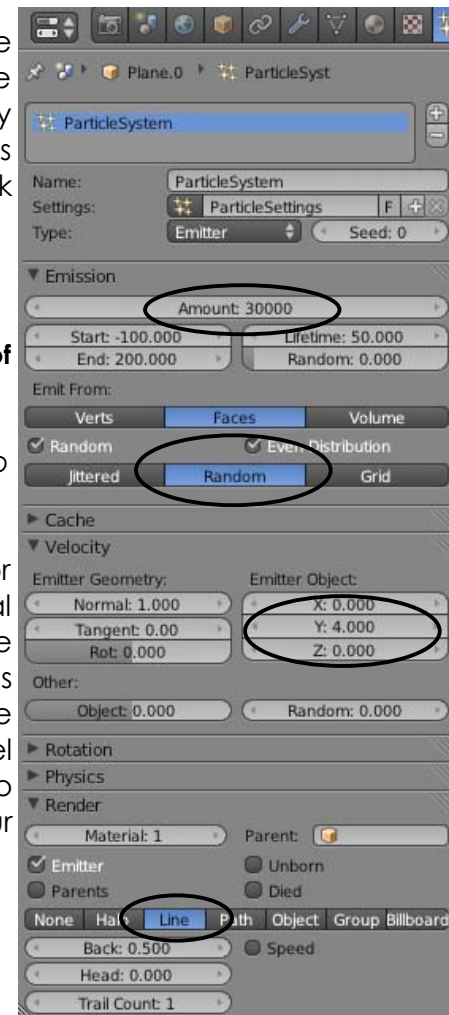
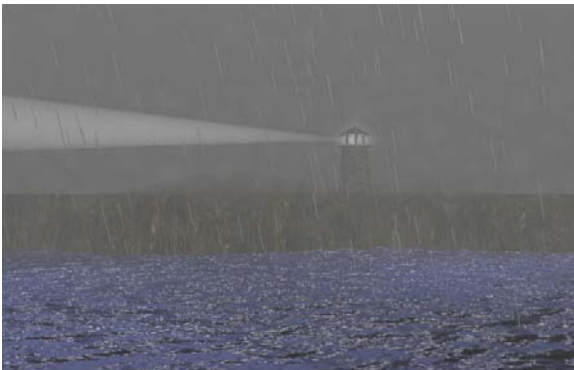
rain at some point before that (-100). We also want the rain drops to last the entire animation (lifetime), be random, and appear to be effected by the wind. Try these setting. Press "**Alt-A**" often to check your results (remembering to always be on frame 1). Place a dark gray diffused material color on it for a dark, rainy look.

Amount: 30000; Start: -100; End: 200; Random Distribution
In **Velocity** panel, **Y: 4.000** for side movement

In **Render** panel, switch to **Line**. You can adjust the length of the line with the "**Back**" / "**Head**" settings.

Since your scene may be a bit different, feel free to adjust these as desired.

This is a pretty simple rain effect, but quick and easy for our scene and works well. Experiment with material setting for a nicer look. When finished, render an image and save it as a jpeg. If time permits, feel free to animate your scene.



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