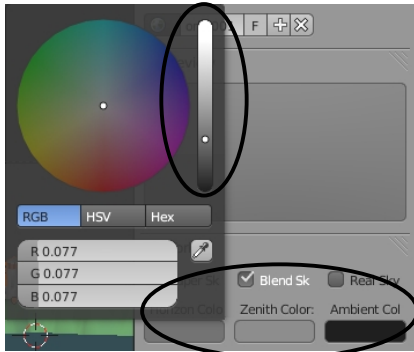


## Adding a World to Your Landscape

It's time to add a world to our scene. Feel free to experiment with any of the settings, but we are actually looking for a "dark and stormy night", say, at late day or dusk. I imaging it being foggy, with a billowing effect.

Start by going to the World buttons and delete the default world by hitting the "X" by the name block, then "**New**".



Since we want a fog, set the Horizon and Zenith colors to 2 slightly different shades of gray. To do this, you can click on the color swatches and pick the gray from the menu blocks. Press the "Blend" button as well if not already set.



Turn on the **Mist** button and start with a Depth setting of about **25**; Intensity at **0**; Start at **0**; and Height at **0**. Render the image and make adjustments as needed. Your goal is to be able to see the lighthouse, but be a bit foggy.



You should try for something like the render below:

