

## Adding a World to Your Landscape

# PRACTICE EXERCISE

This foggy scene looks good, but it would be nice to see some depth. Many times, a fog can appear “billowy” with varying density. For this, we will add a *Cloud Texture*. Go to the *Texture* buttons and add a *Cloud* texture. Make sure *World* is selected by the preview. Try different *Noise Basis* settings to get the look you want.

At this point, go back to the *World* buttons, render an image and make adjustments as needed. You can adjust the sizes of the cloud texture, adjust the colors, work with the mist settings (*Depth* and *Intensity*). You may also want to go back to the texture settings and adjust the Noise Basis. We will animate this fog rolling by in a later chapter.



The settings used for the render below are:

Texture Settings:  
Basis: Voronoi F2-F1- Size 0.05  
Mist Settings:  
Intensity 0.100; Depth 22.00

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

