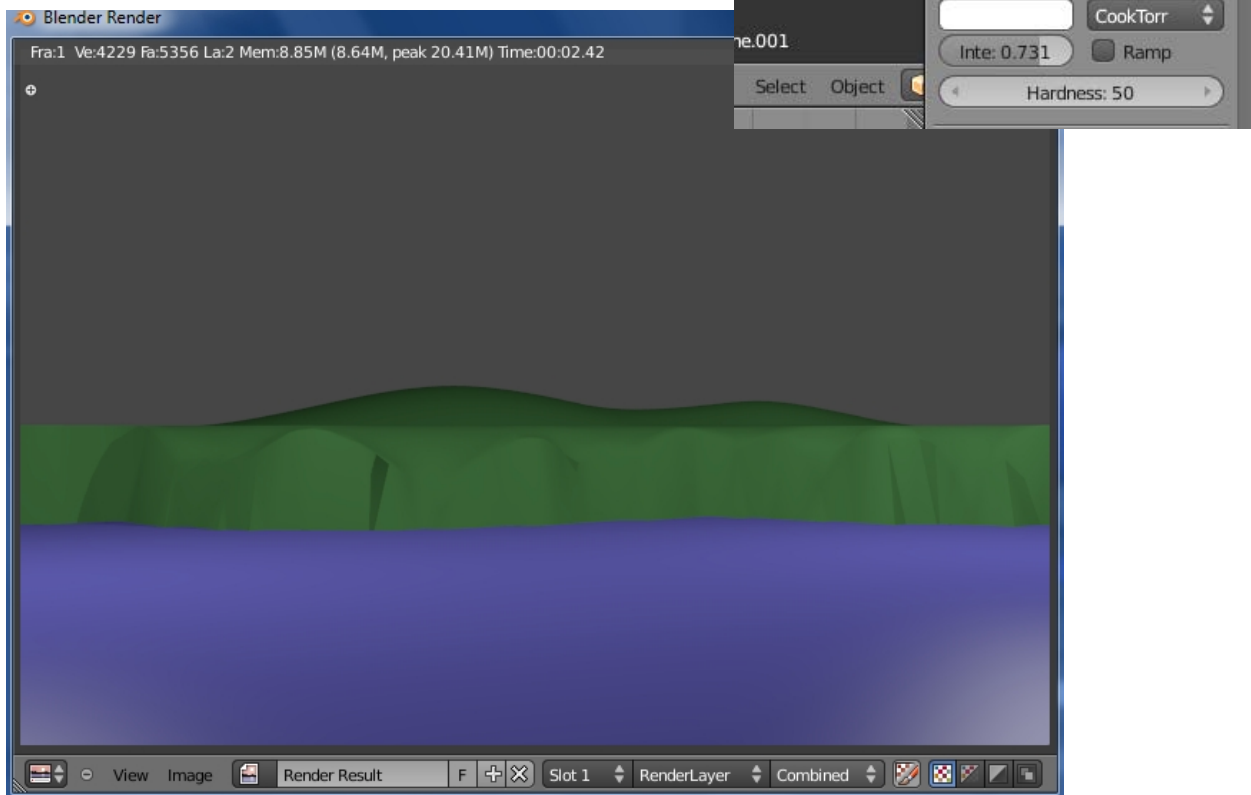


Applying Materials-Landscape

Now it's time to add a new material to the water plane exactly as we did for the landscape. Add a new material, name the material and adjust the Diffuse color wheel for a shade of blue. Keep the *Specular* up for this material since water should have a gloss.

Finally, render a picture using "F12". Your screen should now look similar to the one below. A green landscape with blue water.



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