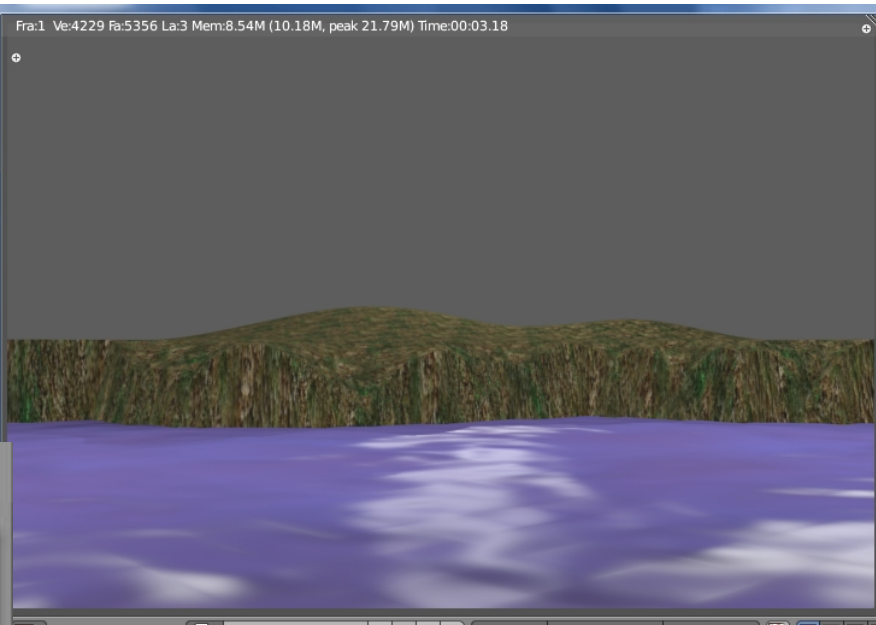


Applying Textures- Landscape & Lighthouse

PRACTICE EXERCISE

The results look pretty good. To get higher waves, remember to adjust the *Normal* setting. You can also try to experiment with different "*Noise Basis*" options to get a desired look for your waves. Some will look better than others.



Remember that Blender has the ability to use multiple textures on one object. Select the next texture channel under the current one and add a new texture to this channel. For the Texture Type, select *Sticci*. This additional channel will add another level of detail to the waves. As before, select a Noise Basis and adjust the *Normal* setting and colors to get a desired result.



The scene to the right required adjusting the material color and settings on both texture channels. Adjust the size, type, texture color, and normals to get a good balance.

That's it for now. We will come back in a later chapter and animate the waves. Remember to SAVE!

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

