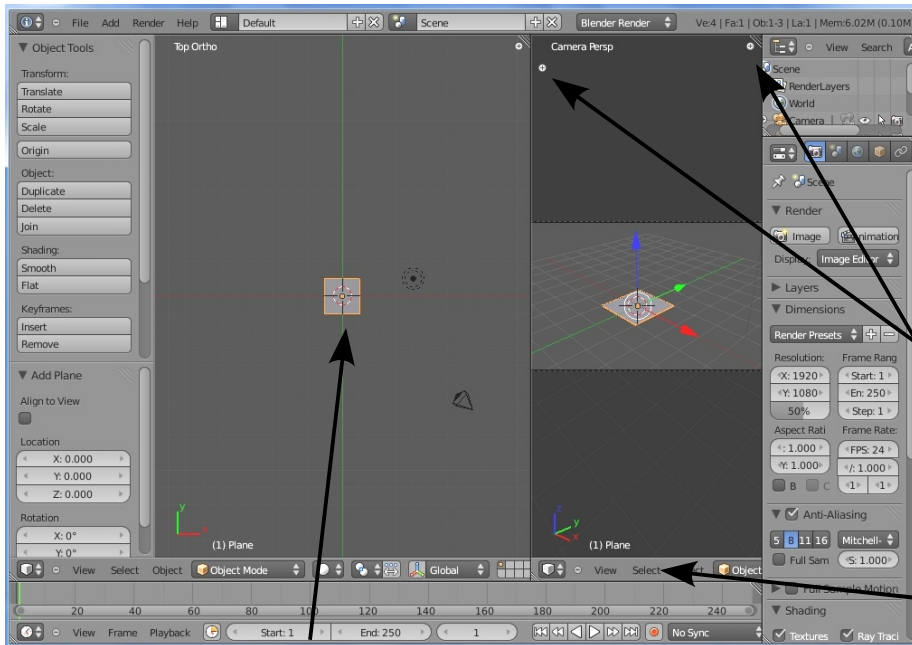


# Basic Editing- Landscape and Lighthouse

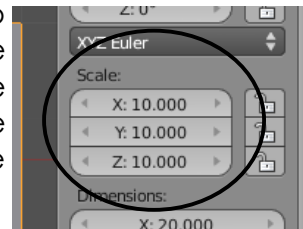
PRACTICE



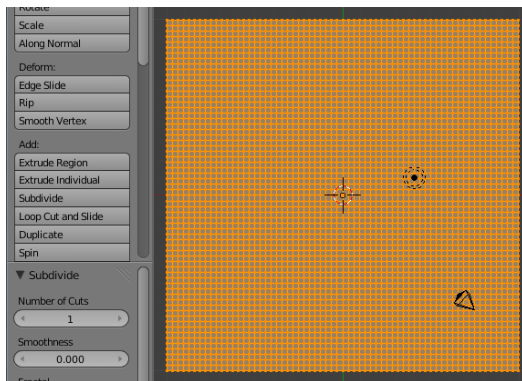
Your scene and viewports should look something like this. To maximize workspace, you can close and open the Tool Shelf and Transform panels at any time. To re-open them, click on the small "+" or type "T" for Tool Shelf and "N" for Transform Panel.

In order to see all your buttons, Hold down your mouse wheel and scroll here.

This plane will be used for our ground. Our next step is to scale it up a bit. To do this precisely, we will use the **Transform Panel**. With the plane selected and in Object Mode, press "N" to bring up the Transform Panel. Change the **Scale X,Y, and Z to 10.000**. Close the Transform Panel. You may need to zoom out to see the entire plane.



EXERCISE



Next, go into Edit Mode (tab) and make sure all vertices are selected ("A" key). In the **Tool Shelf**, click **Subdivide 6 times**. Your plane should be well subdivided.

Deselect all vertices using "A" and press "C" for the circular selection tool. While holding down the LMB, select half the vertices as shown. Keep the edge random similar to what is shown so it looks like a rough shoreline. If you select too many vertices, remember that by holding down the mouse wheel, you can deselect vertices.

