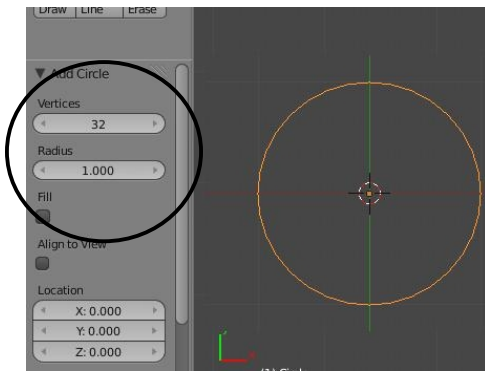
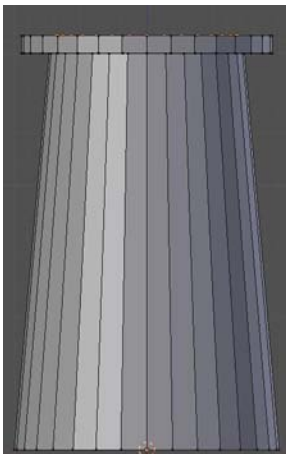
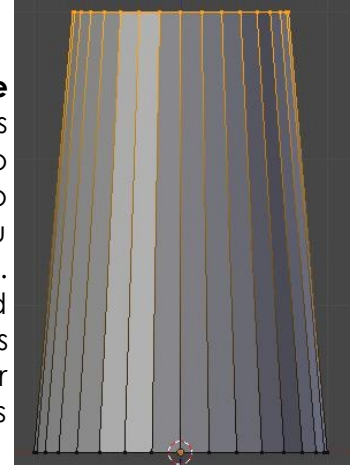


## Basic Editing- Landscape and Lighthouse



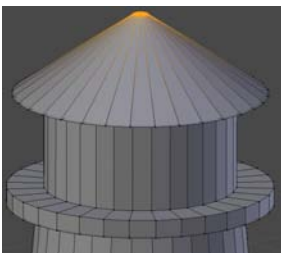
Now it's time to start shaping a lighthouse using the **Extrude** and **Scale** commands. Begin by deleting the default cube and add a **Circle** (Shift "A"- Add- Mesh- Circle) in the Top Ortho View (#7, 5). Use the default setting of 32 vertices, radius of 1, and Fill checked. (found at bottom of the Tool Shelf). These setting will be fine for what we are making. Depending on what you are making and what it will be used for, you may require more or less vertices.

You will now need to switch to the **Front View** (#1) so the circle appears as a line. Enter *Edit Mode* and make sure all vertices are selected (yellow) and press "**E**" to *Extrude*. If you forgot to check the "Fill" button when making the circle, you will need to press the "Z" key as you extrude to lock on the Z axis. If you filled the circle, it will extrude on the Z axis automatically. Extrude the lighthouse about 3 Blender grid blocks high and LMB click to place them. Hit "**S**" to *Scale* them in slightly. This is your lighthouse- feel free to adjust sizes as desired. Remember to stay in the front view throughout this process! Rotated views can cause a distorted lighthouse.



It is now time to make the small walkway around the top. Press "**E**" to extrude again and right mouse button (RMB) click. This will place the new extruded vertices right on top of the old ones. Then "**S**" to scale. Pull your mouse away from the lighthouse and scale the walkway outward as desired. LMB click when you have a good size. Remember, you can always UNDO (Ctrl-Z) if it doesn't seem right. Extrude again to give the walkway some height. You will then Extrude, RMB and Scale again to reduce the size back inward.

Continue extruding and shaping to get the light area and the roof. The point of the roof will actually have 32 vertices which you could scale



very small so that it appears to be a single point, but we will use a Tool Shelf command to correct this. Select the "**Merge**" option and "**At Center**". You will see that 31 vertices are being removed, leaving only one at the center.

