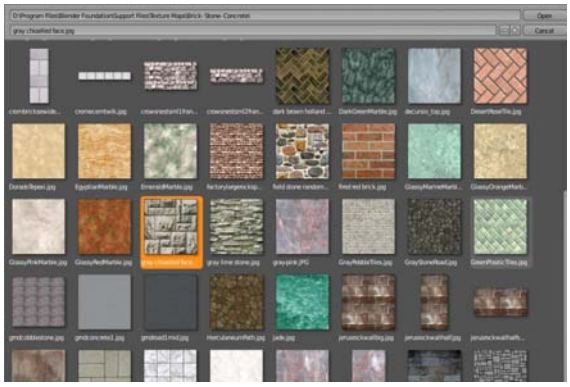
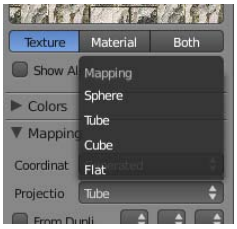
# Applying Textures-Landscape & Lighthouse

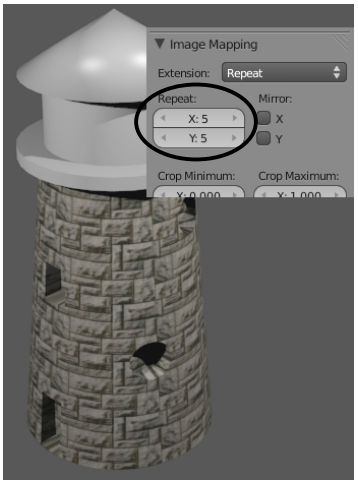


Now it's time to add a stone image in the texture buttons. You will need to find a texture to use. You can search the internet for free stone textures, look through the Blender websites, or go to http://www.cdschools.org/cdhs/site/default.asp and look under "Academics" and "Drafting and Design Technology" for a compiled zip file. Once you have some saved images, go to the *Texture* buttons and select the *Image or Movie* option. Hit "*Open*" in the *Image* panel and find a texture you would like to use. Hit **F12** to render an image:




Looks a bit distorted. The texture is being mapped *Flat* by default which means it is being mapped to the top plane and stretched down the sides. To fix this, go to the *Mapping* panel and change the *Projection* from "*Flat*" to "*Tube*". Render another picture and you should see an improvement.

The image should now wrap around the lighthouse nicely, but the stones may be a bit large. The image may also look a bit flat. It would be nice to simulate some depth to that stone texture.




To change the image size, find the *X and Y Repeat* buttons in the *Image Mapping* panel. . Change them from 1 to a higher number. For this example, we used 5 for each, but depending on the texture you used, it may be different. If your image shows a bad line at the seams, try clicking the **Mirror** buttons by each repeat setting. This will *mirror* the image to minimize repeats.


In order to simulate depth to the stone, add a "*Normal*" to the stone texture in *Textures* under the "*Influence*" panel. This will simulate depth and add a nice effect to the stone. Some texture will work better with this than others due to color contrast. Render another image to check your results.

Continue doing this for all parts of your lighthouse to get the look you wish. You can also use straight materials on some parts. Our next step is to cut some windows in the top of the lighthouse. Feel free to try some of Blender's built-in texture generators.

PRACTICE EXERCISE