

Adding a World to Your Landscape

Open your "**Landscape Scene**". Before we add a world to your scene, we need to **Append** your lighthouse into the scene. Append was discussed back in Chapter 1 (page 1-5) and is used to bring elements from one Blender file into another one. With the **Landscape Scene** open, go to "**File**" and "**Append**".

Find and select your "**Lighthouse**" file.

In the append window, select "**Object**" which will take you to all of the objects in the lighthouse file. You should only see a camera, a few lamps and the circle object that represents the lighthouse. If you see more than one object, you might have forgotten to join the meshes back together. Go back into the lighthouse file and do that before you append. Click on the mesh Circle (or Circle.00X) that represents your lighthouse to select it, then click the "**Link/Append from Library**" button.

Your lighthouse will now be in your landscape scene. It will probably need to be scaled and moved to a good location. Always work in your 3 principle views (#1,3,7) to get it accurately moved and scaled. Try for something like this final rendering:

