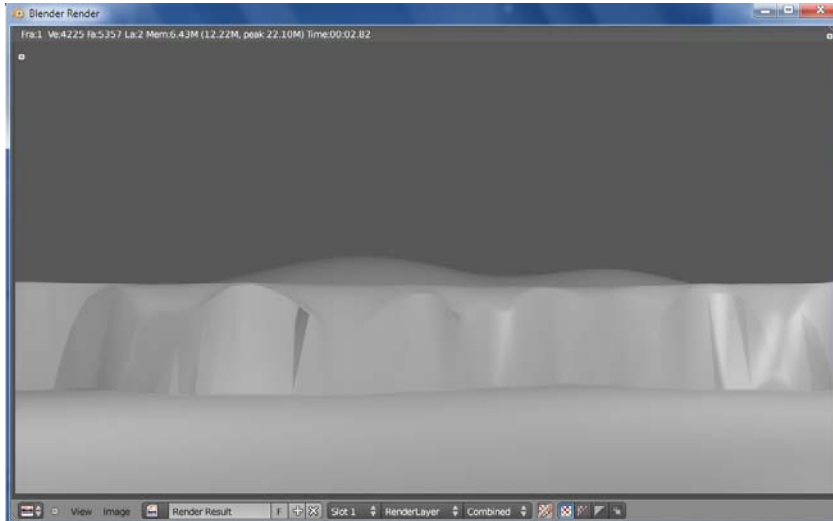
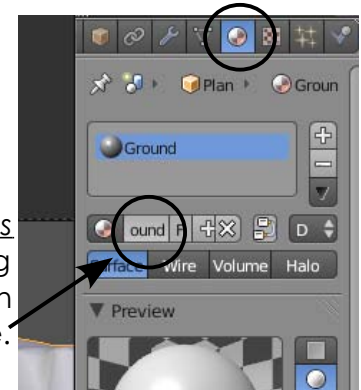


## Applying Materials-Landscape

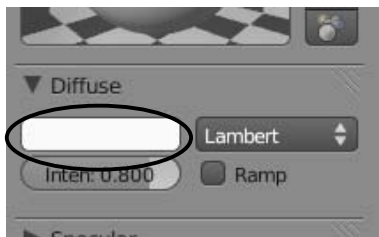
It's now time to add some color and water to you project. Open your "**Landscape Scene**" model that you created in the *Basic Editing* chapter. Render a picture with "F12" and it should look something like this:



Lots of gray.... In this exercise, we are just planning to experiment with material colors and settings. We will also add a plane to the scene to act as the water. In the next activity, we will add some texture to it.



With the landscape plane selected, go to the *Material Buttons* and select "**New**". It is good to get into the habit of naming your materials. By default, it will be "Material", probably with some zeros and numbers after it. Create an appropriate name. The name block may be small on your screen.



Under "*Diffuse*", click on the color swatch to open the *Color Wheel* and select a shade of green. You can select a shade of green 2 ways- by using the RGB sliders at the bottom of the panel or by moving the dot in the wheel, then adjusting the brightness with the white-to-black slider on the side.



I know this doesn't look too realistic at this point, but we will apply a nice soil/grass texture in the next exercise. For now, you're just working with material basics.



Since ground usually isn't glossy, Take the "*Intensity*" slider down to **0** (or almost 0) in the "*Specular*" panel. I would leave the color white here.