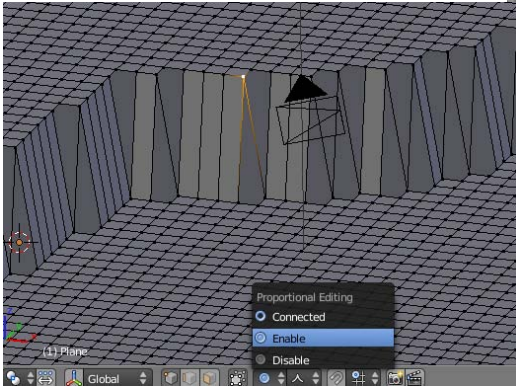


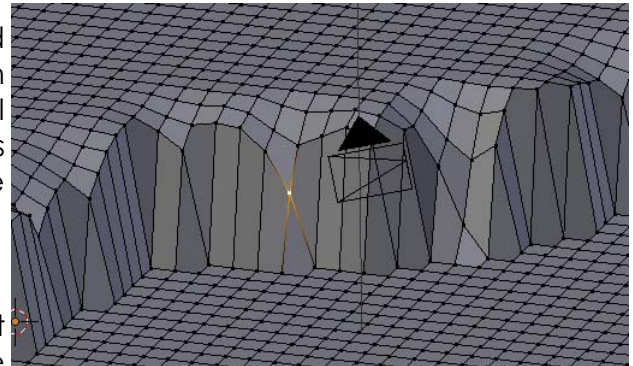
## Basic Editing- Landscape and Lighthouse

Now switch to the **front view** (number pad 1). Your plane will now just look like a line. Type "**G**" to grab and move the selected vertices. Move them up about 2 Blender grid blocks. You may want to type "**Z**" to keep the move locked to the vertical axis. Use your right side viewport to spin around and get a nice look at the landscape.



Now it's time to make some fine adjustments to the mesh to make the cliff edge a bit more random. Turn on the proportional editing button (small bull's eye button) and experiment with the types of falloff. Select single vertices, "**G**" to grab and scroll the mouse wheel to change the affected areas while moving. While in the move command, type "**Z**" to lock to z-axis.

Randomly pull the edges of the cliff up and down to different levels. You may even want to do some of this with proportional editing off. Try selecting a few vertices back on the high flat land and create some hills. Leave a flat area close to the cliff to place the lighthouse later.



The scene's looking better, but a bit angular. Exit edit mode (tab) and find the "**Smooth**" button in the Tool Shelf. Press it and you should see a much better looking landscape (you must be in object mode to see the smoothing).



Now it's time to set up the camera. We will start by adding an Empty object in the top view (7 number pad key). An Empty is basically used for targeting purposes and does not render as a visible object. Press Shift "A"-Add- Empty.

Now, RMB click on the camera to select it. We will add a *Tracking* constraint to the camera to always point toward the Empty. With the camera selected first, hold down the **Shift** key and RMB click on the Empty. Both objects will be highlighted. Press **Ctrl-T** and add a "**TrackTo Constraint**". A dashed line indicates the link. With the camera selected only, move it around- it always points to the Empty. If the link appears to work backwards, it means you had the Empty selected first. Use the UNDO command to back up and try again.

