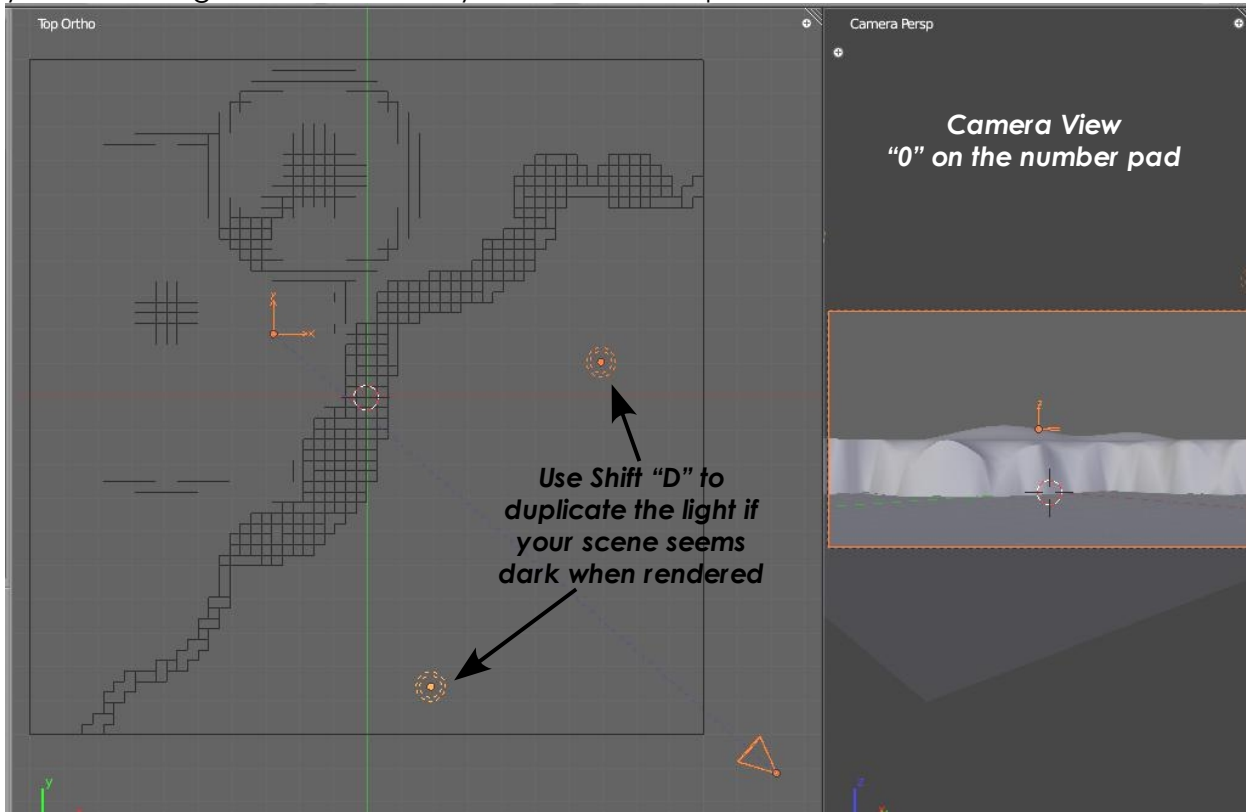


## Basic Editing- Landscape and Lighthouse

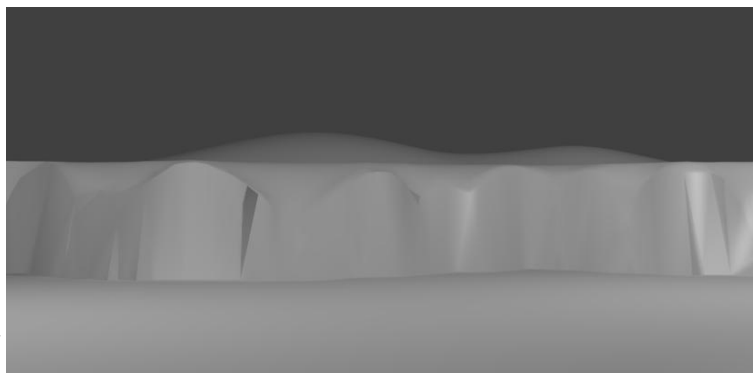
### PRACTICE

It's time to place the Camera and Empty at good rendering locations. You will need to use the move command ("G" key) and place the Empty and Camera using your principle views of Top (#7), Front (#1), and Side (#3). Try to get the camera low so it looks as though you are viewing the shore line from a boat. Place the Empty on the cliff line. Use the picture below to frame up your view. You do not want to see any edges on your rendering. Use the "**F12**" key to render out a picture.



Here is the final render. We're still missing water, textures and a few other things, but it's a good start. Feel free to develop and refine the landscape contour any way you wish. The more time you spend with it, the quicker you will become comfortable with the program and the more realistic it will become.

Save the scene and start a new Blender file (I hope you've been saving every few minutes anyways). We are finished with the landscape for now and will now begin developing the lighthouse as a separate scene that we'll add to the landscape at a later time. Save this new Blender file as "**Lighthouse**".



### EXERCISE