

Chapter 01: Most Common Modeling Mistakes That Prevent You from Achieving Photorealism

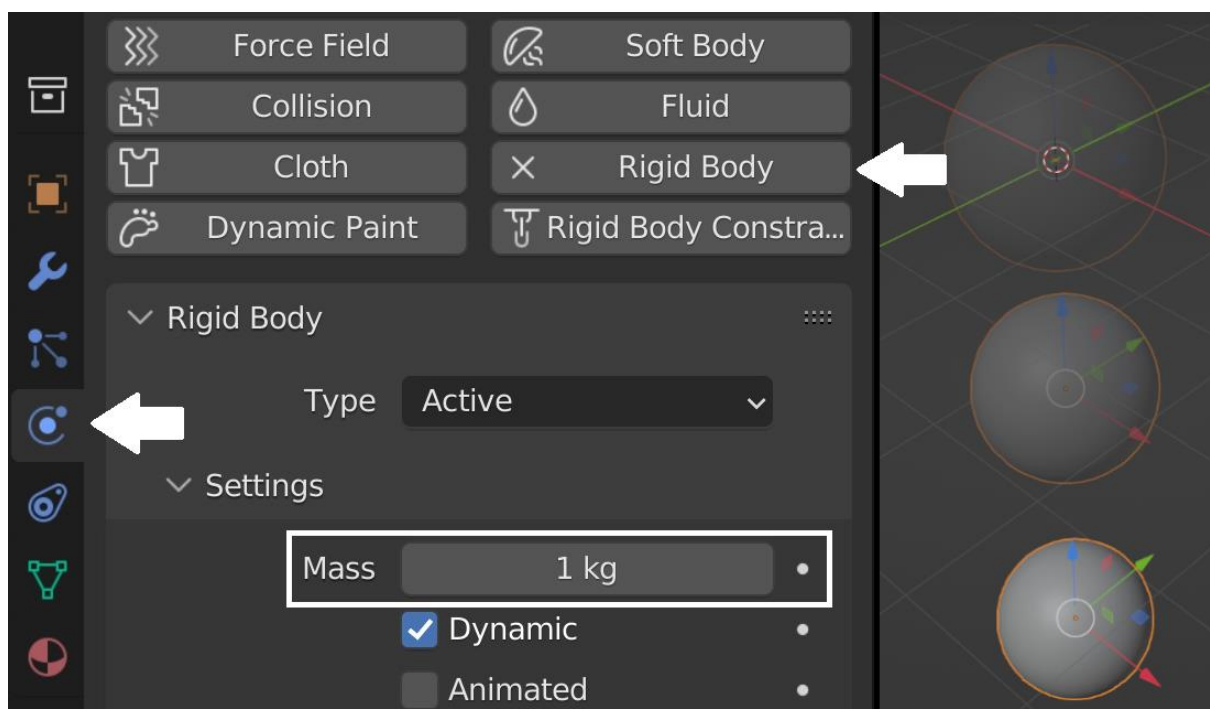
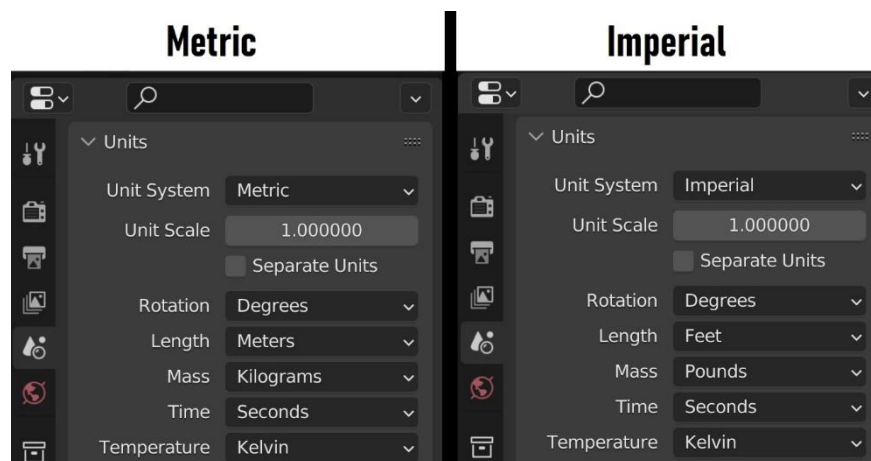
3 meters

A log cabin with a pent or hip roof can have a total height of **up to 3 meters**, while a log cabin with an apex roof can have a total height of up to 4 meters. The log cabin must not have internal dimensions above 30m2 and must not be installed in front of the property.

<https://www.tigersheds.com/page/log-cabin-planning-...>

[Do I Need Planning Permission for my Log Cabin? - Tiger Sheds](#)

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Number of vanishing points

2



Vanishing point axes

1

 x



2

 y




Reference distance

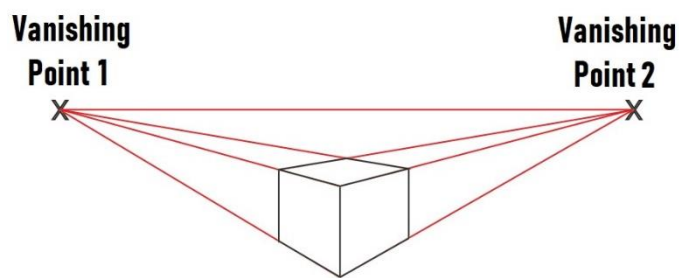
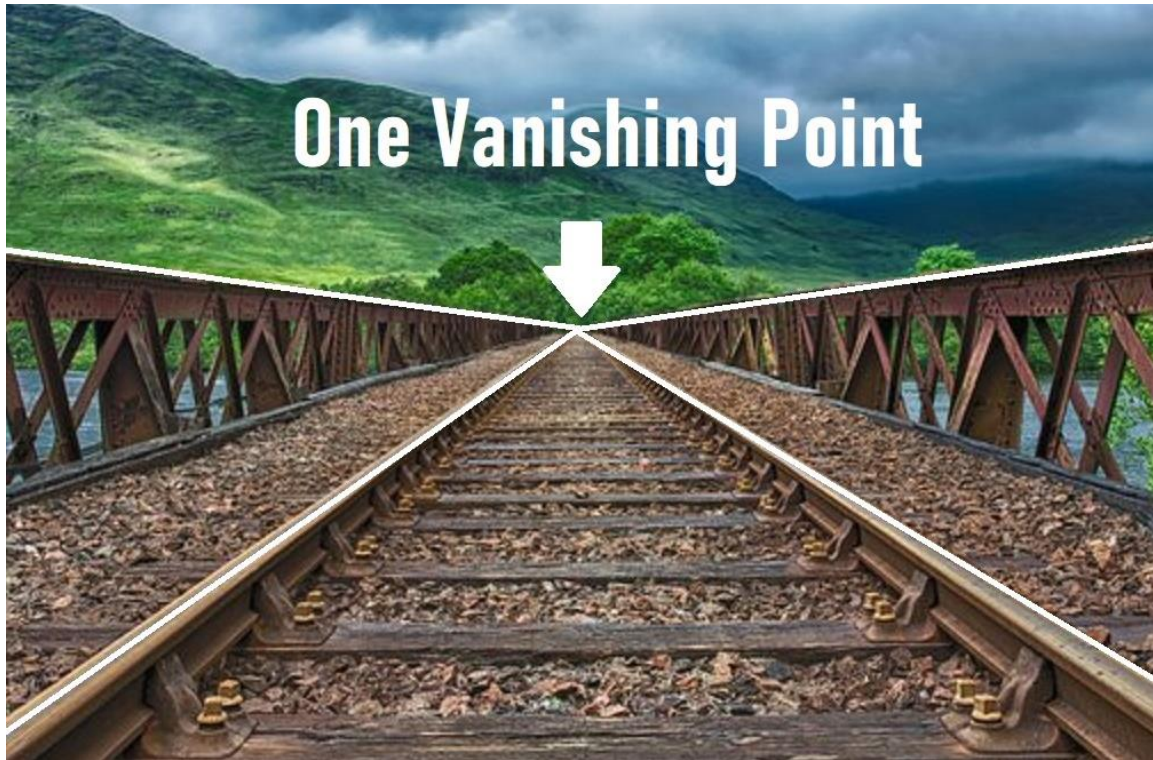
Default



Principal point

 Image midpoint







↓ Download
Mac, Windows or Linux

fSpy is open source software and **totally free to download and use**. But just in case you think it makes sense to pay for fSpy, here's a donate button! Pay as much or as little as you want.

Number of vanishing points

2

Vanishing point axes

1 ● x

2 ● y

Reference distance

Default

Principal point

Image midpoint

Rectangle mode

☐

3D guide

Off

Dim image

☒

Image

Width 1000

Height 666

Field of view

Degrees

Horizontal 78.48275

Vertical 57.09041

Camera position

x -7.387396

y -5.235664

z 4.807575

Camera orientation

Axis angle (degrees)

x 0.7415216

y -0.3030200

z -0.5986021

Angle 67.63459

Number of vanishing points

2

Vanishing point axes

1 ● x

2 ● z

Reference distance

Default

Principal point

Image midpoint

Rectangle mode

☐

3D guide

Off

Dim image

☒

Image

Width 1000

Height 666

Field of view

Degrees

Horizontal 52.71275

Vertical 36.52304

Camera position

x -5.242591

y 8.656165

z 2.186448

Camera orientation

Axis angle (degrees)

x 0.2407938

y -0.6934917

z -0.6790344

Angle 154.8462

Number of vanishing points

2

Vanishing point axes

1 ● x

2 ● z

Reference distance

Default

Principal point

Manual

Rectangle mode

☐

3D guide

Off

Dim image

☒

Image

Width 1000

Height 666

Field of view

Degrees

Horizontal 50.13007

Vertical 34.60171

Camera position

x -5.553461

y 8.447112

z 2.065757

Camera orientation

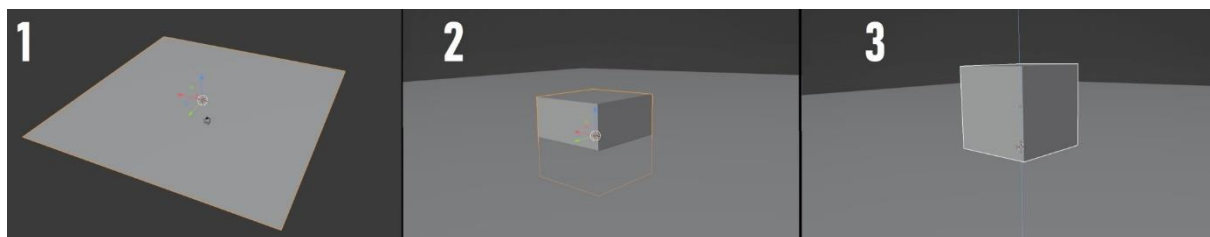
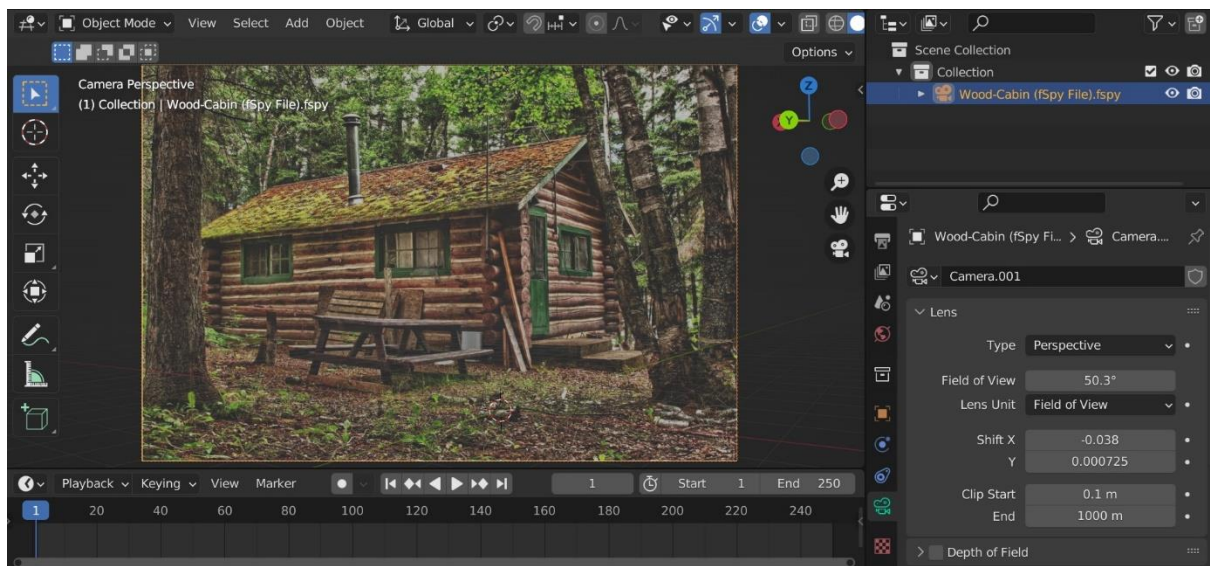
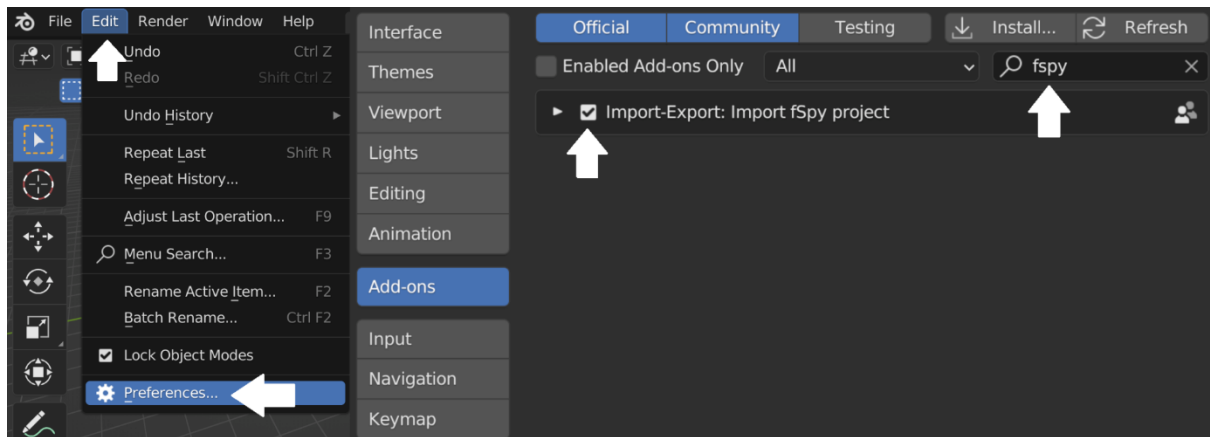
Axis angle (degrees)

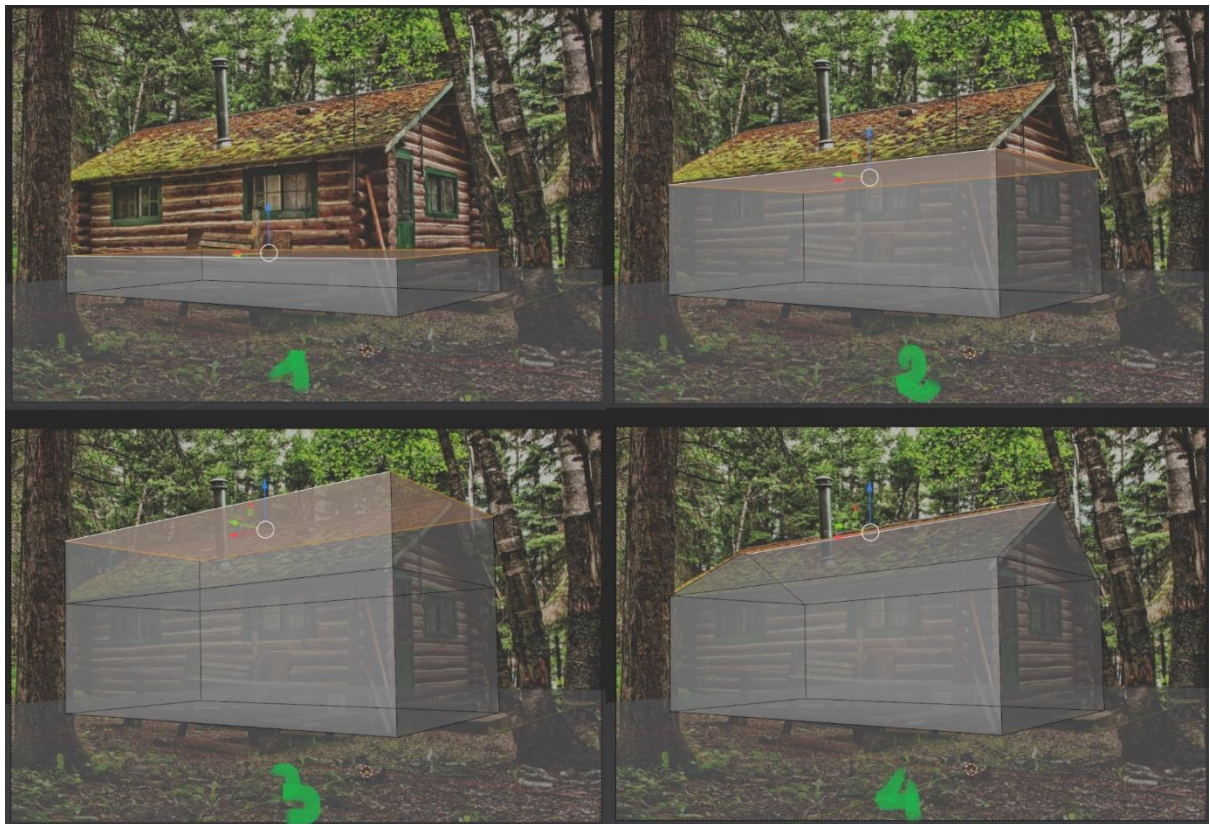
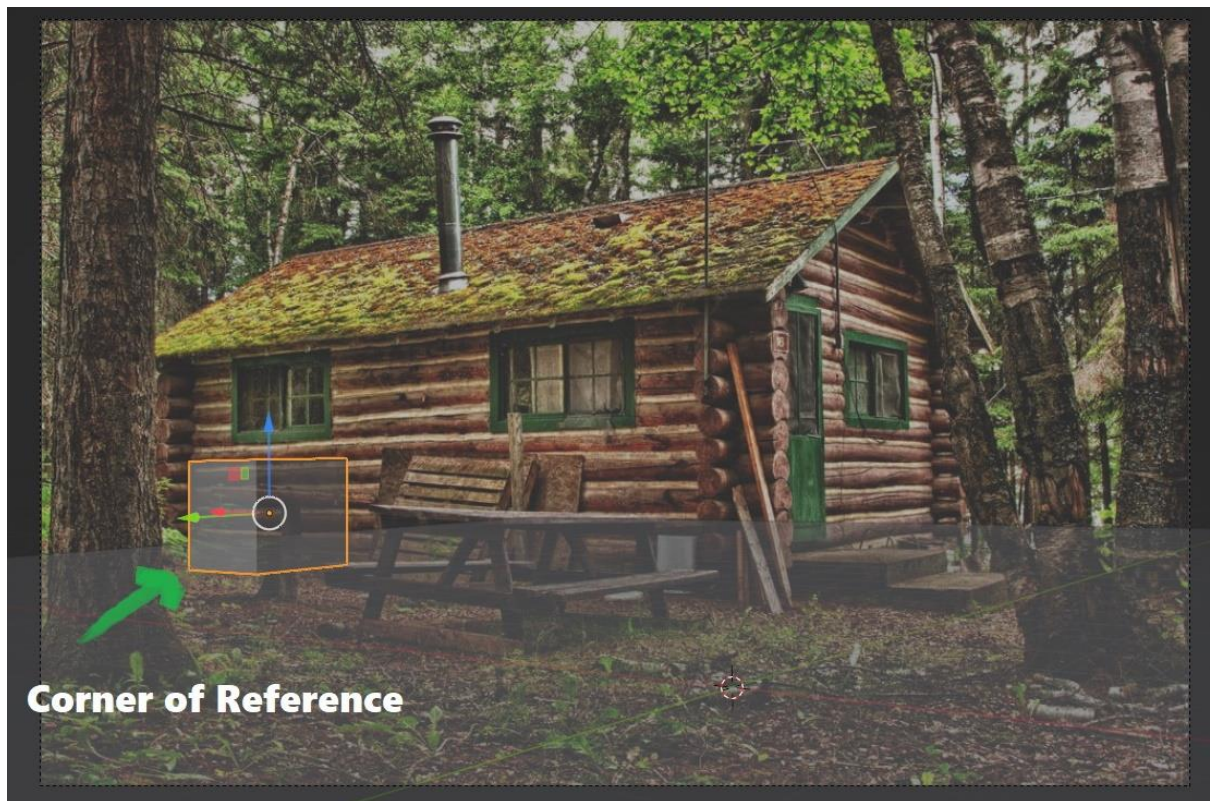
x 0.2505298

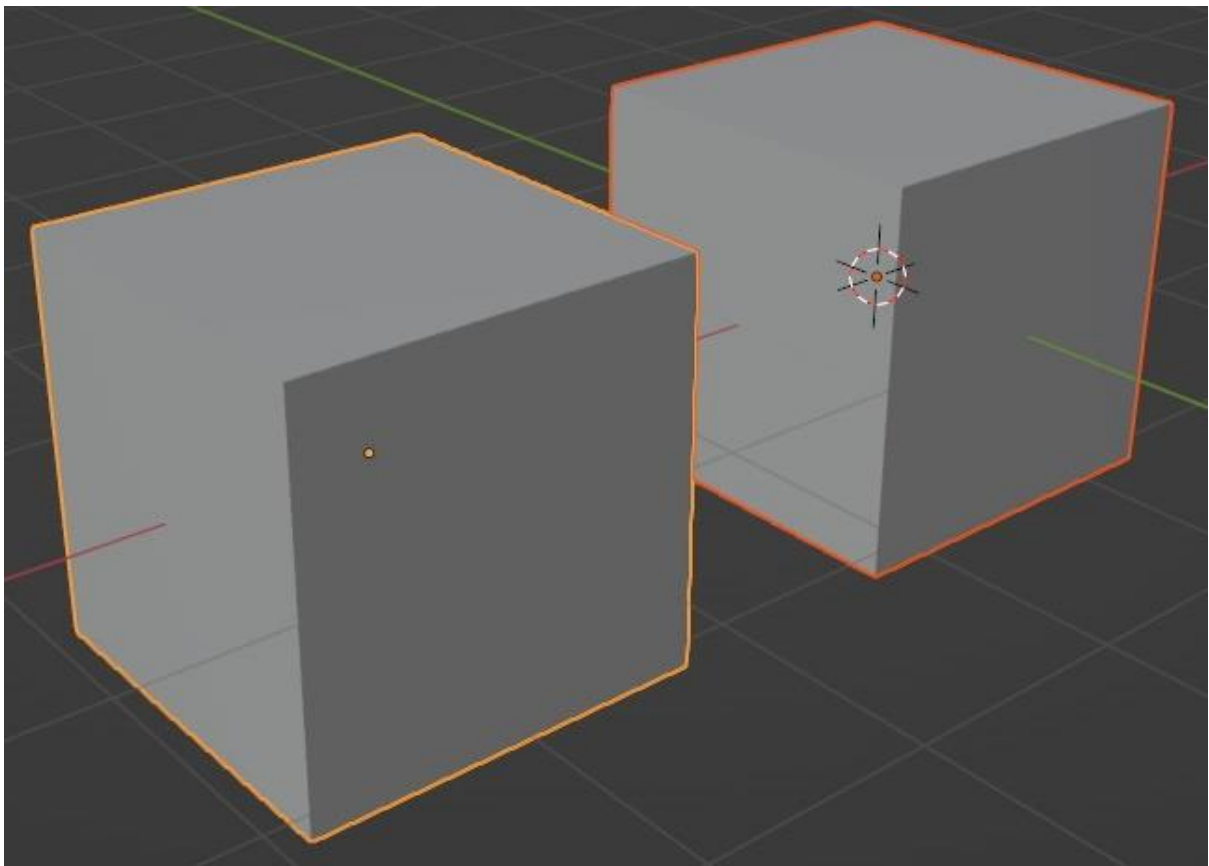
y -0.6921667

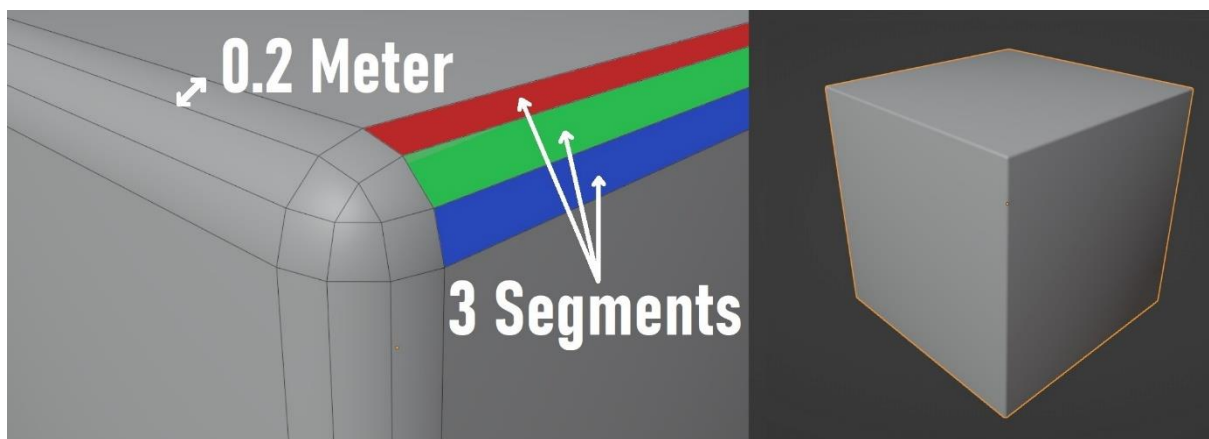
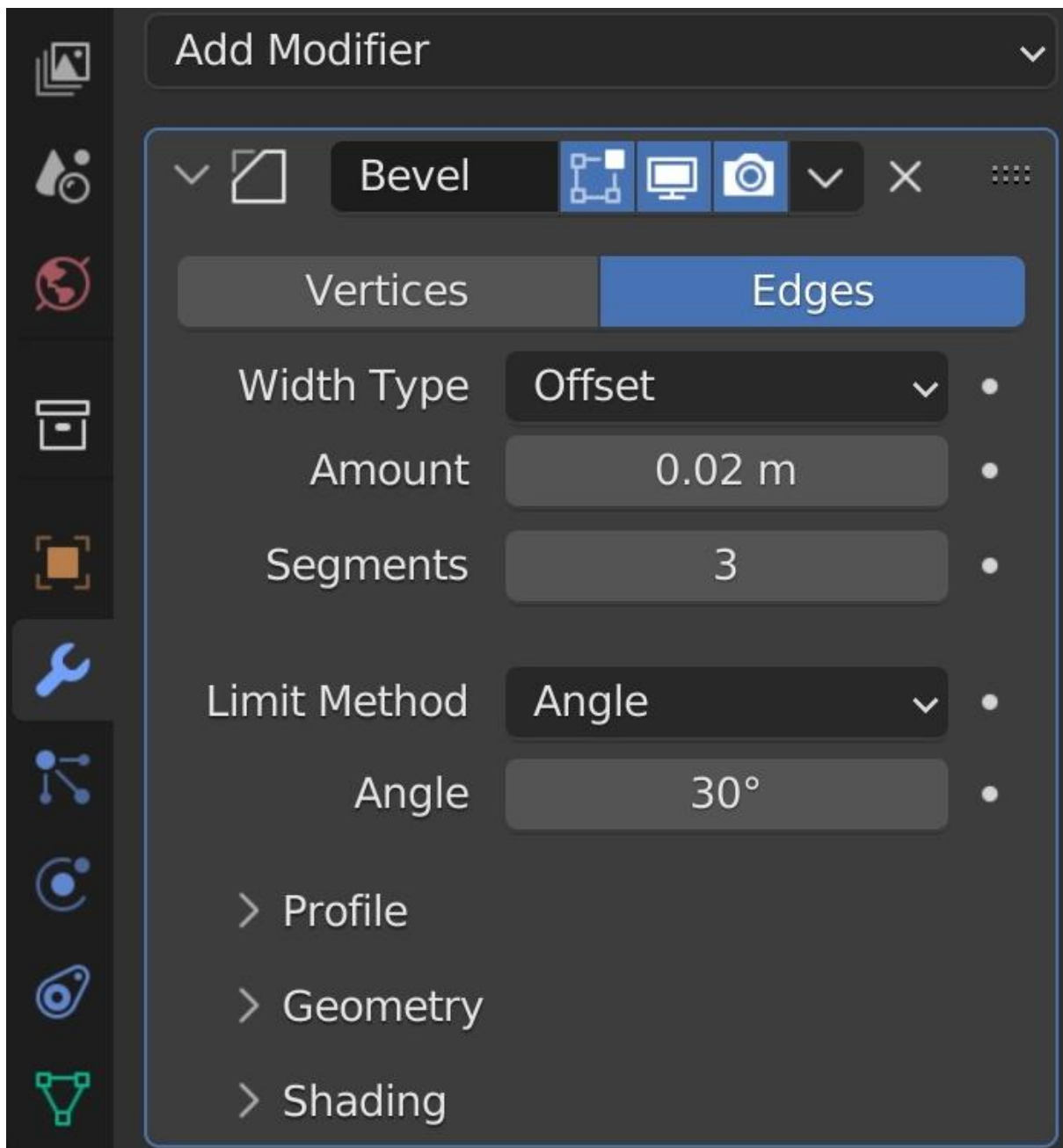
z -0.6768605

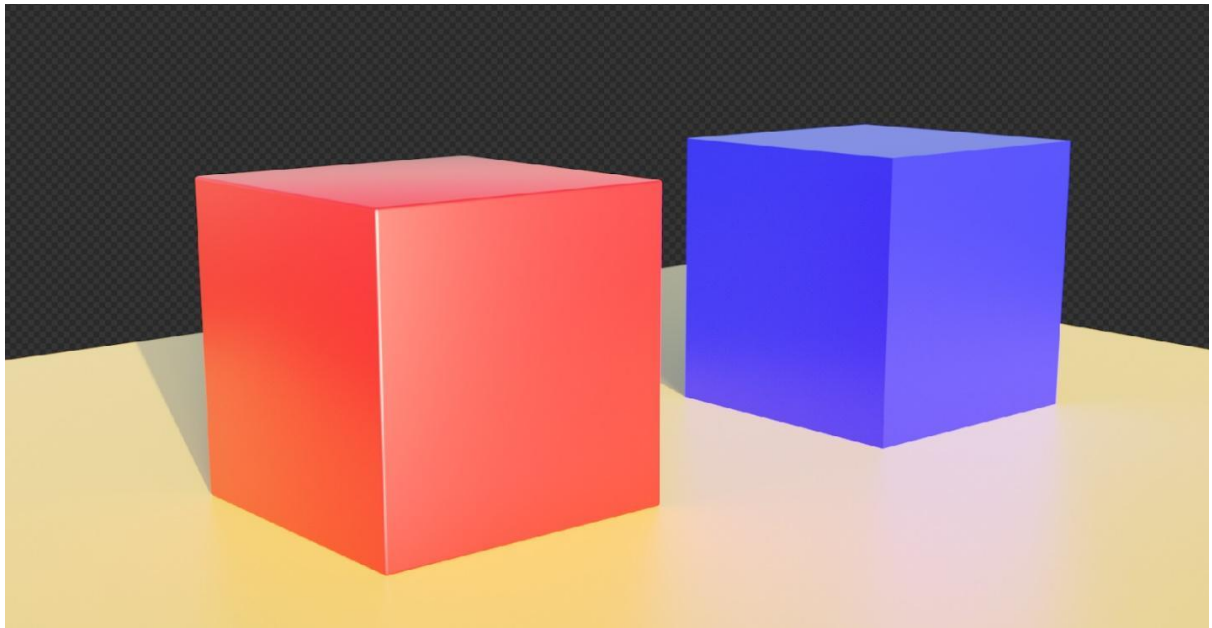
Angle 153.8621



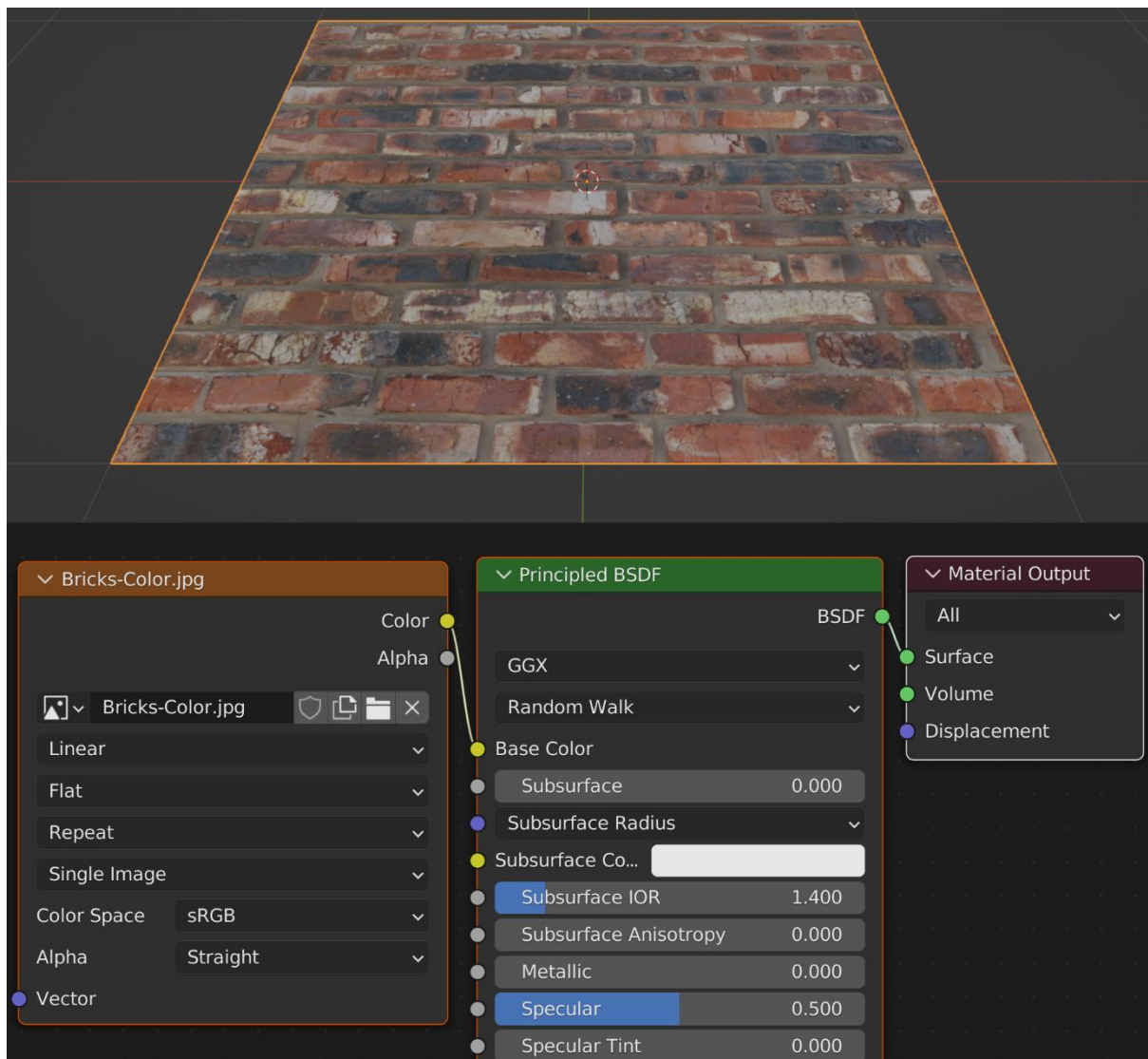


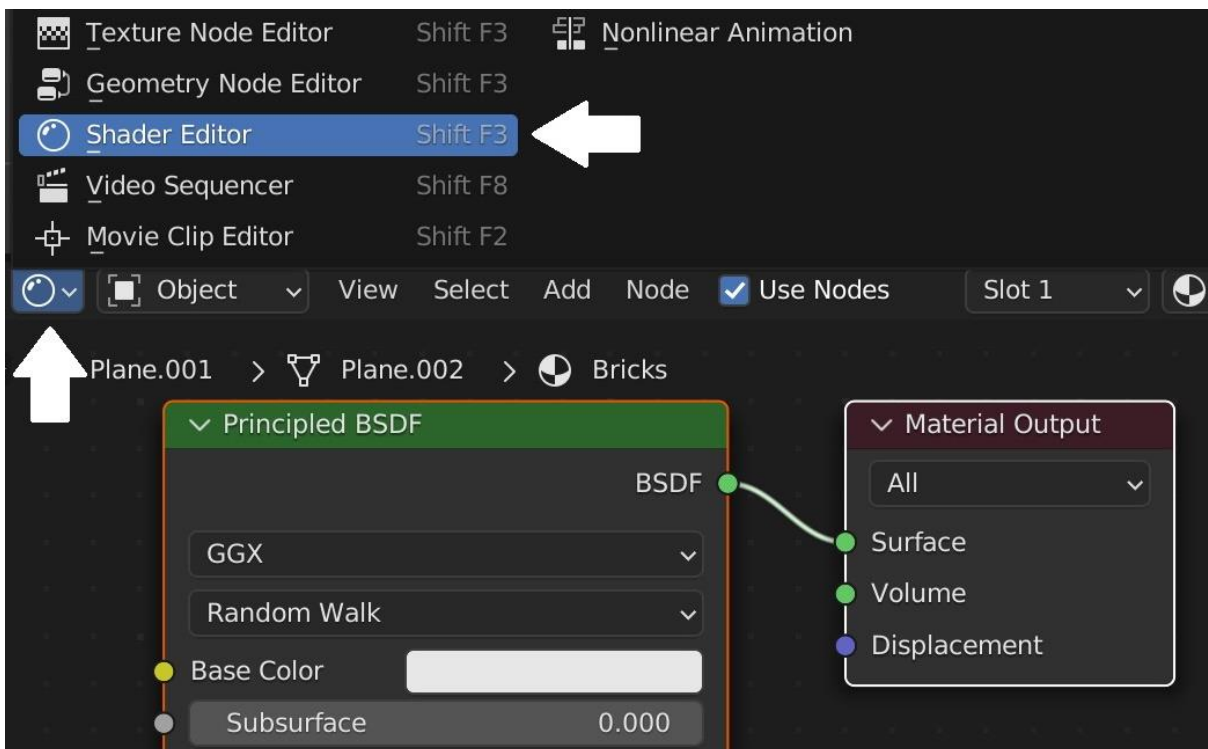
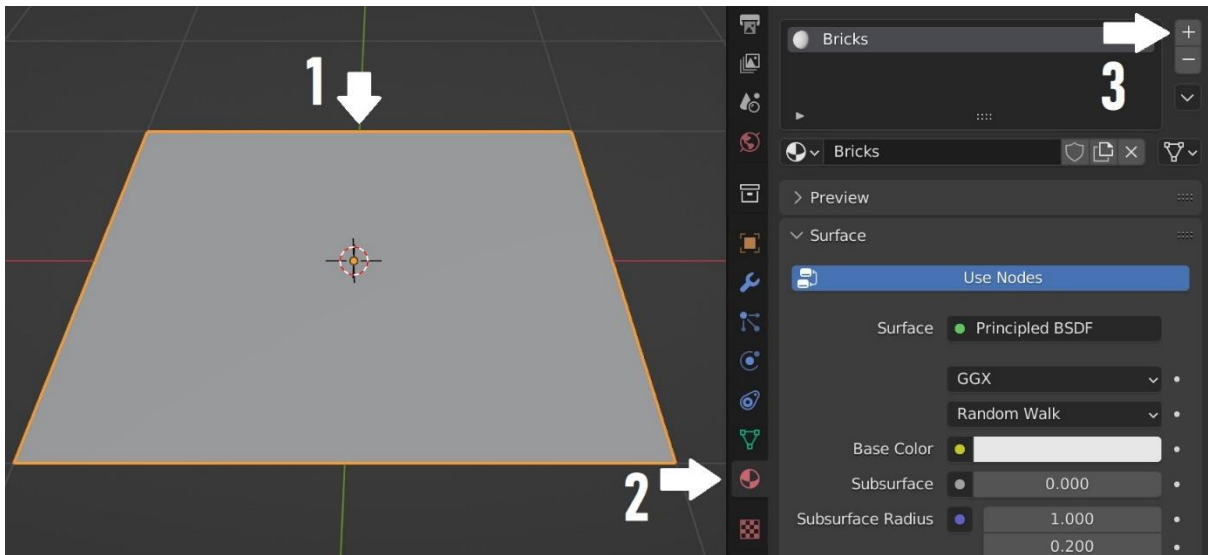
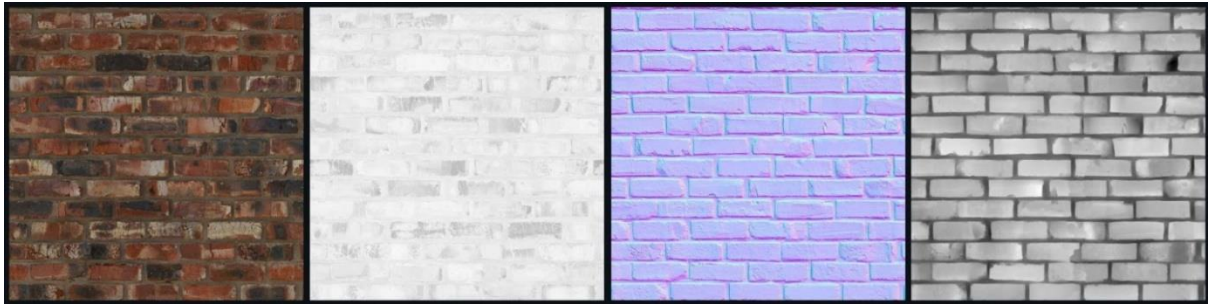


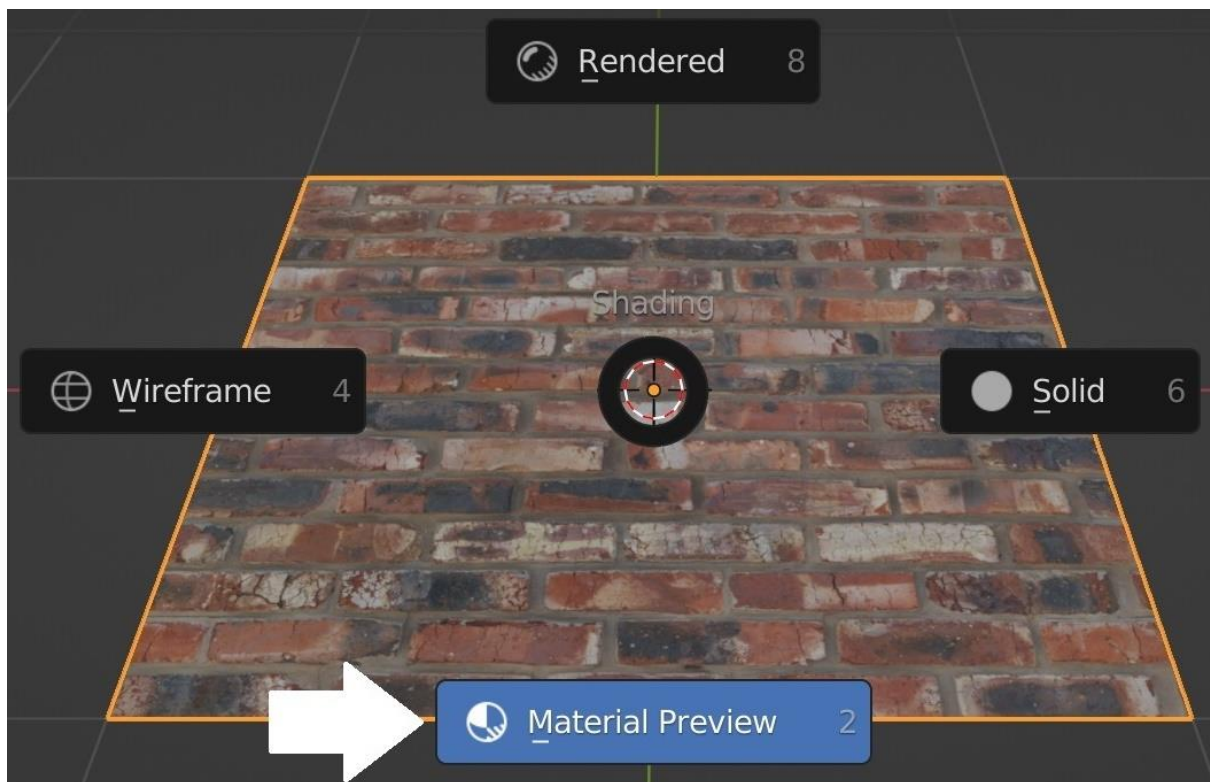
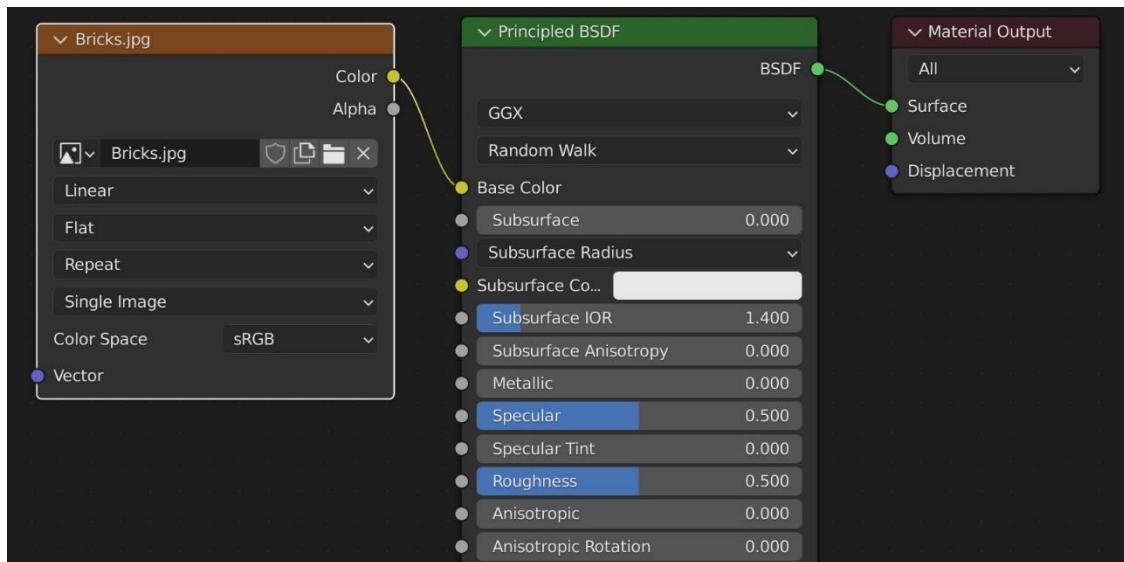




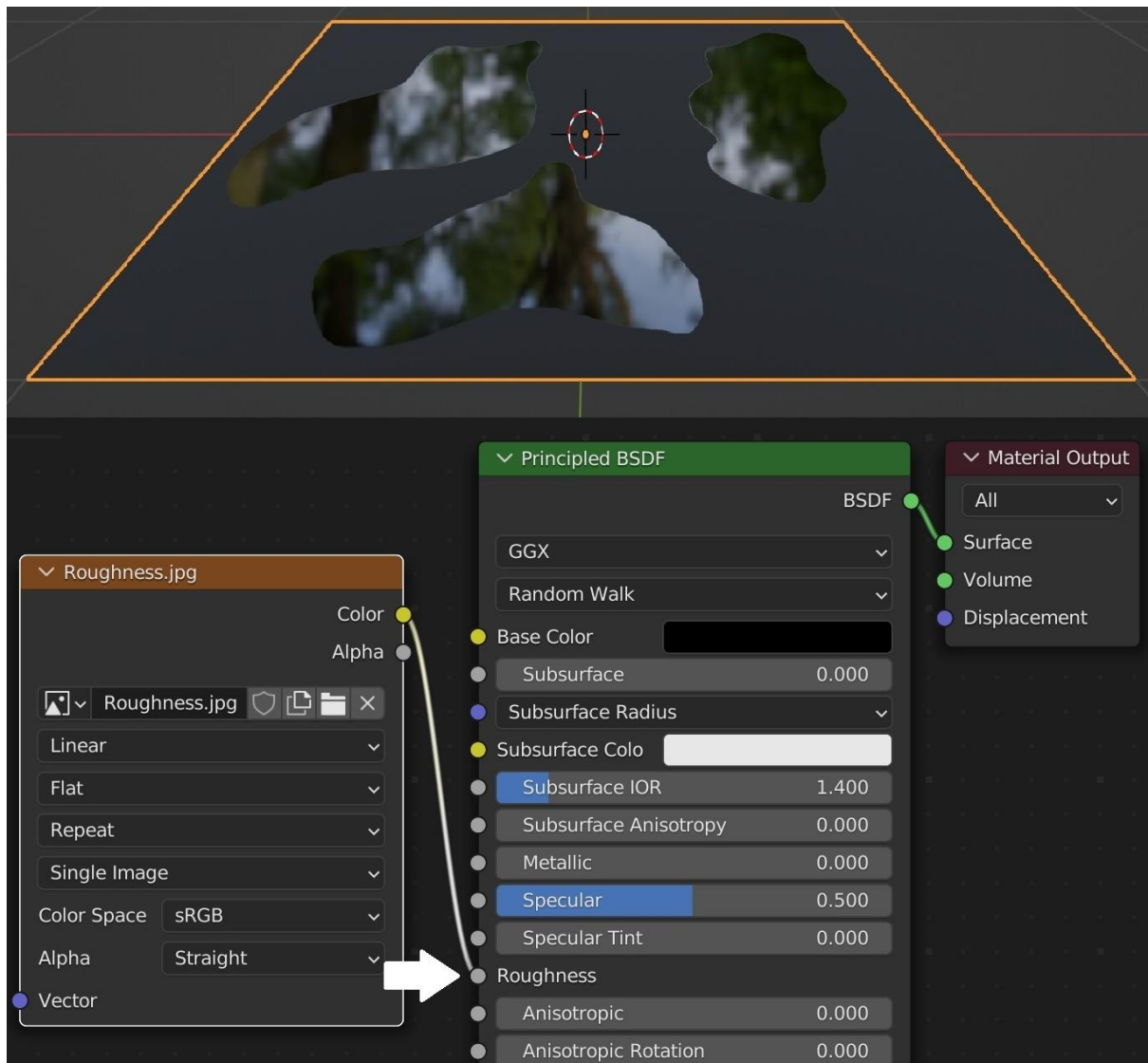
Chapter 02: The Basics of Realistic Texturing in Blender

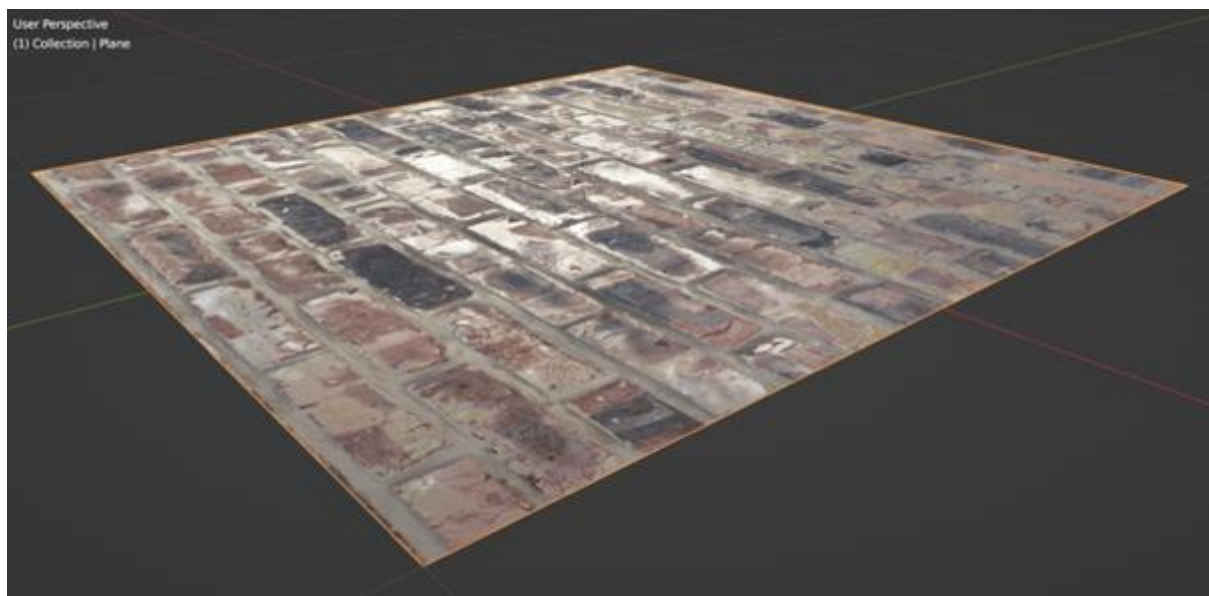
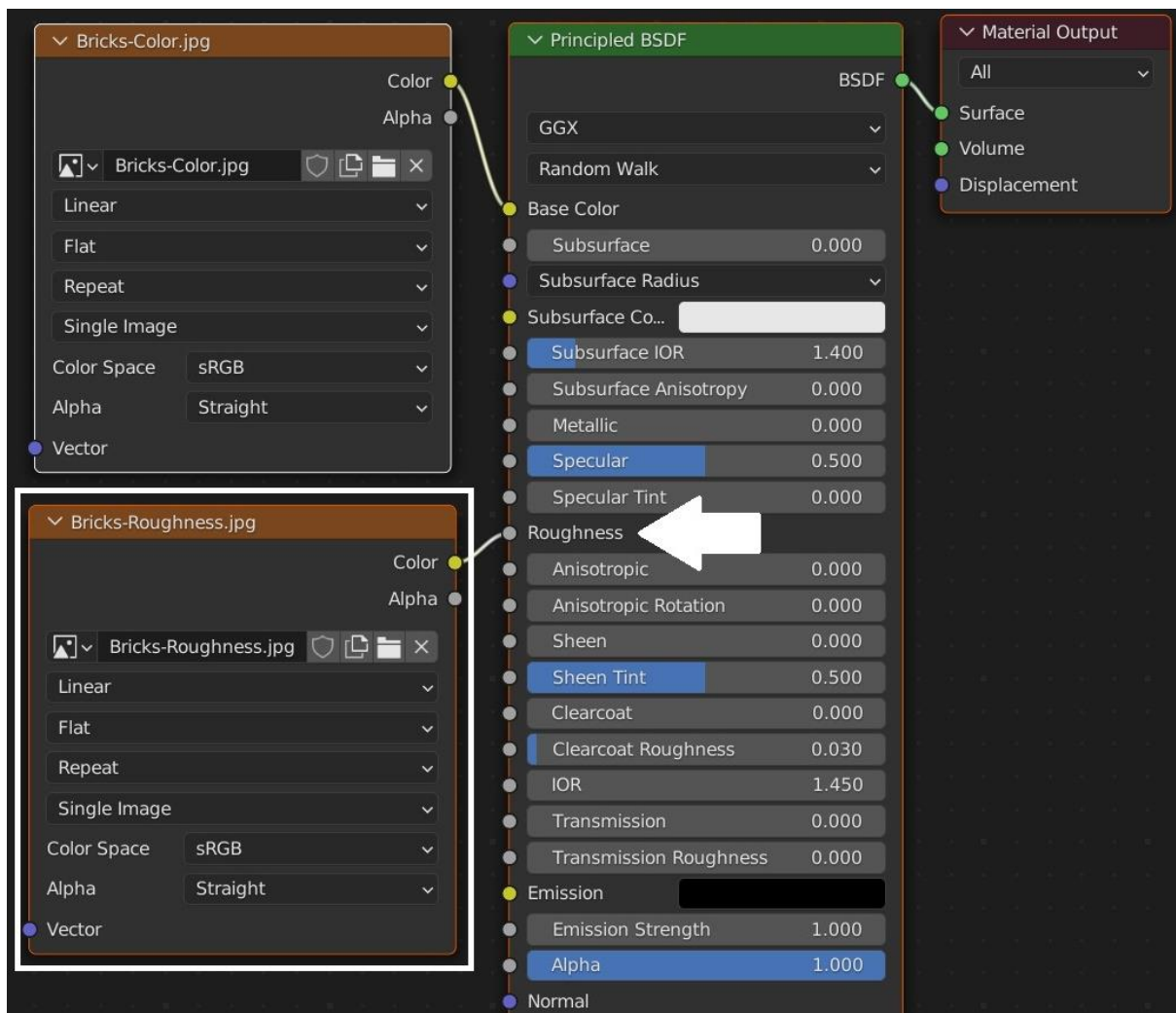


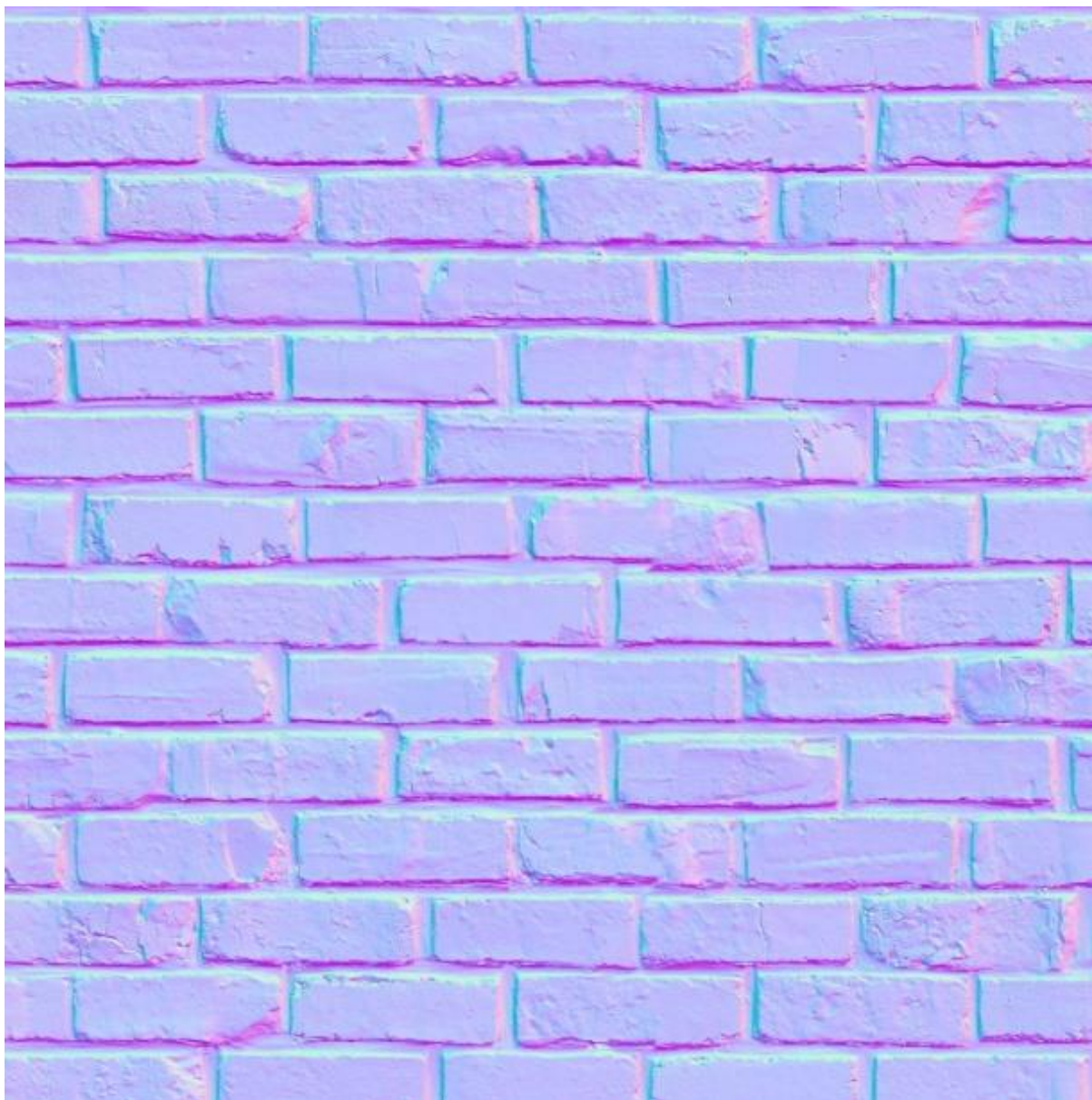


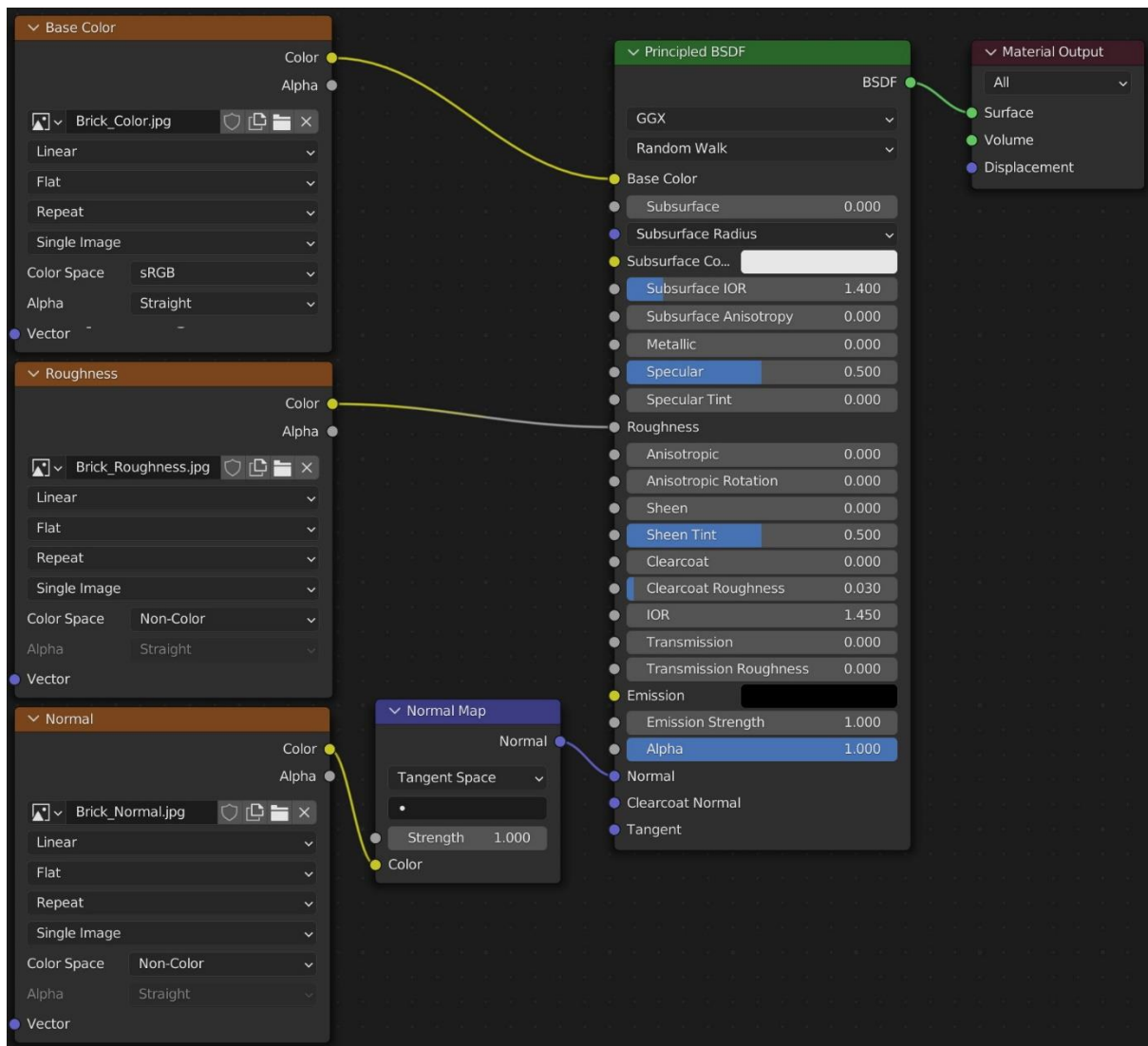
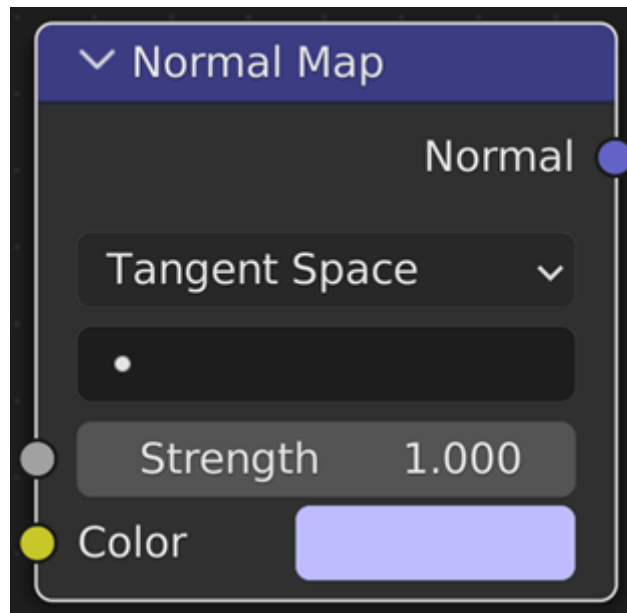


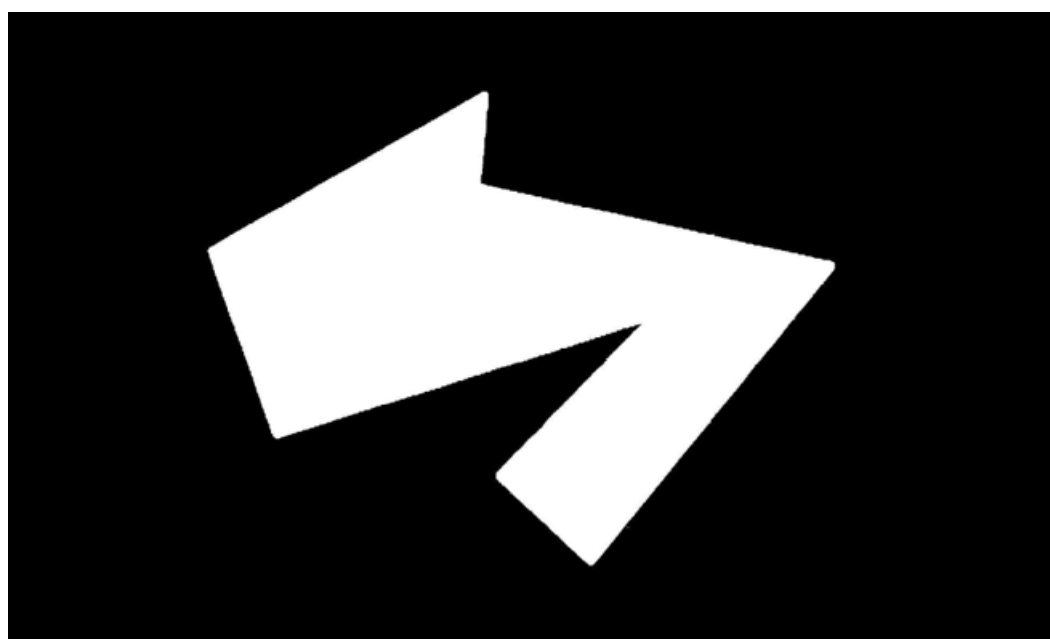


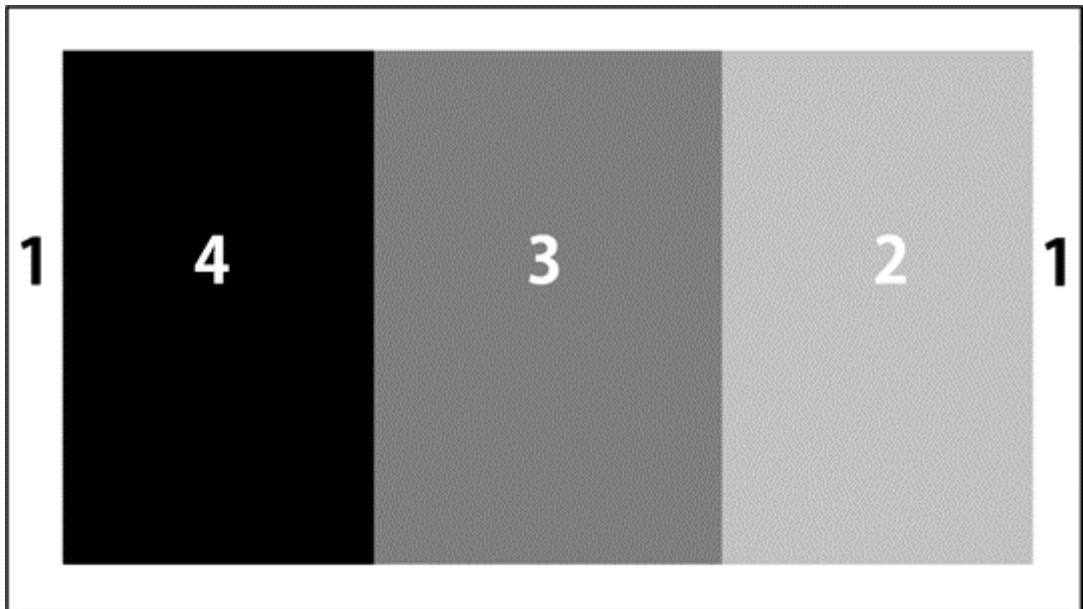
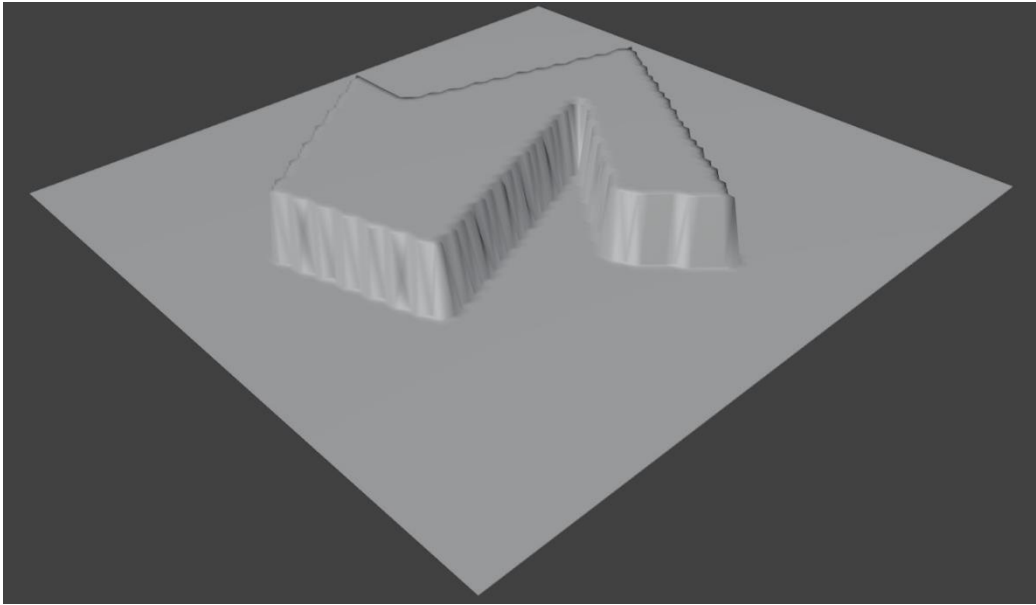


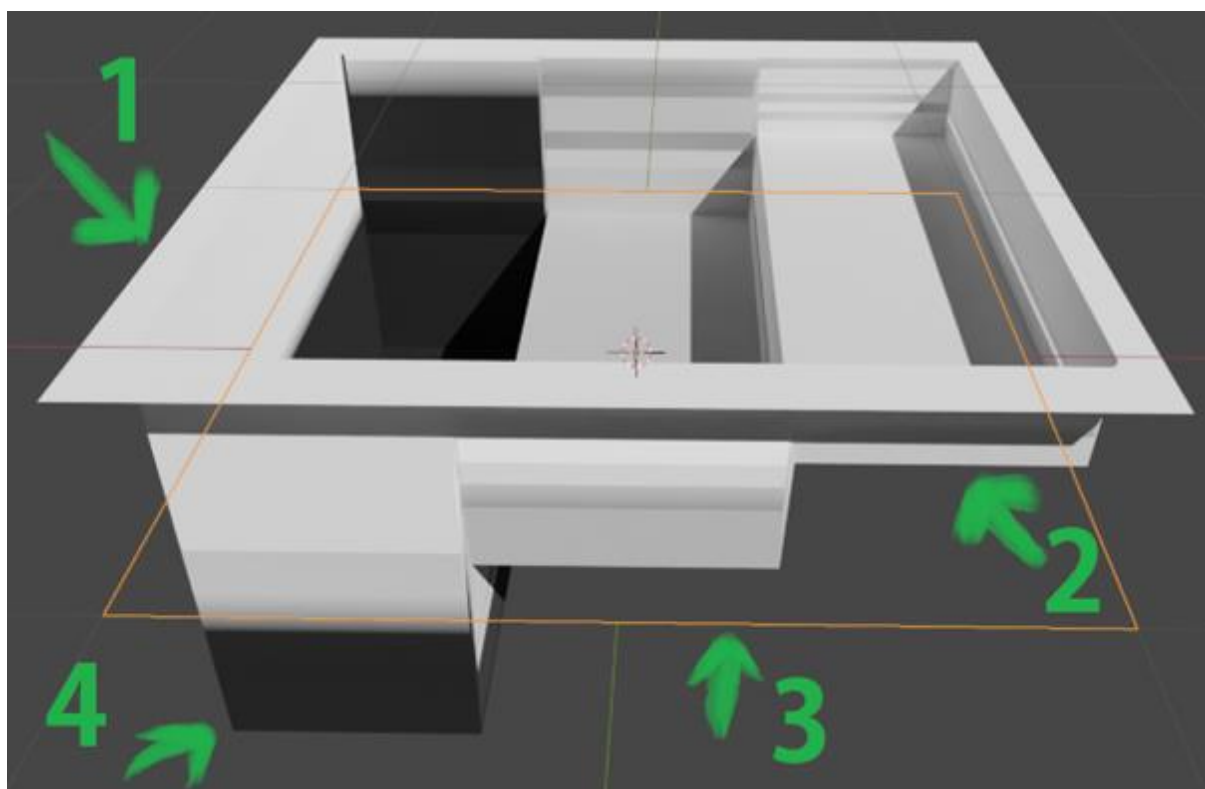


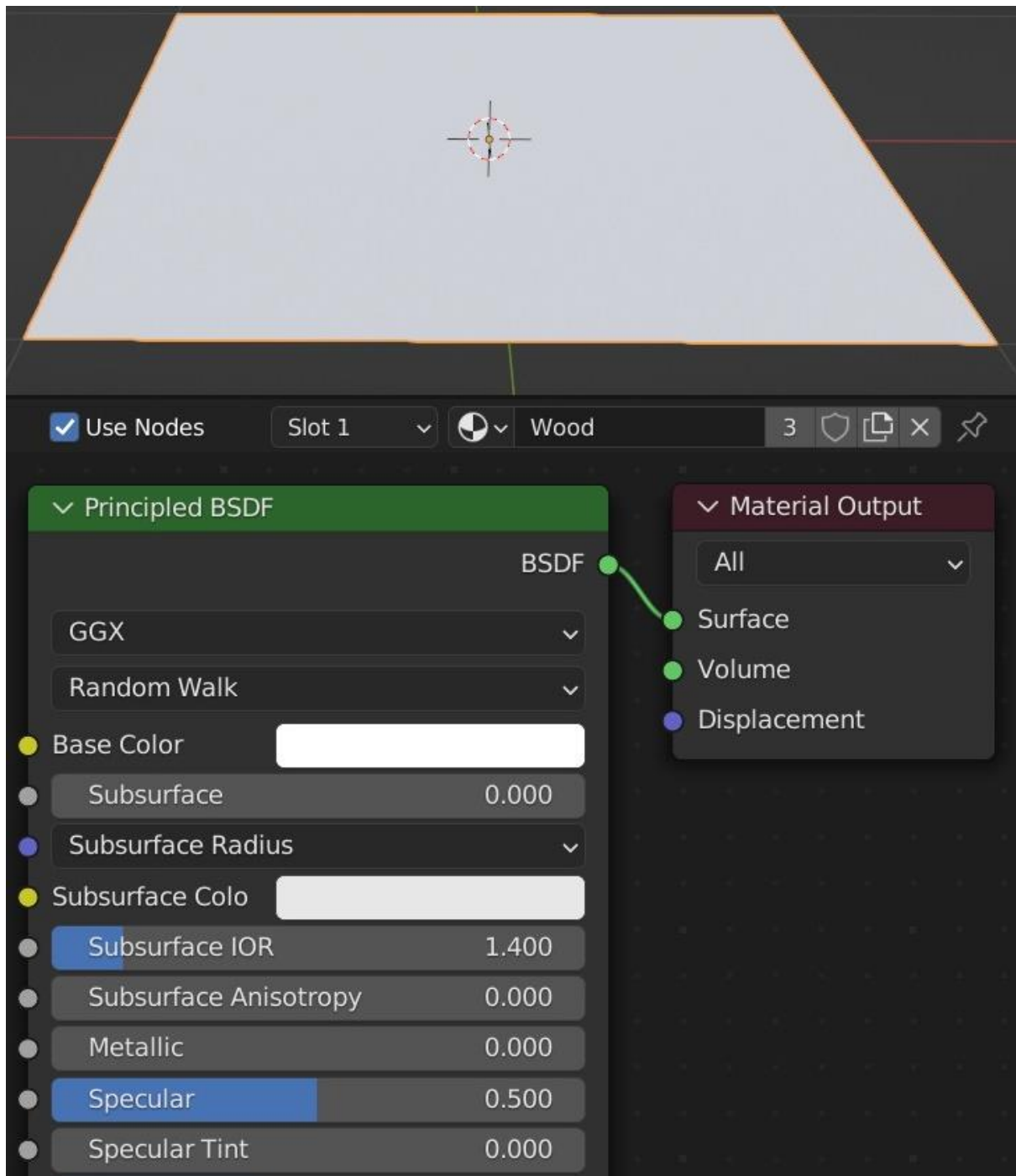


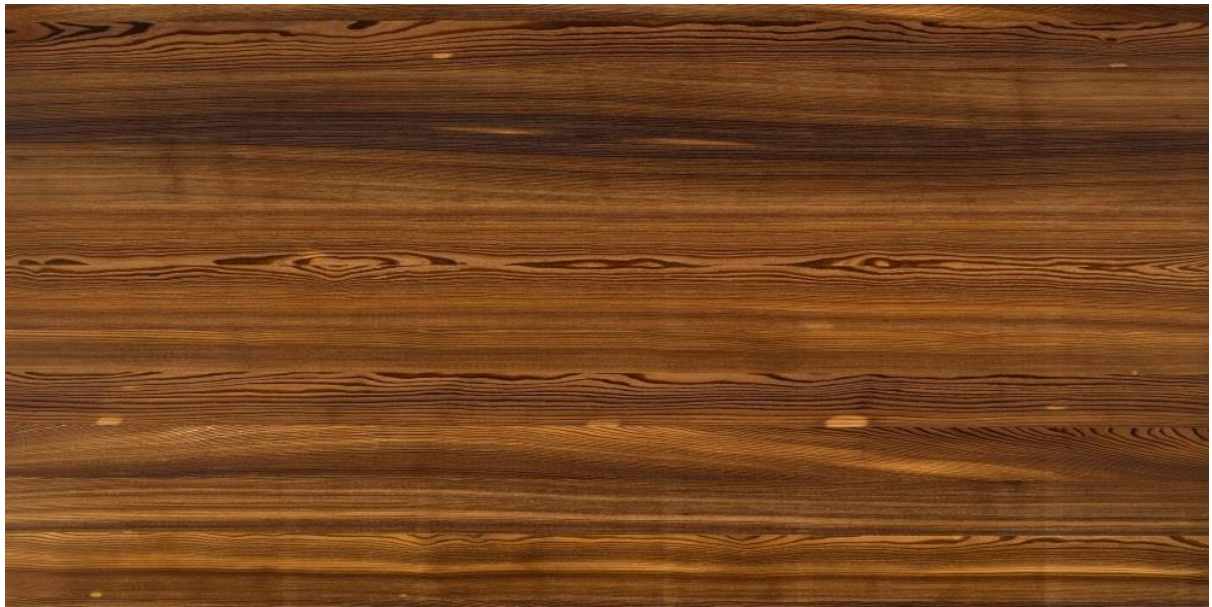












▼ Musgrave Texture

Height

3D ▼

fBM ▼

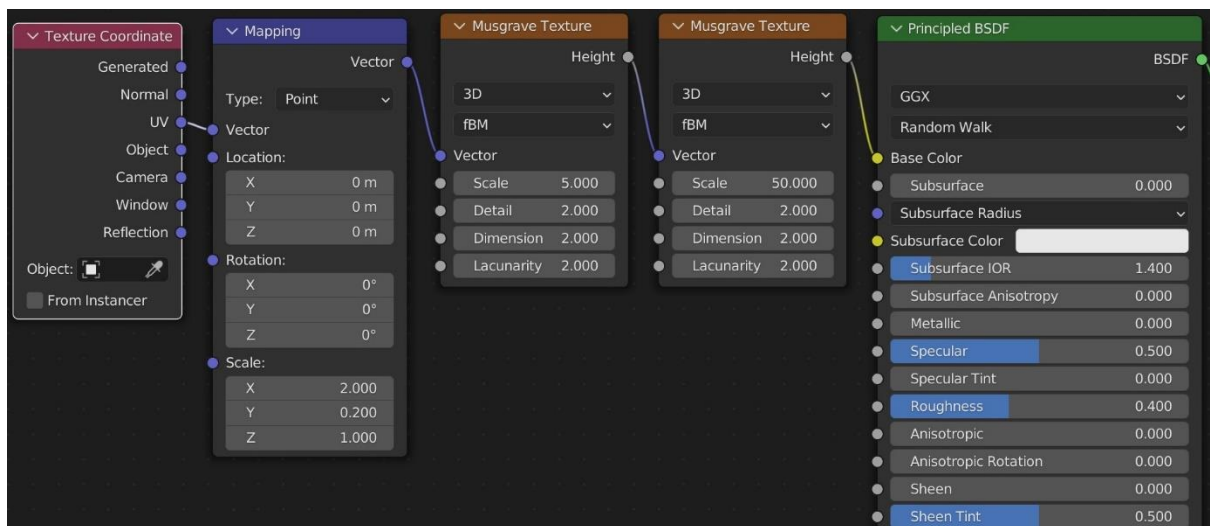
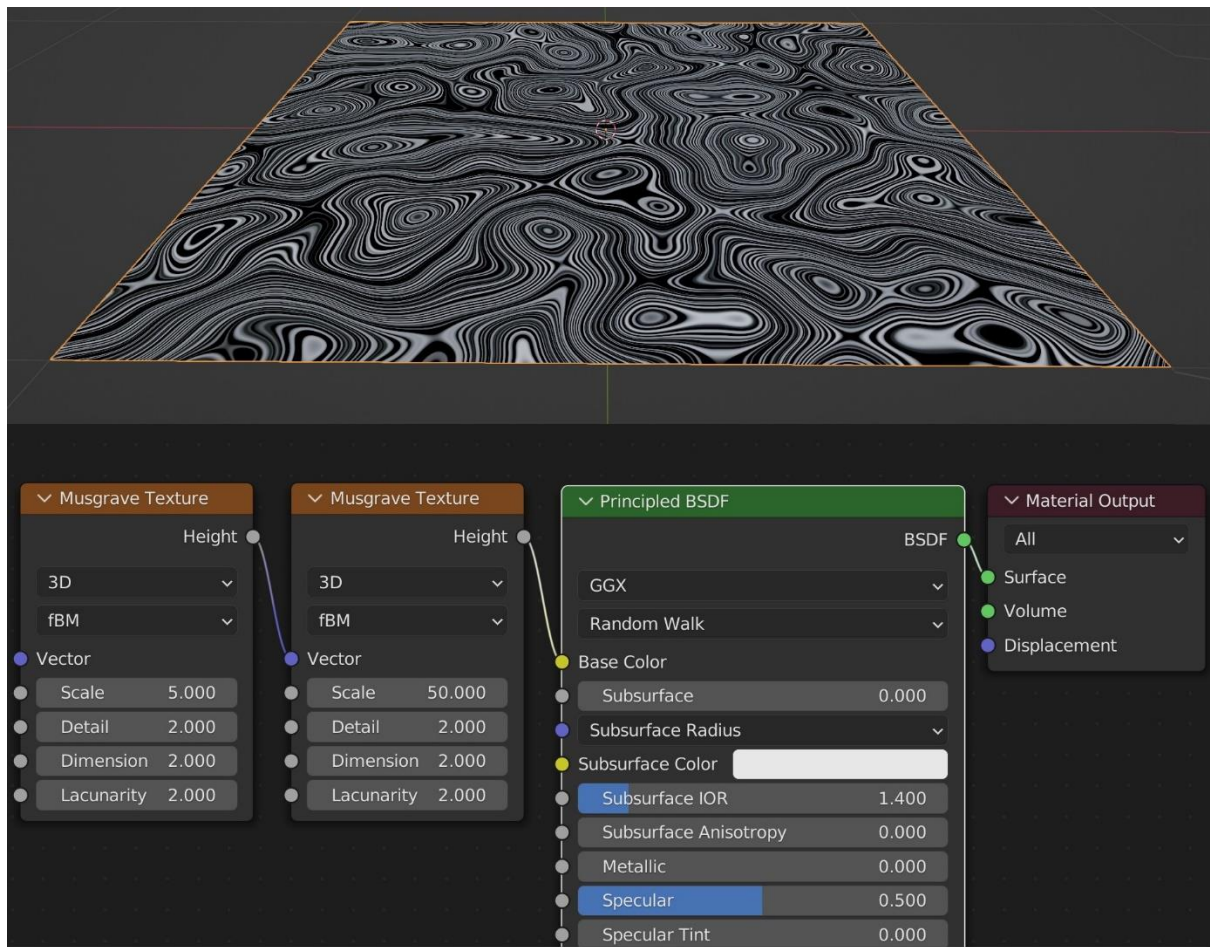
☒ Vector

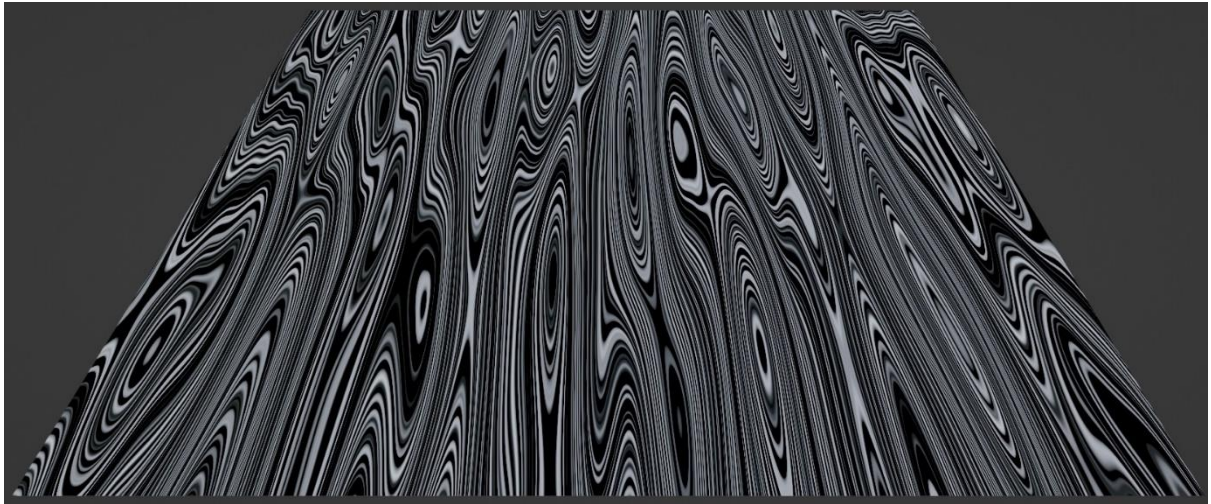
☐ Scale 5.000

☐ Detail 2.000

☐ Dimension 2.000

☐ Lacunarity 2.000





▼ Noise Texture

Fac

Color

3D ▼

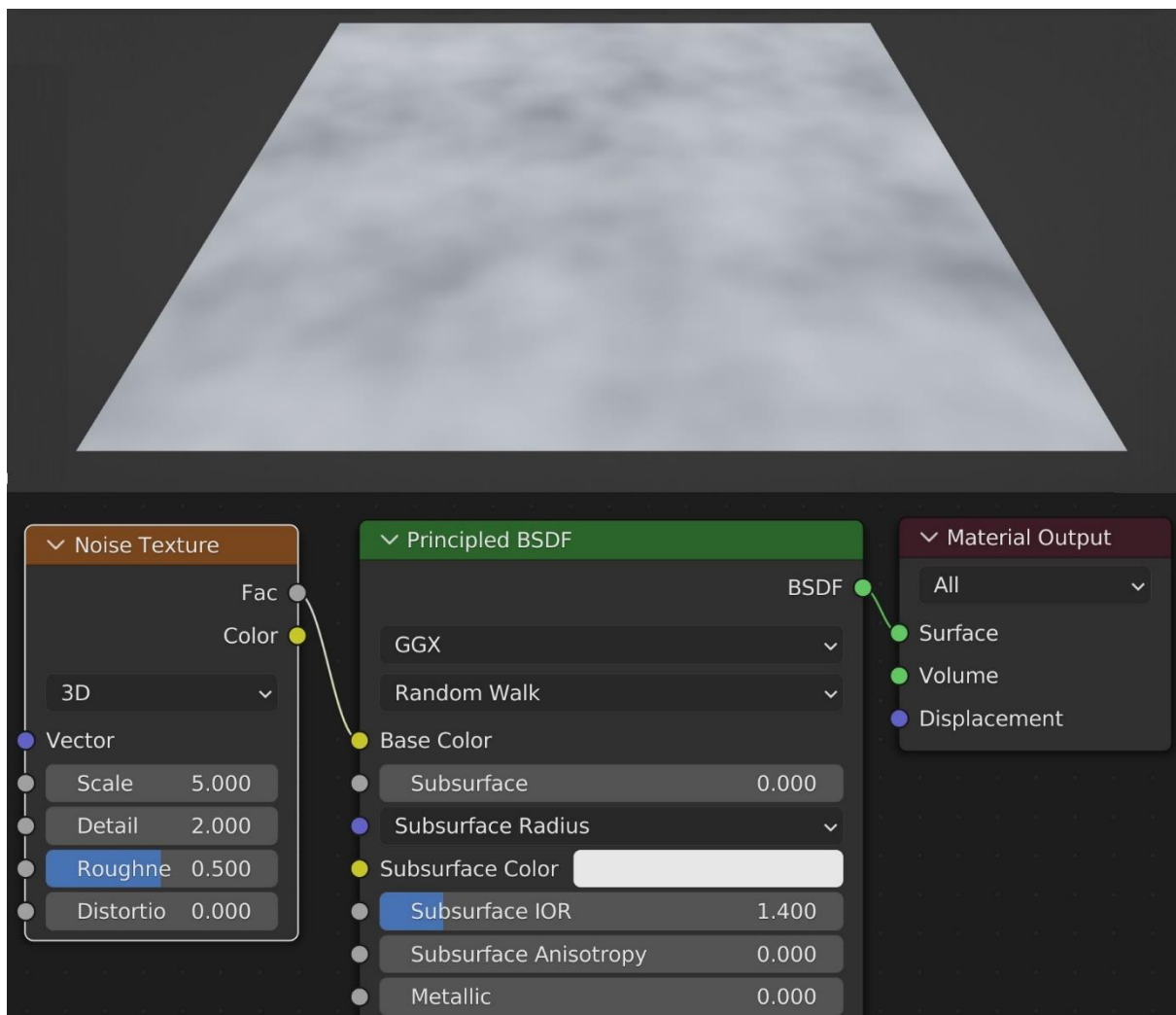
● Vector

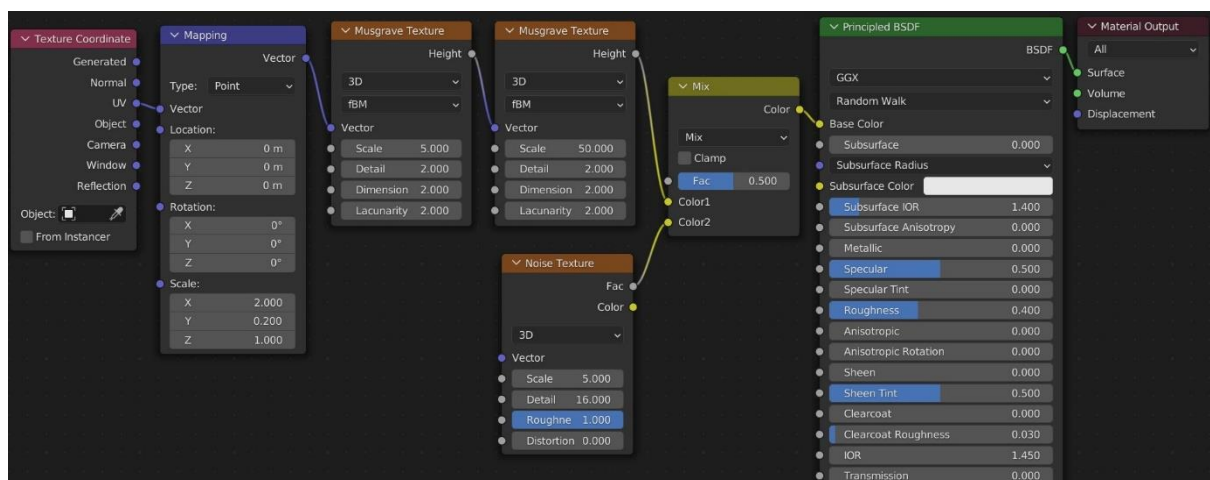
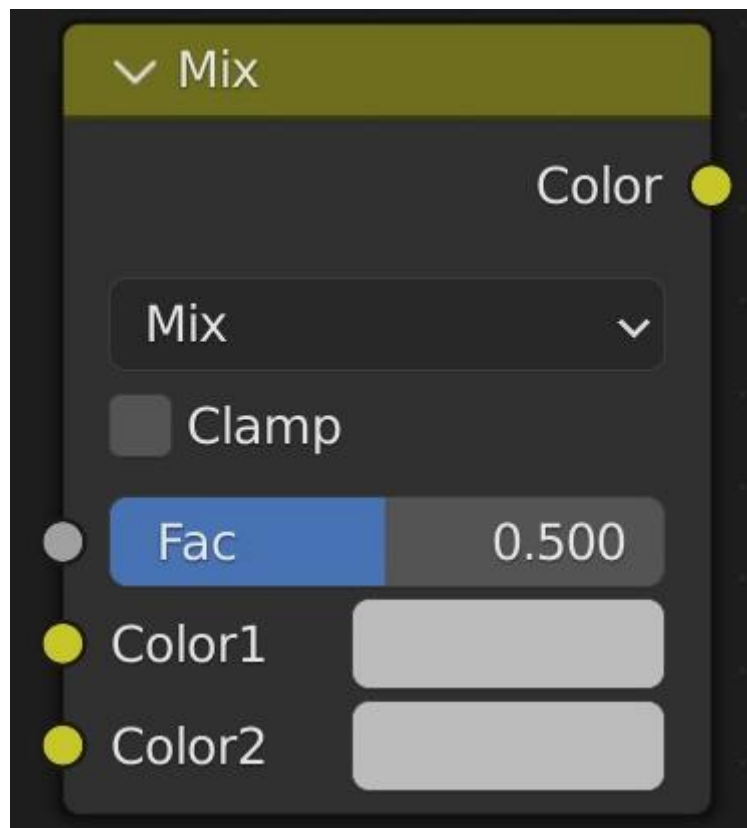
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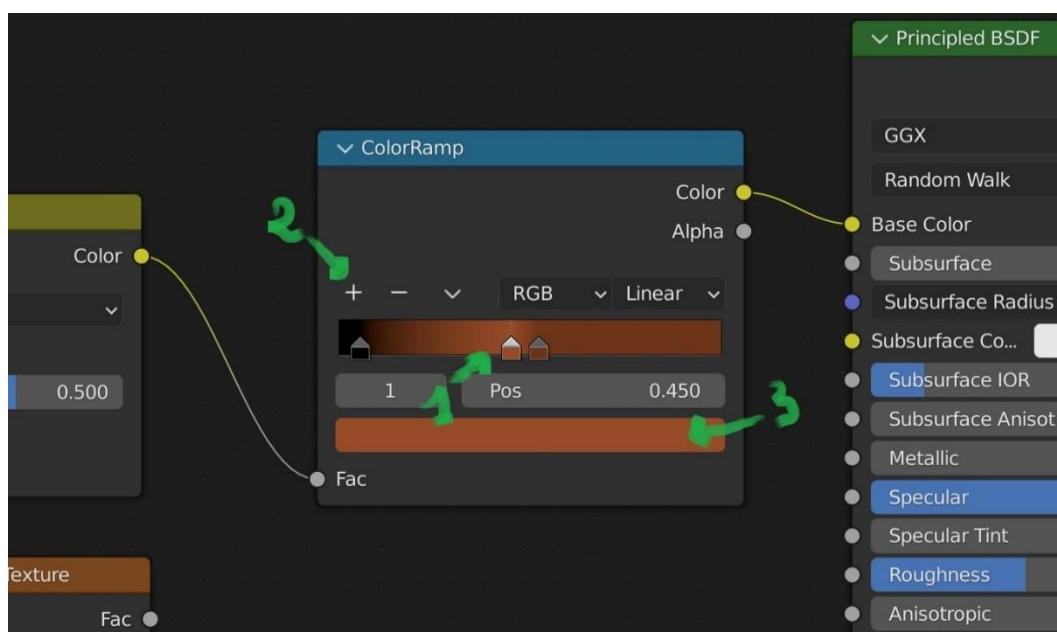
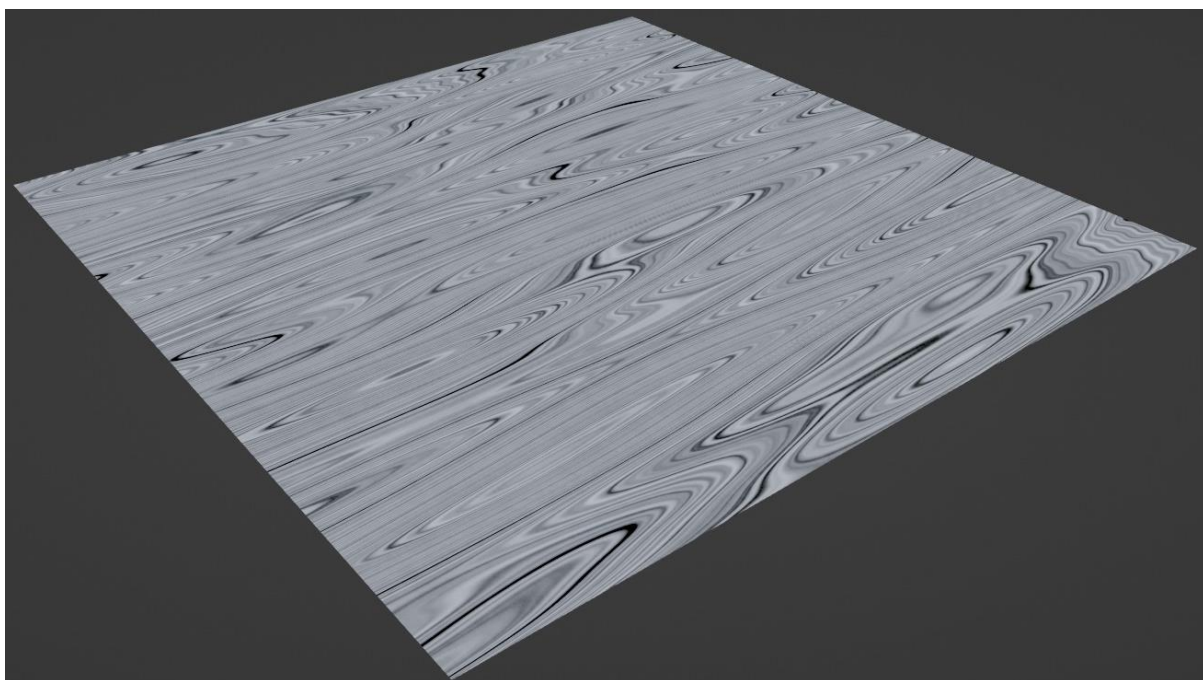
● Detail 2.000

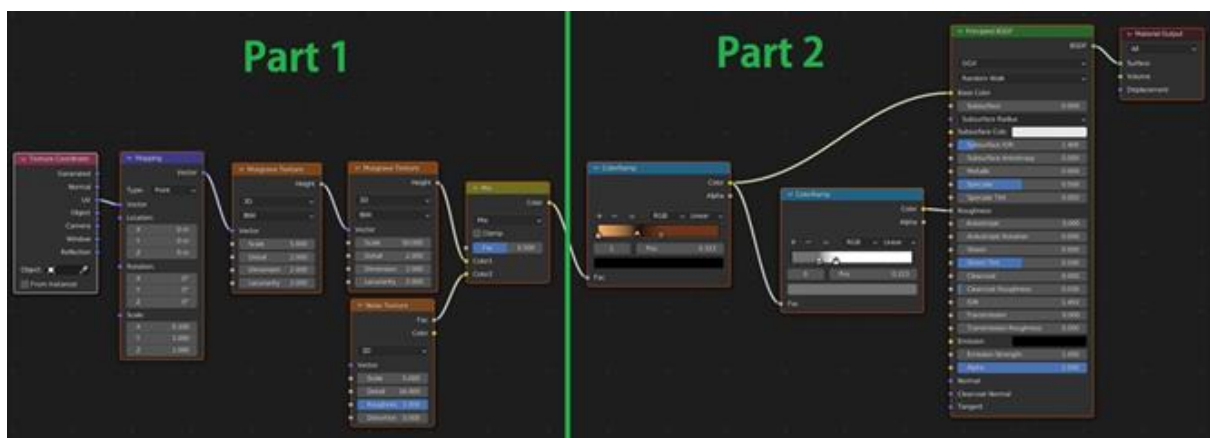
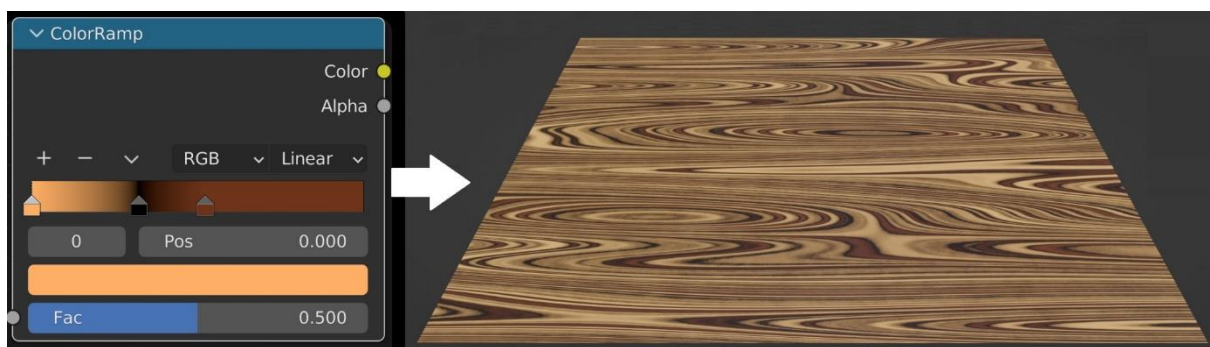
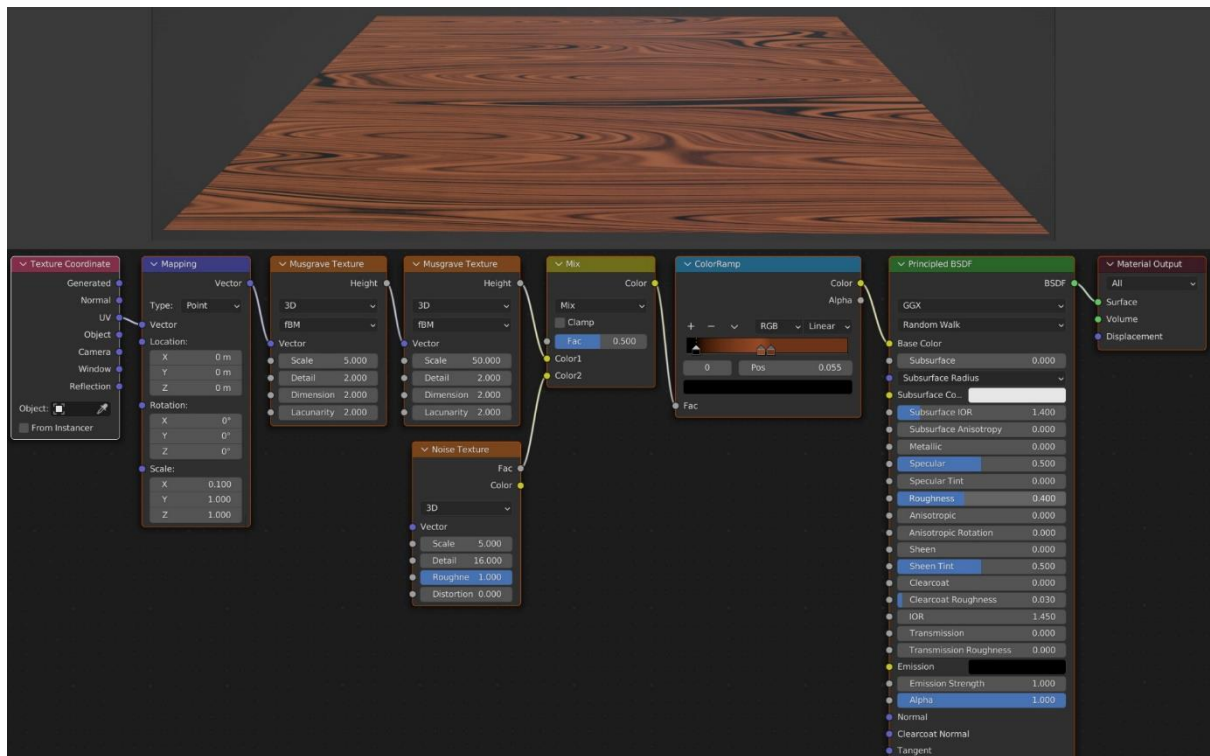
● Roughness 0.500

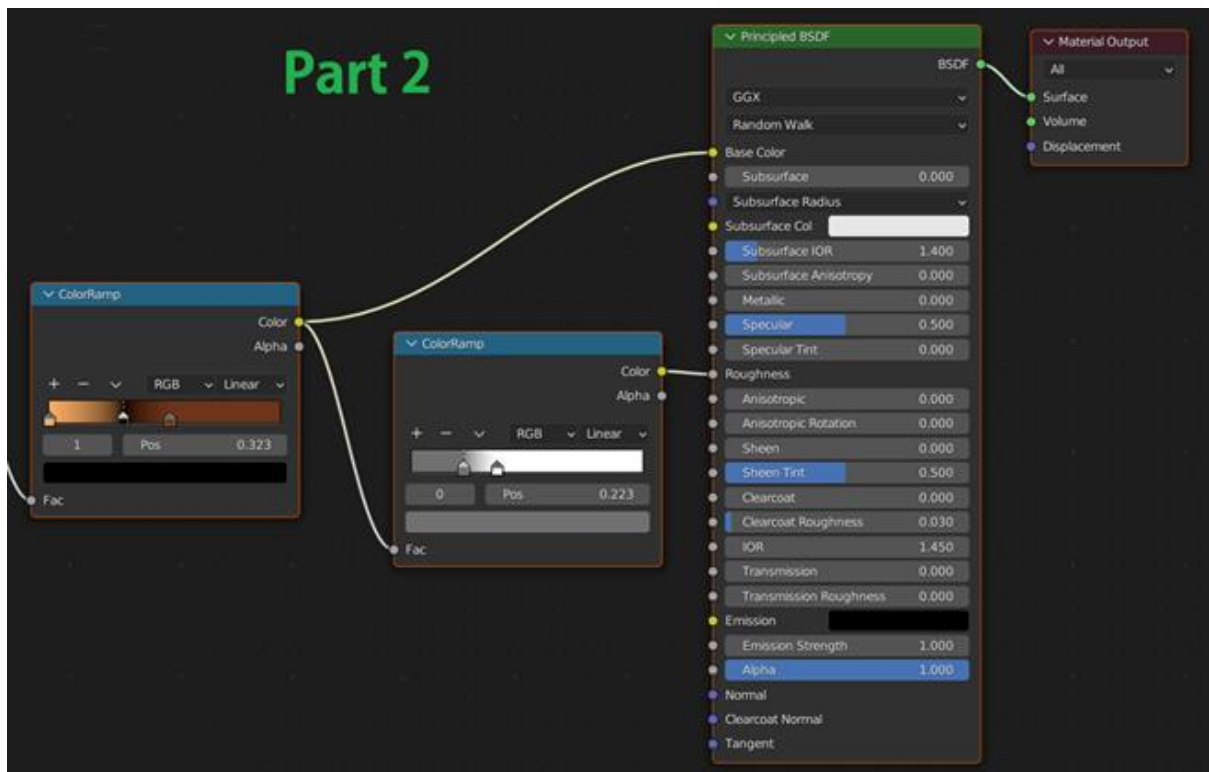
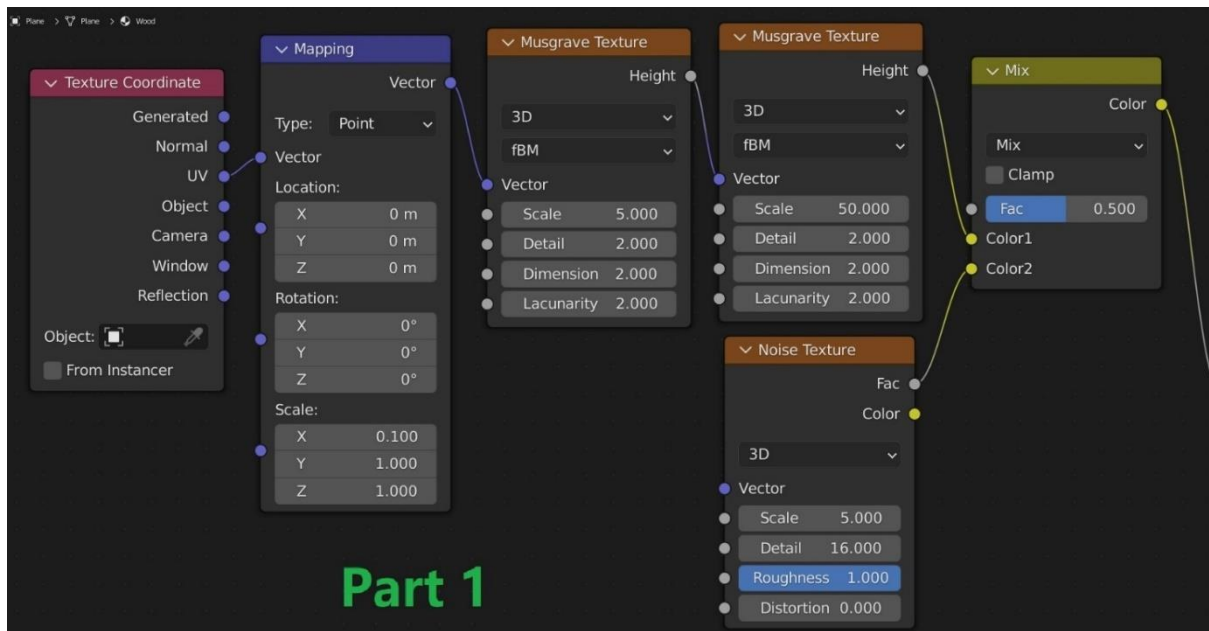
● Distortion 0.000

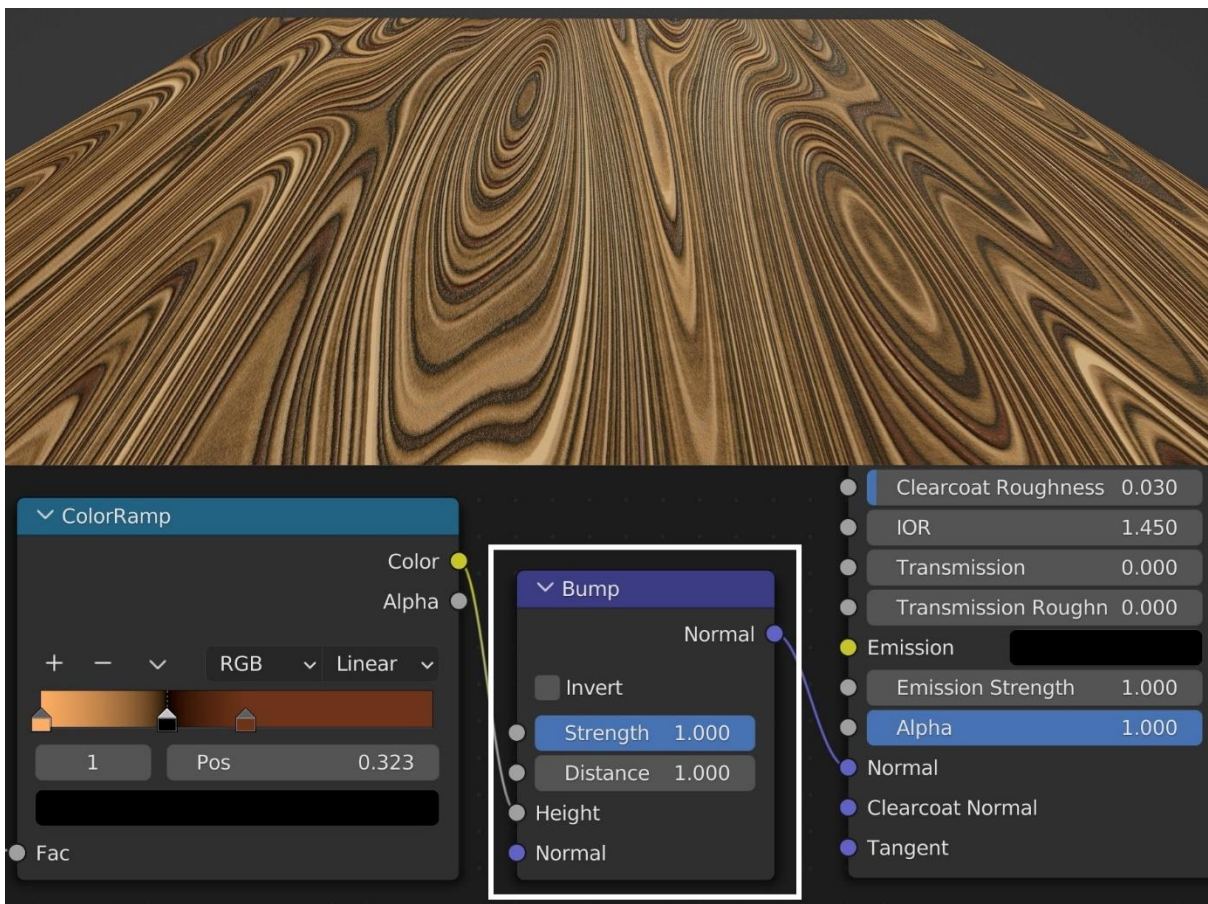


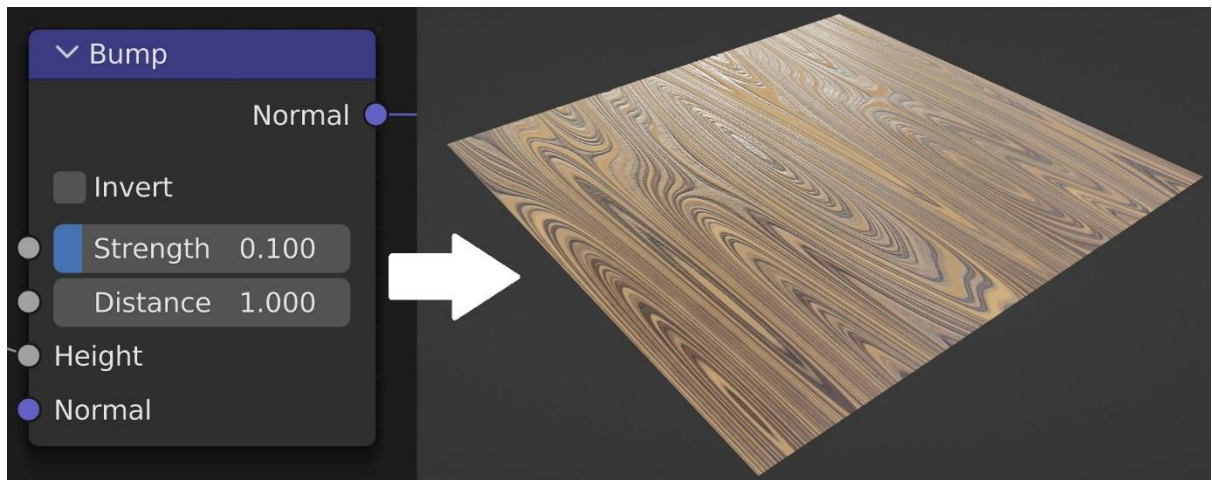




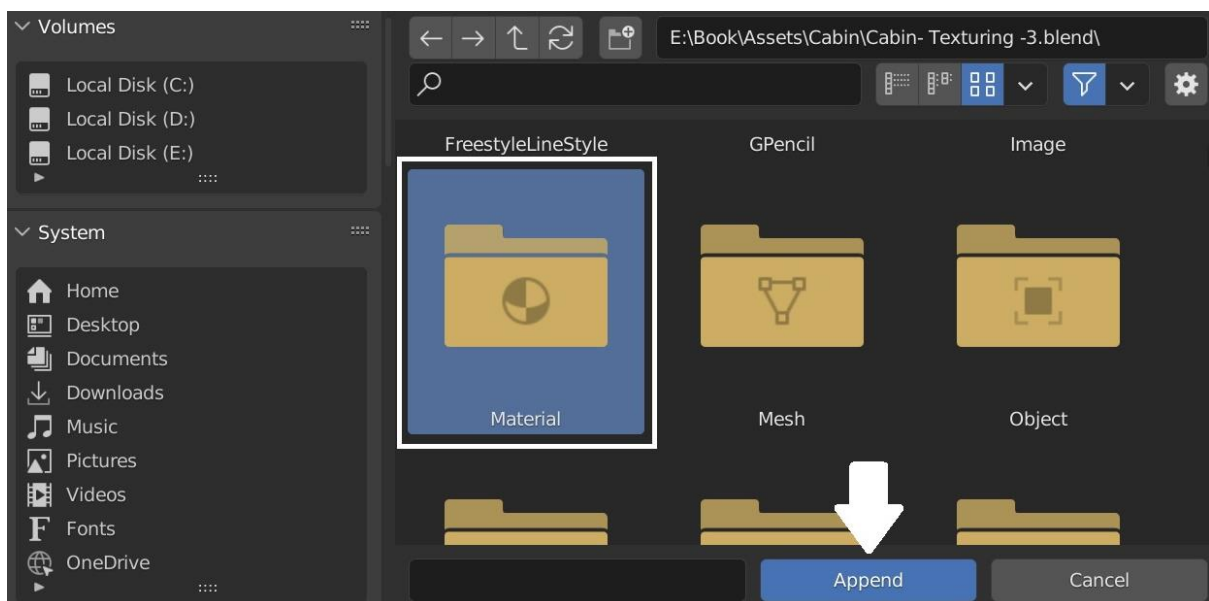
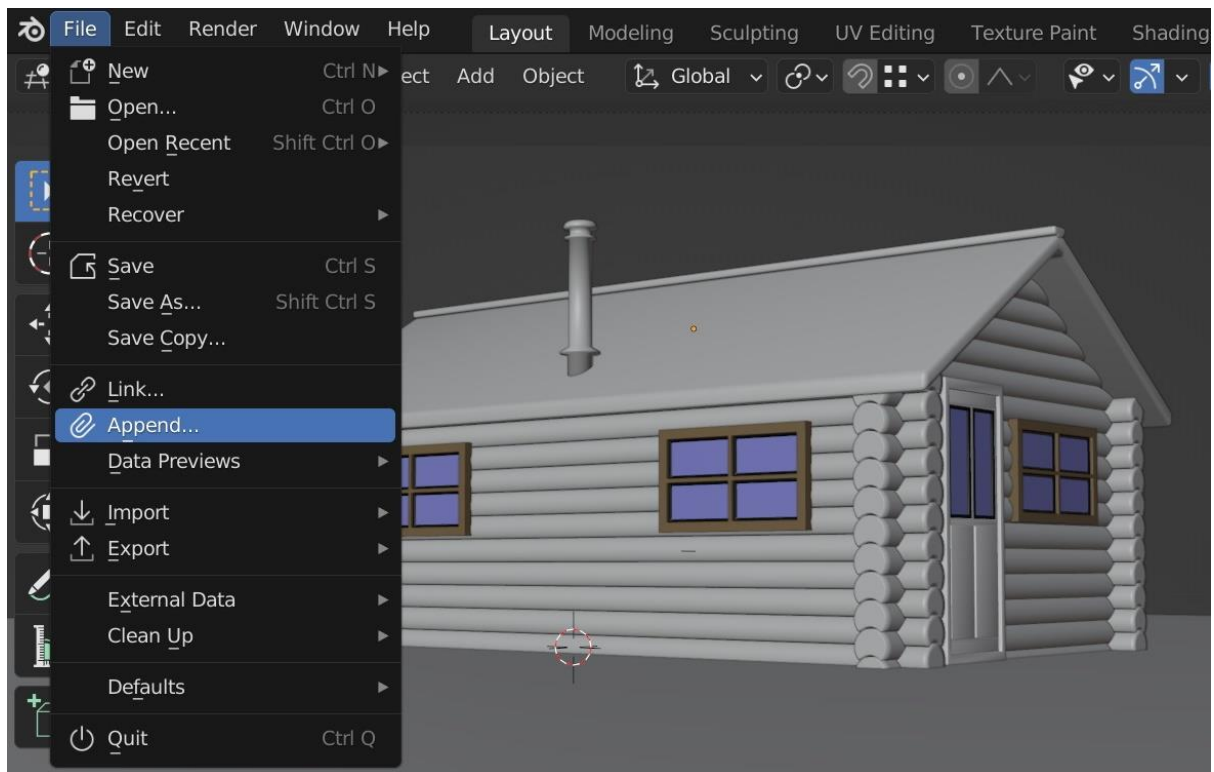


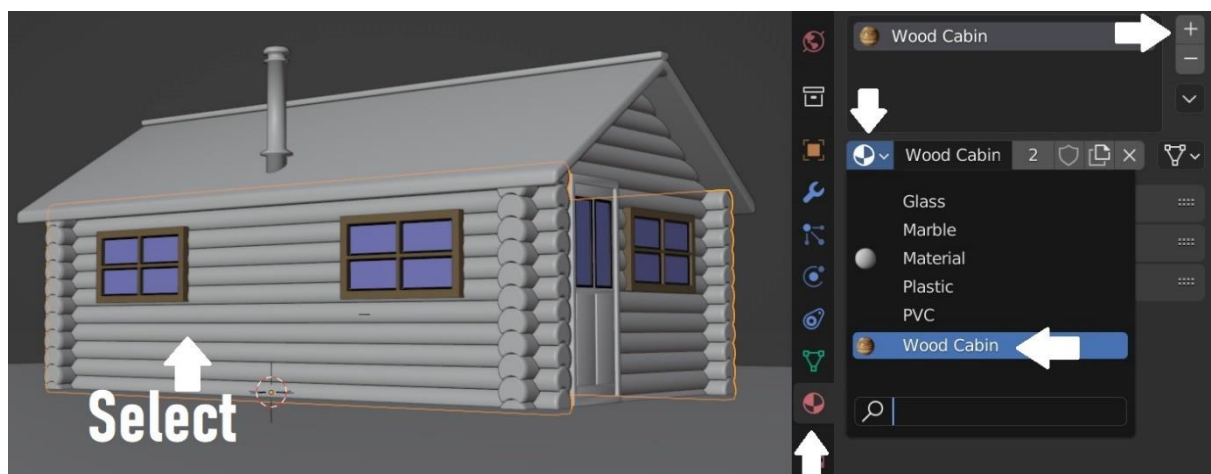
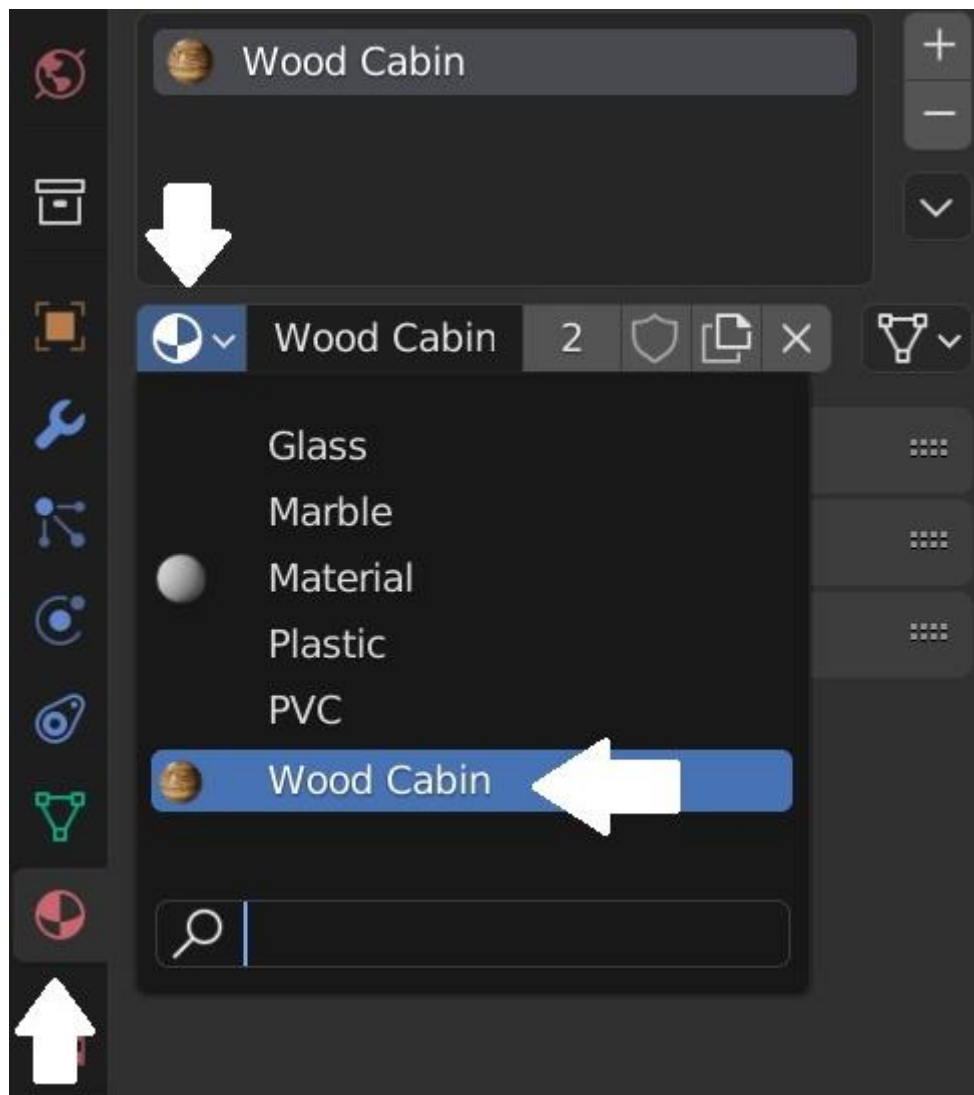




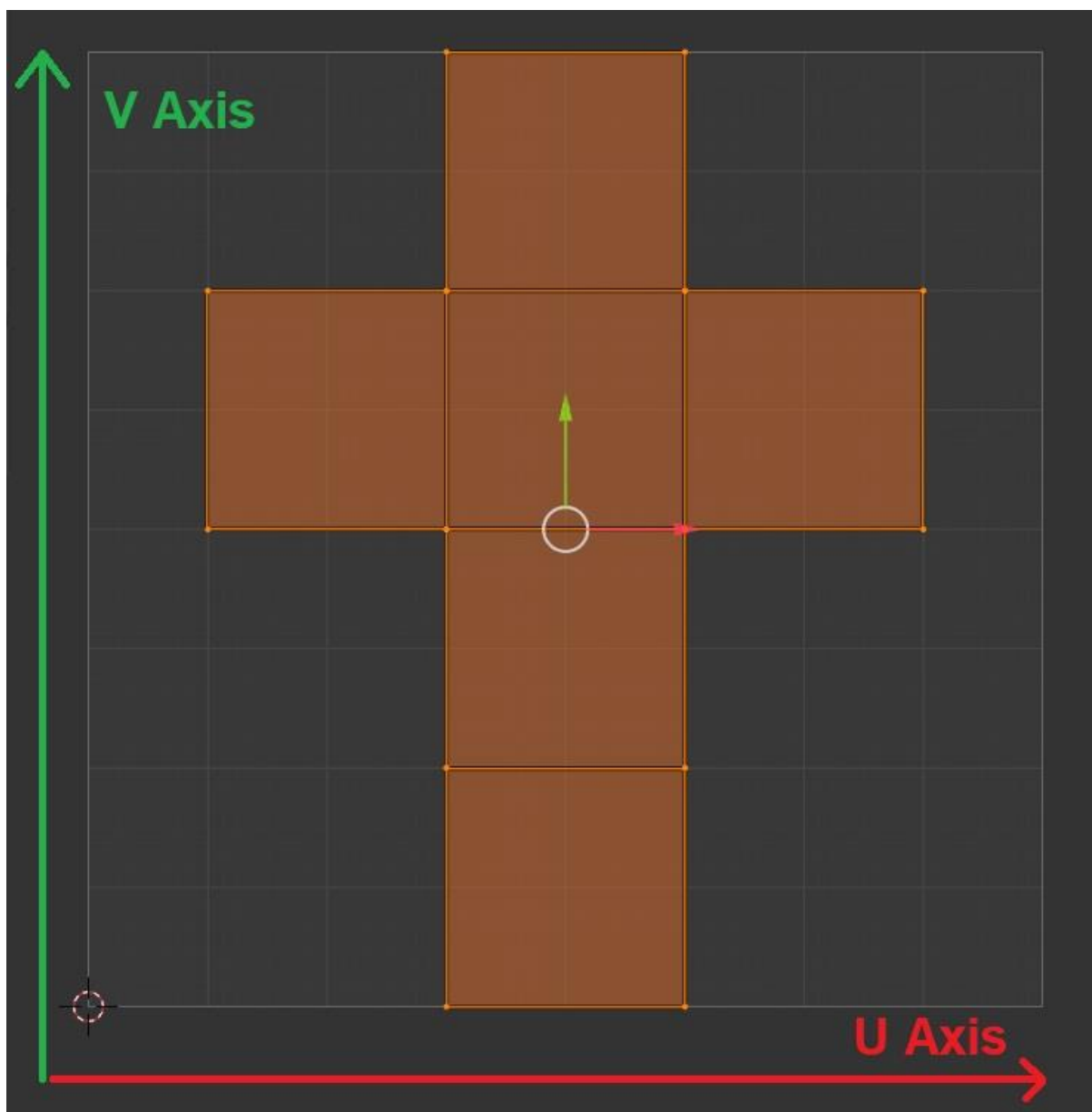


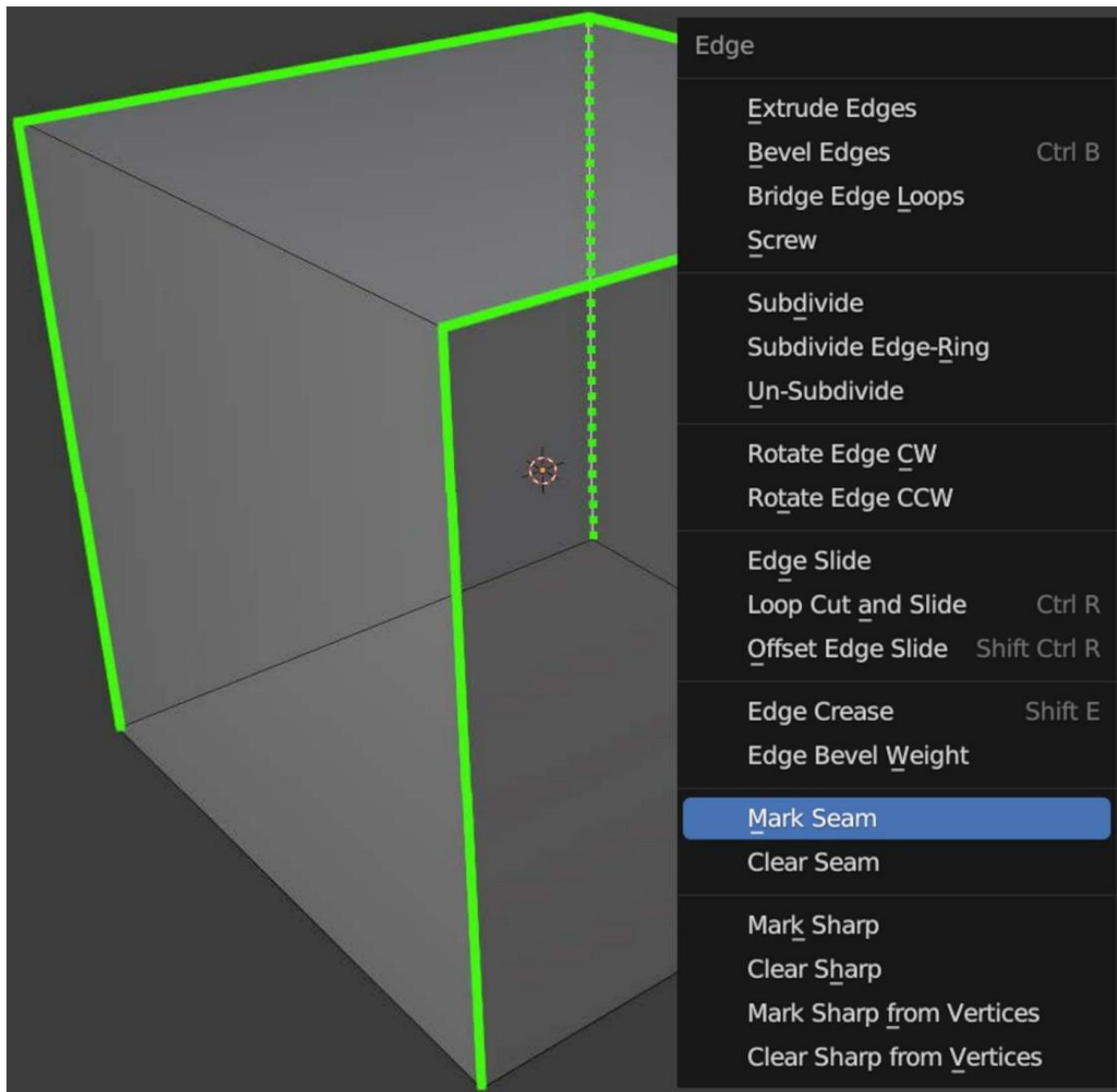
Chapter 03: Efficient Unwrapping and Texturing in Blender

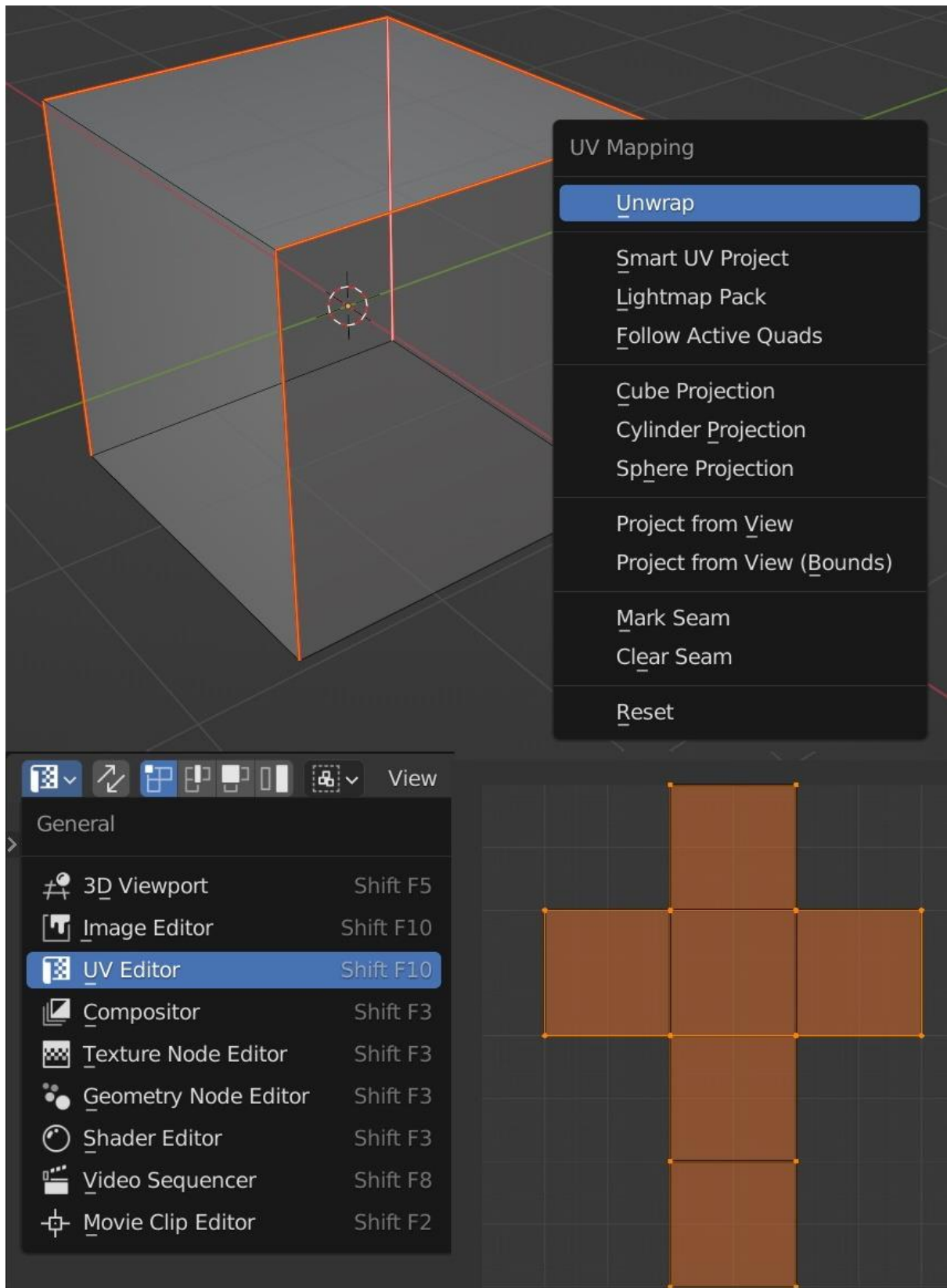


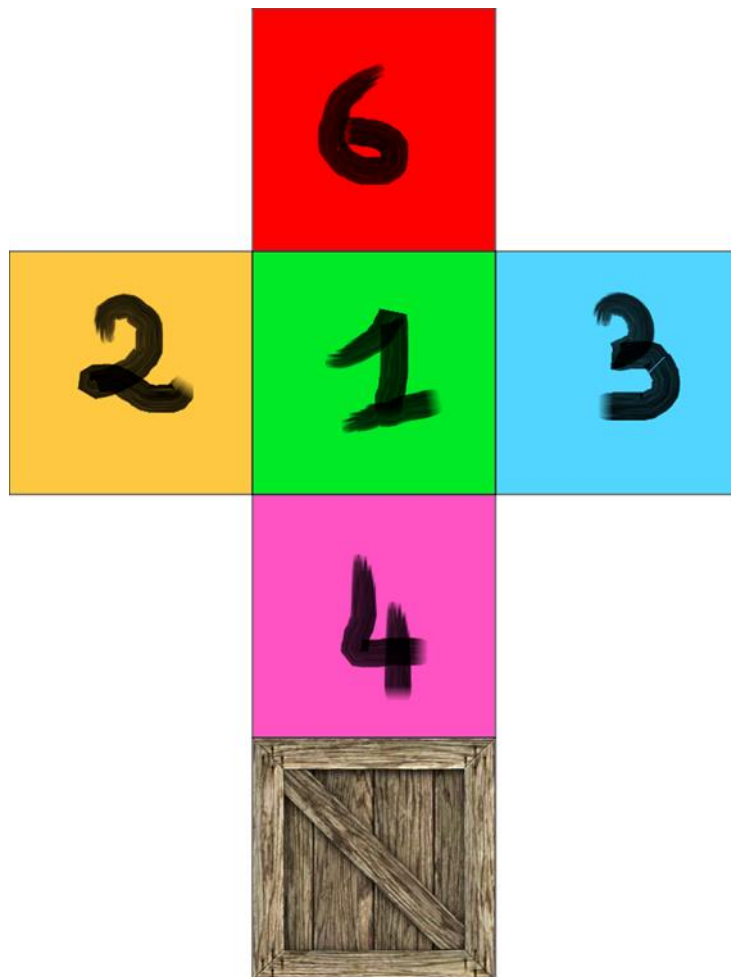
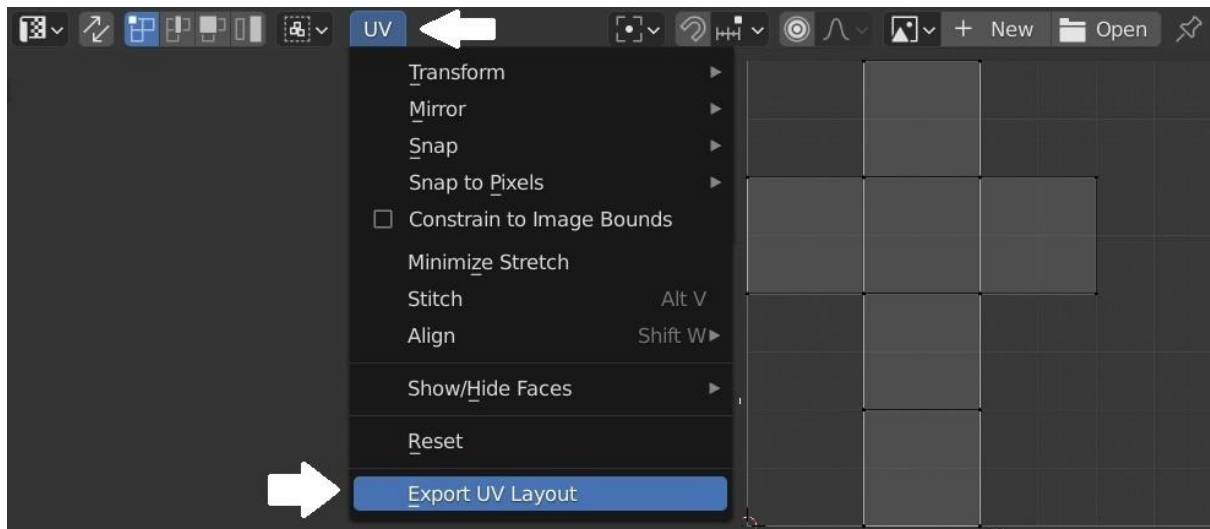


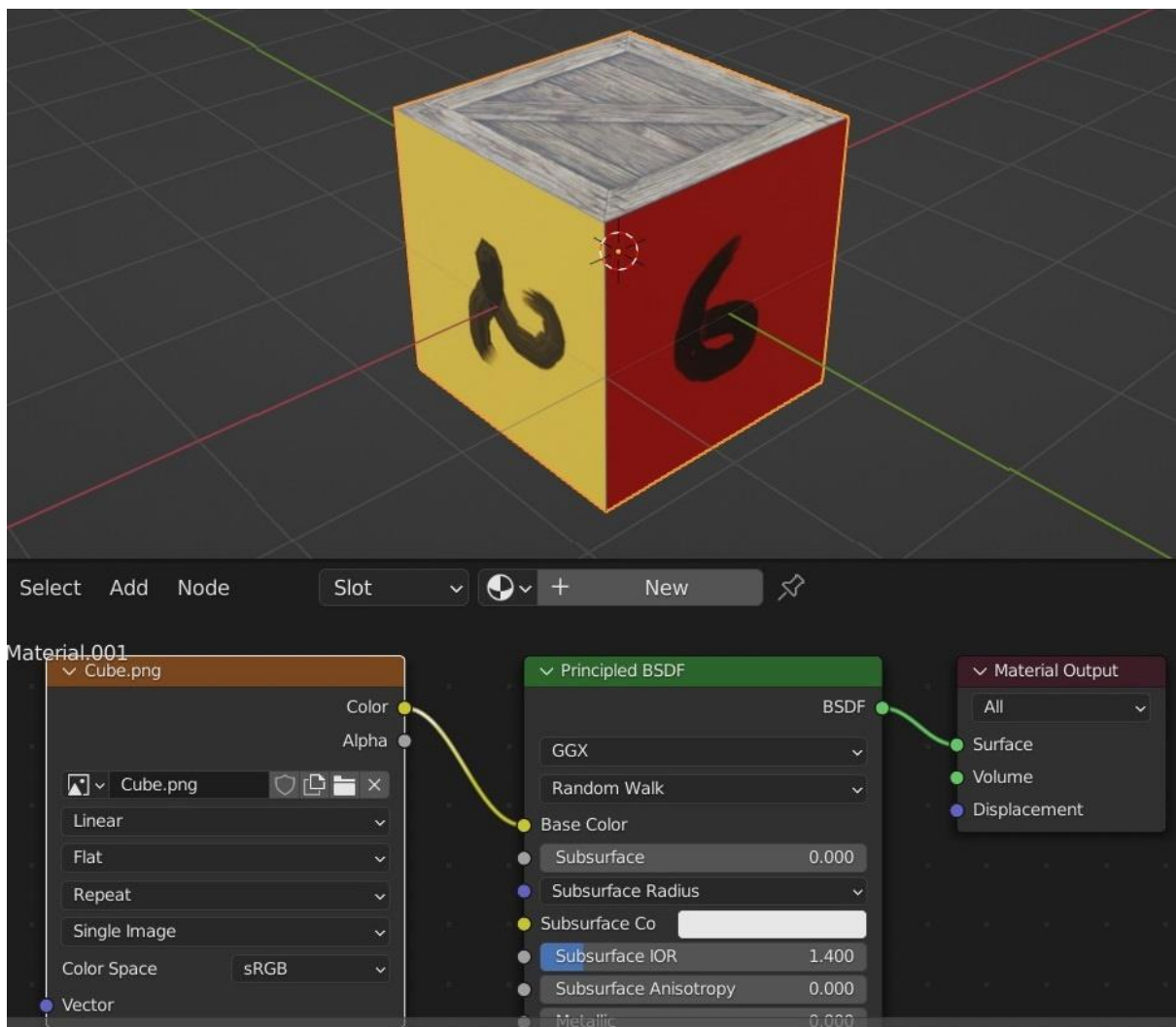


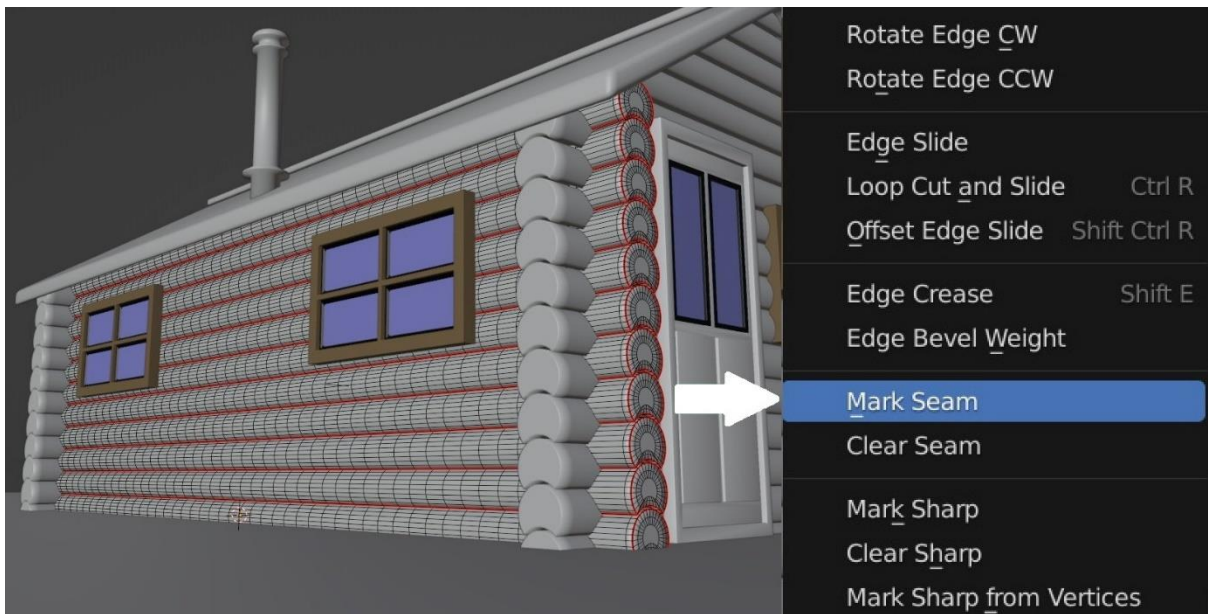
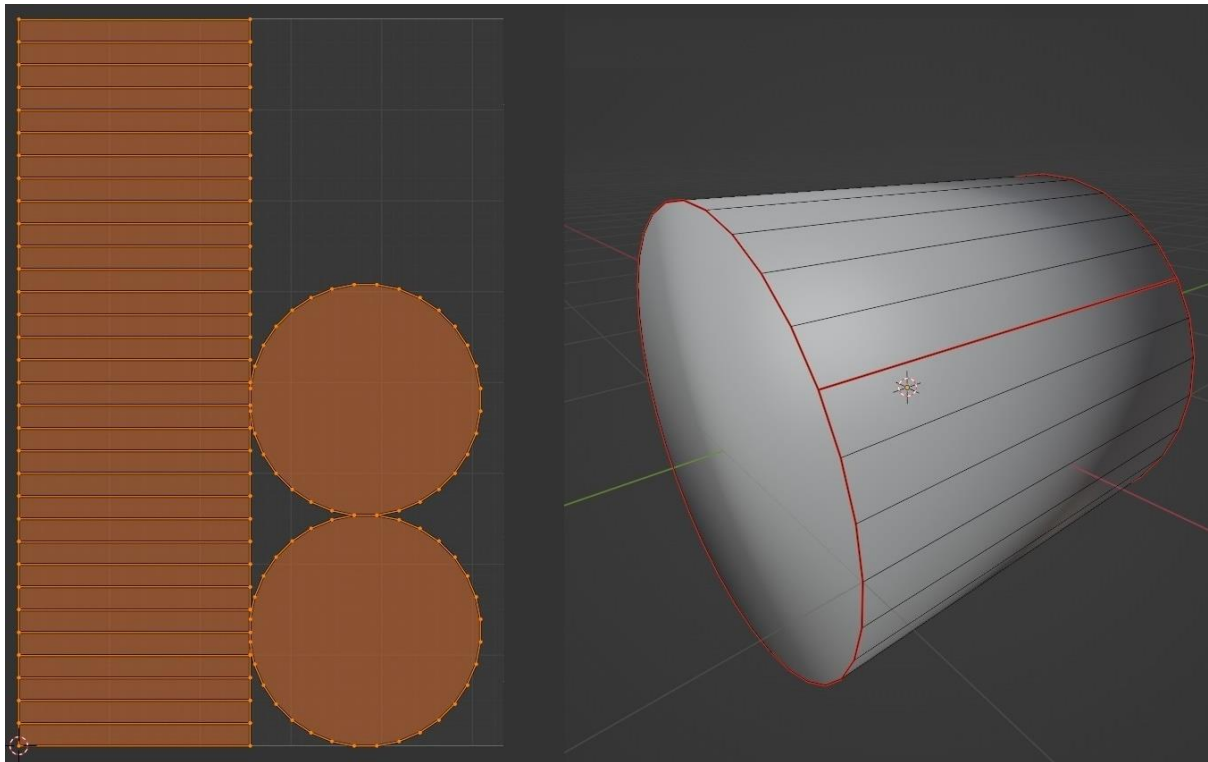


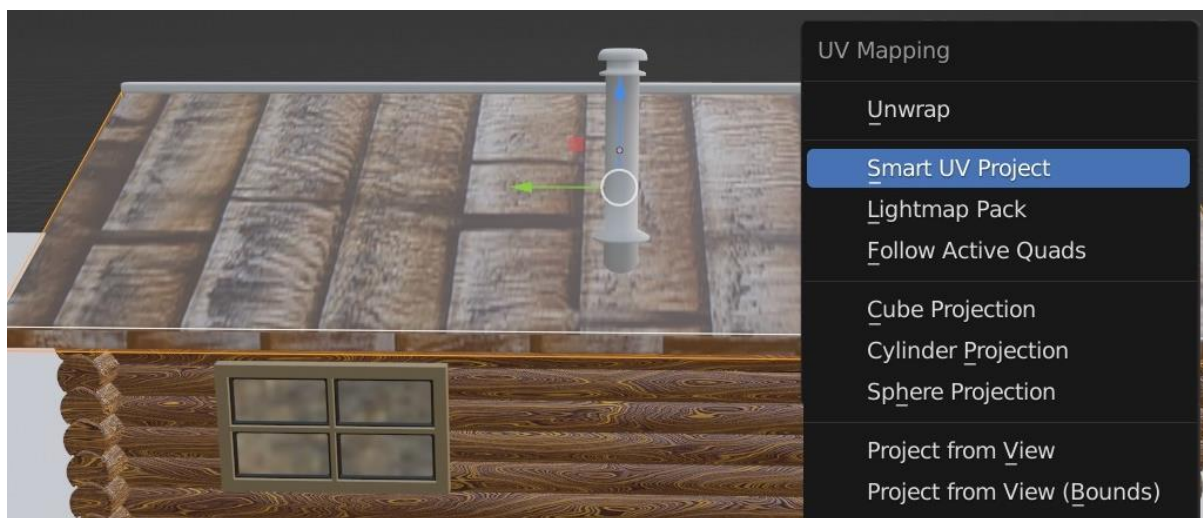
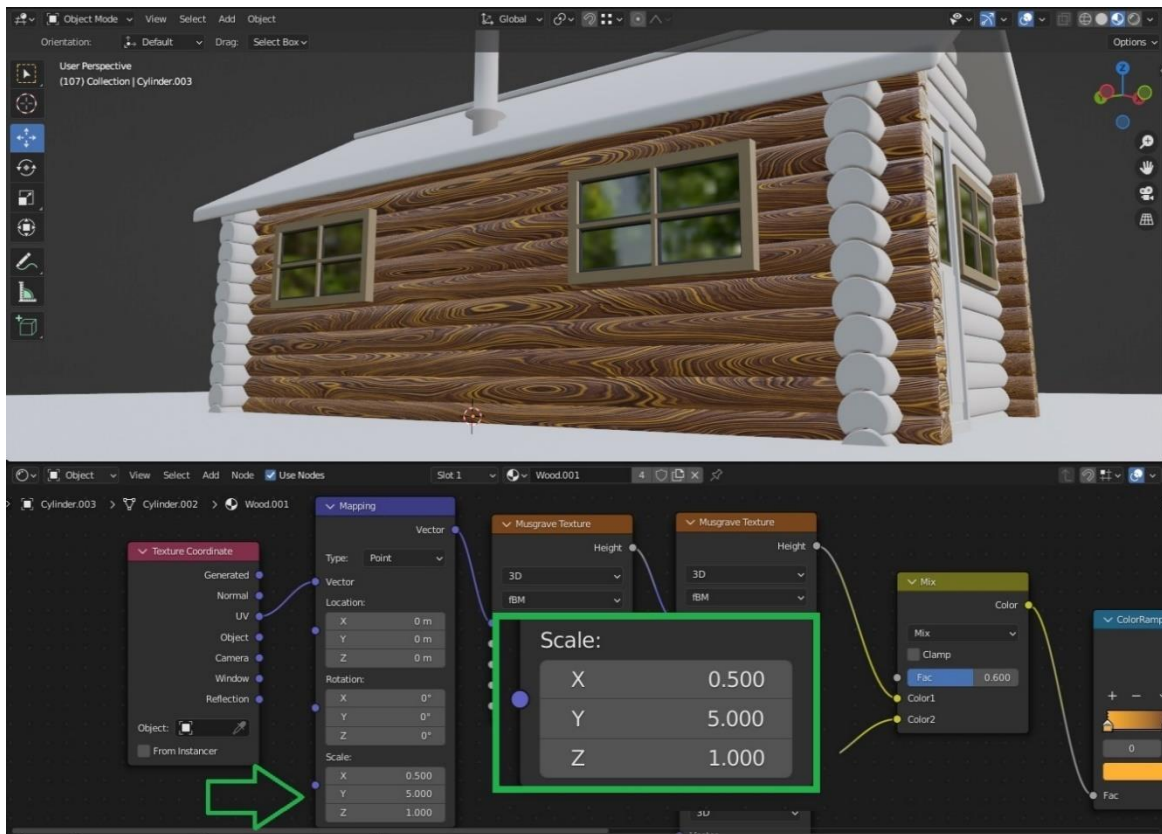


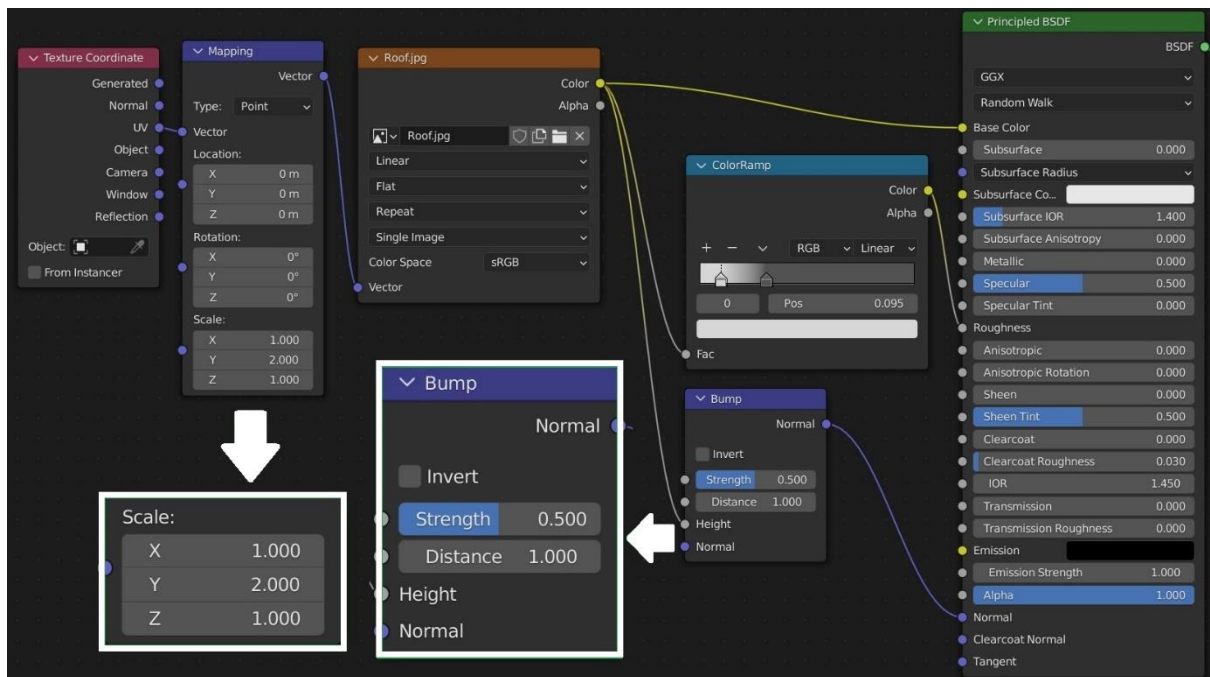
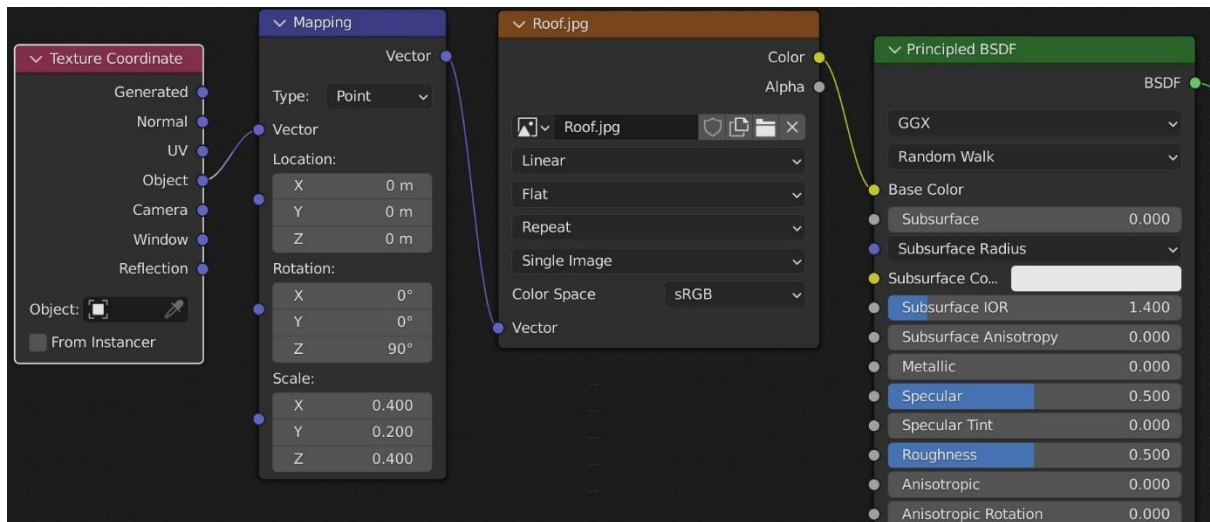


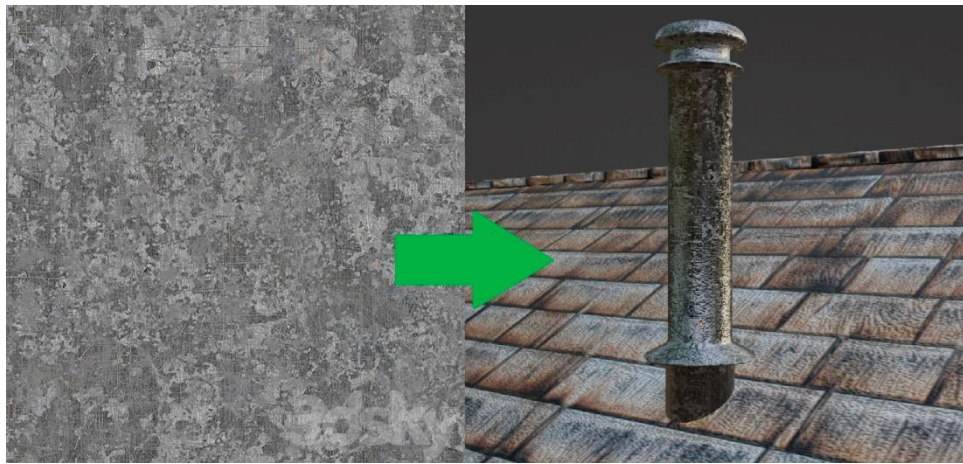


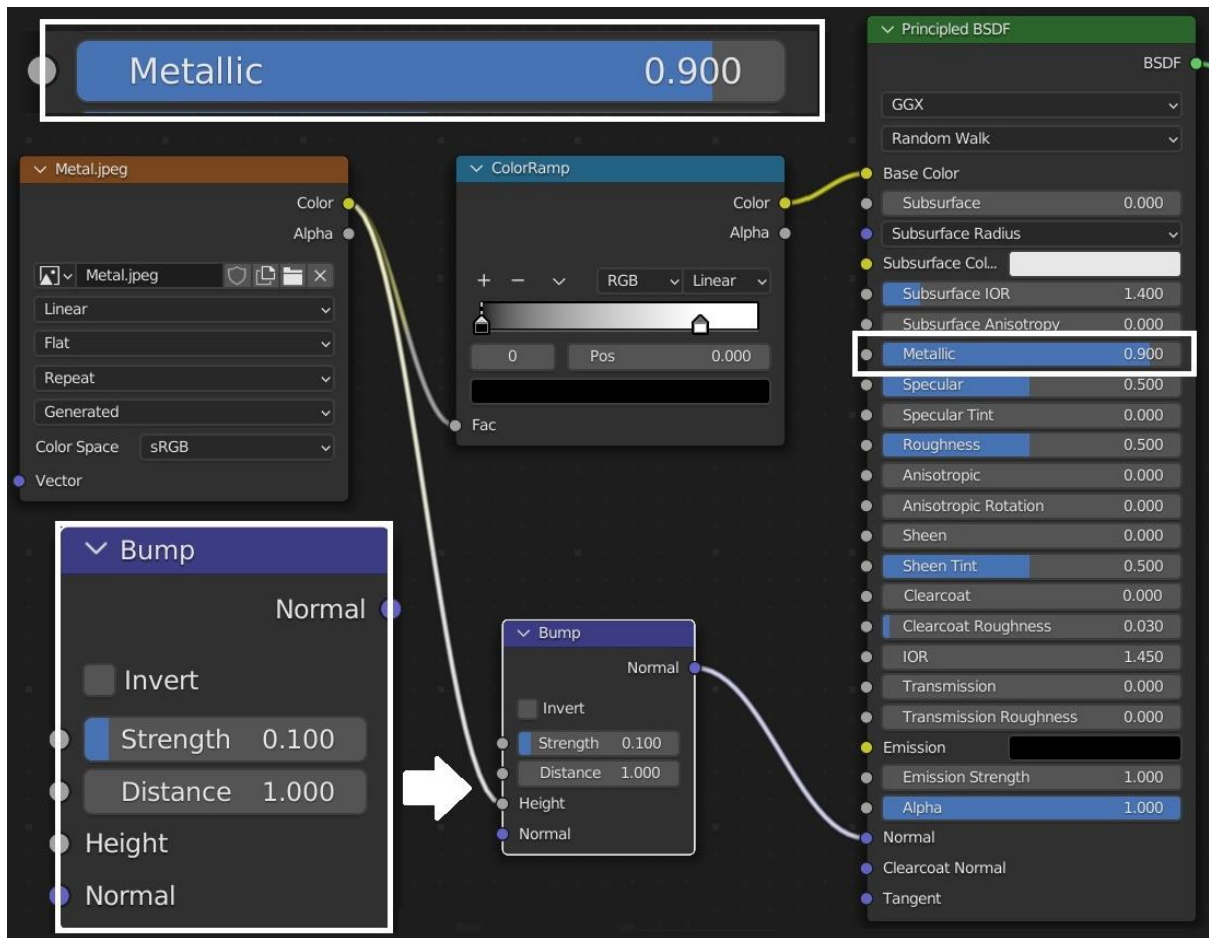


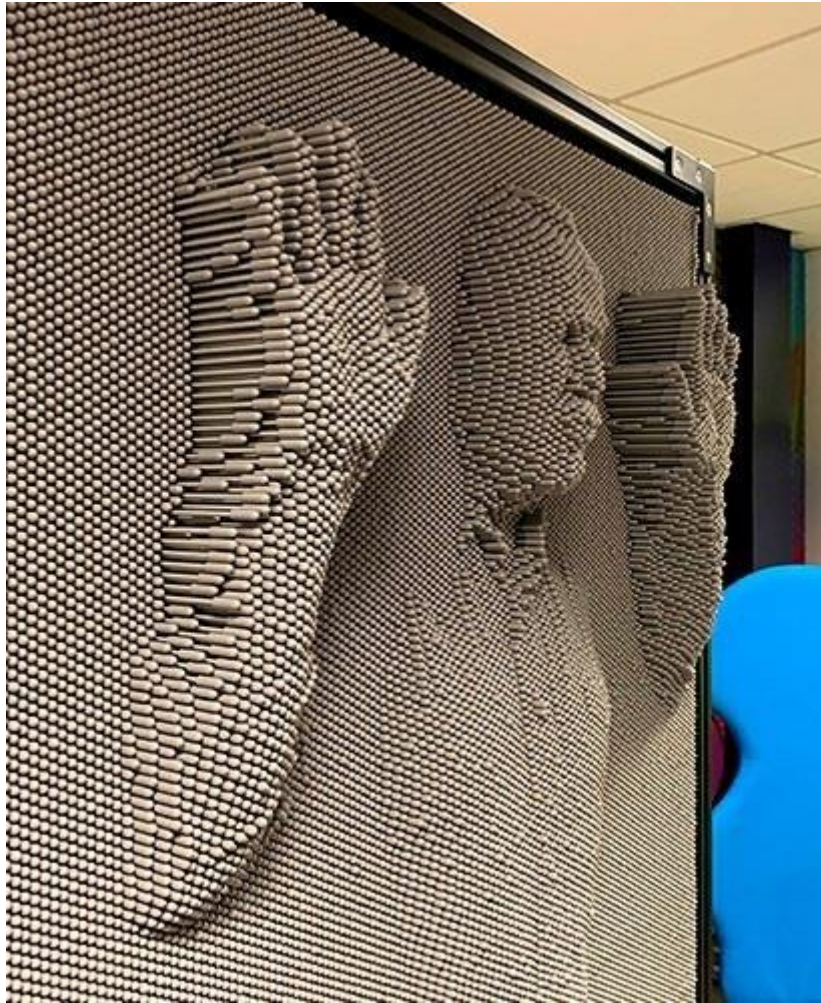
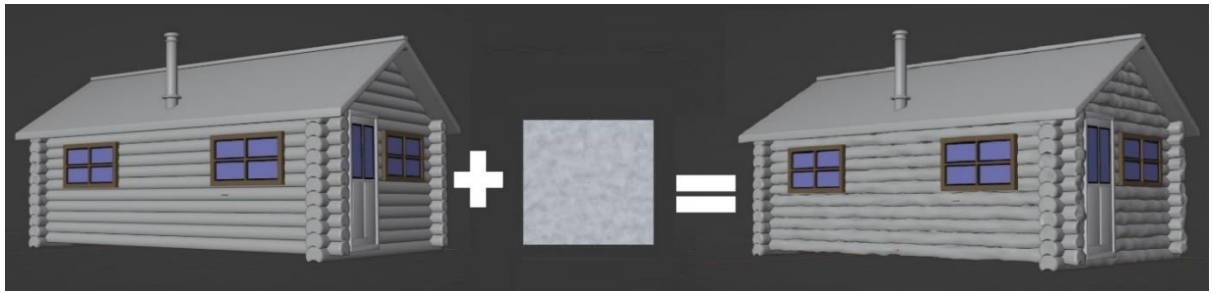


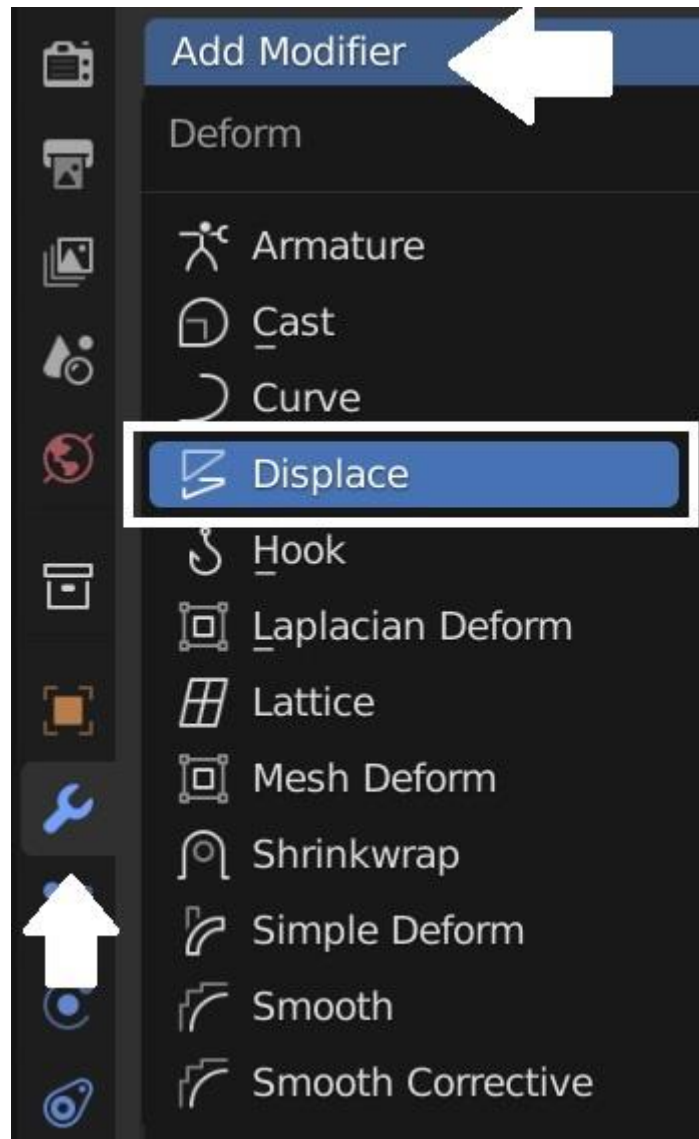
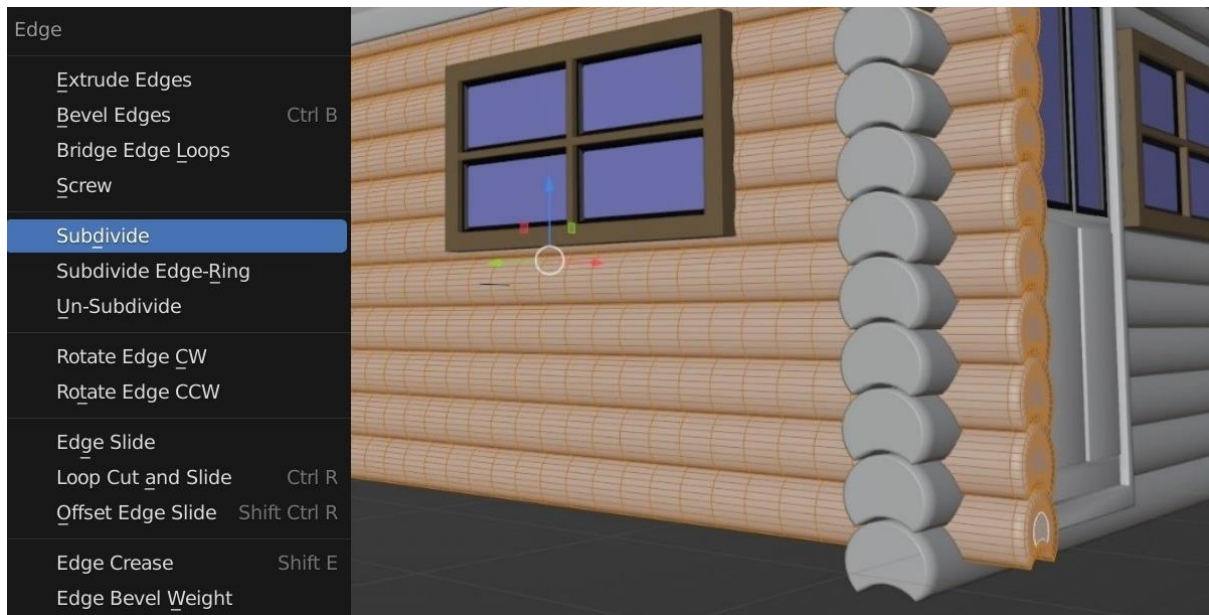


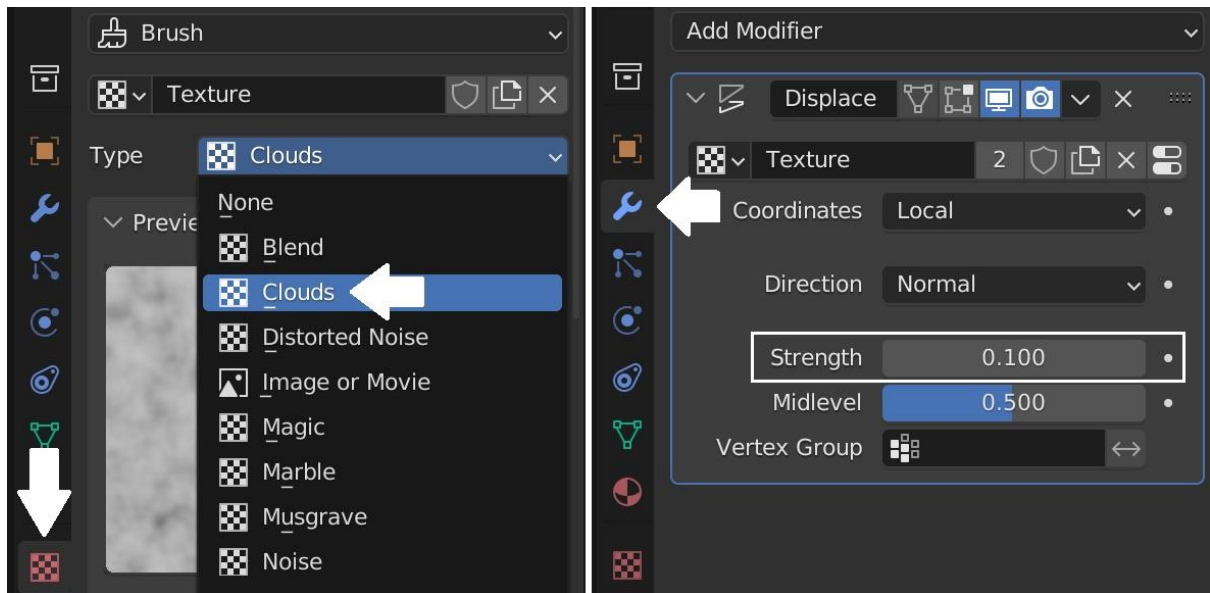




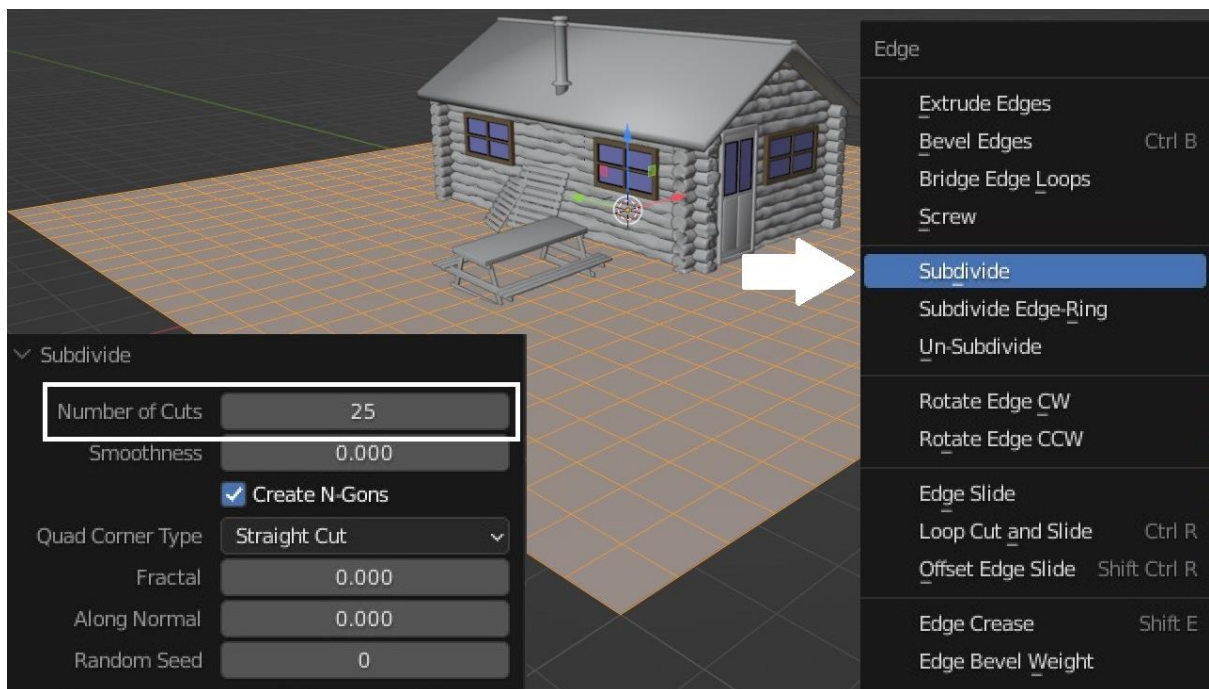
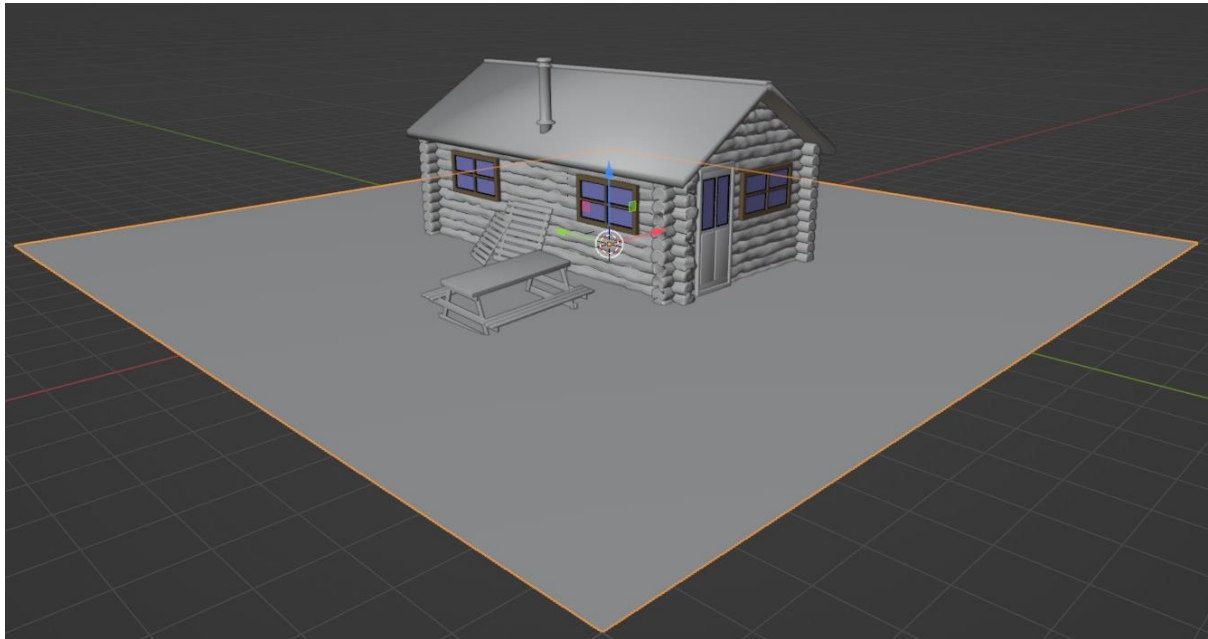


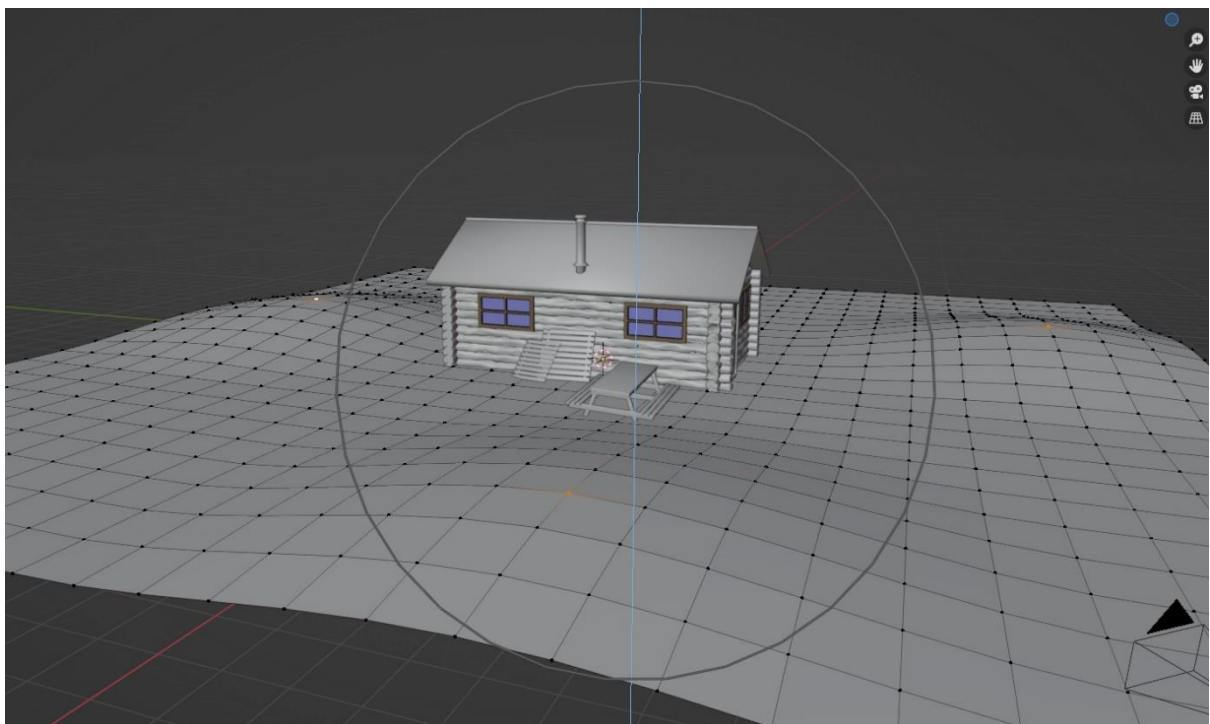
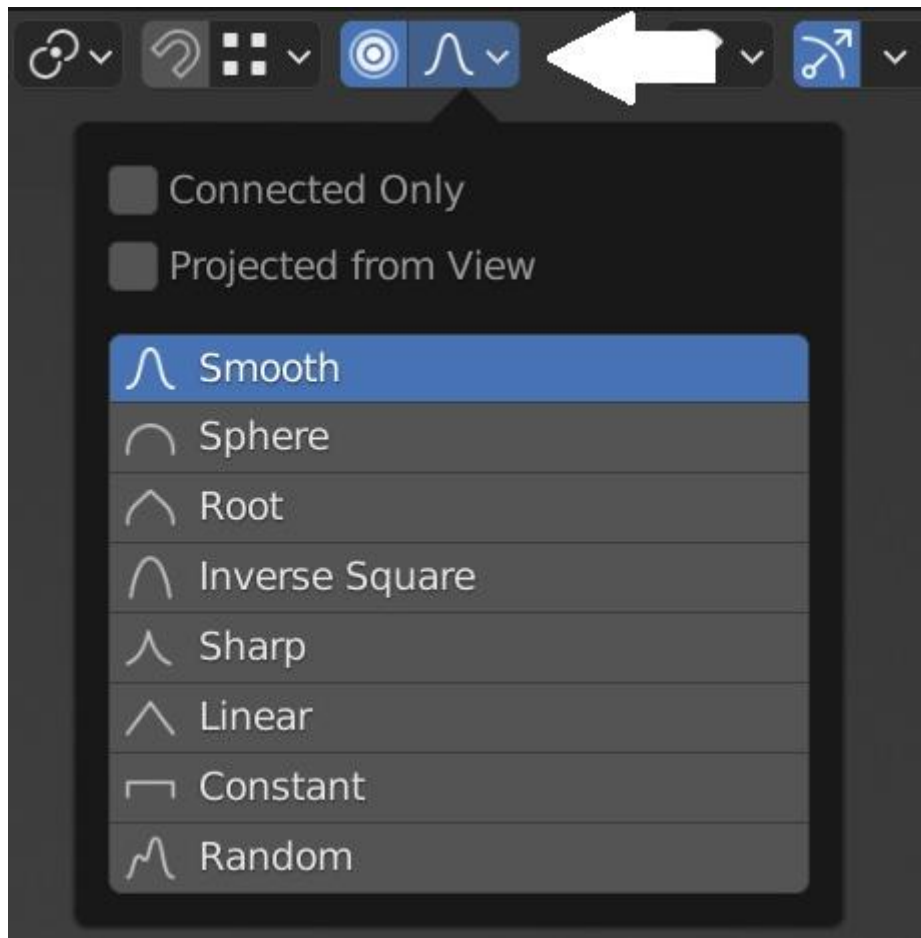


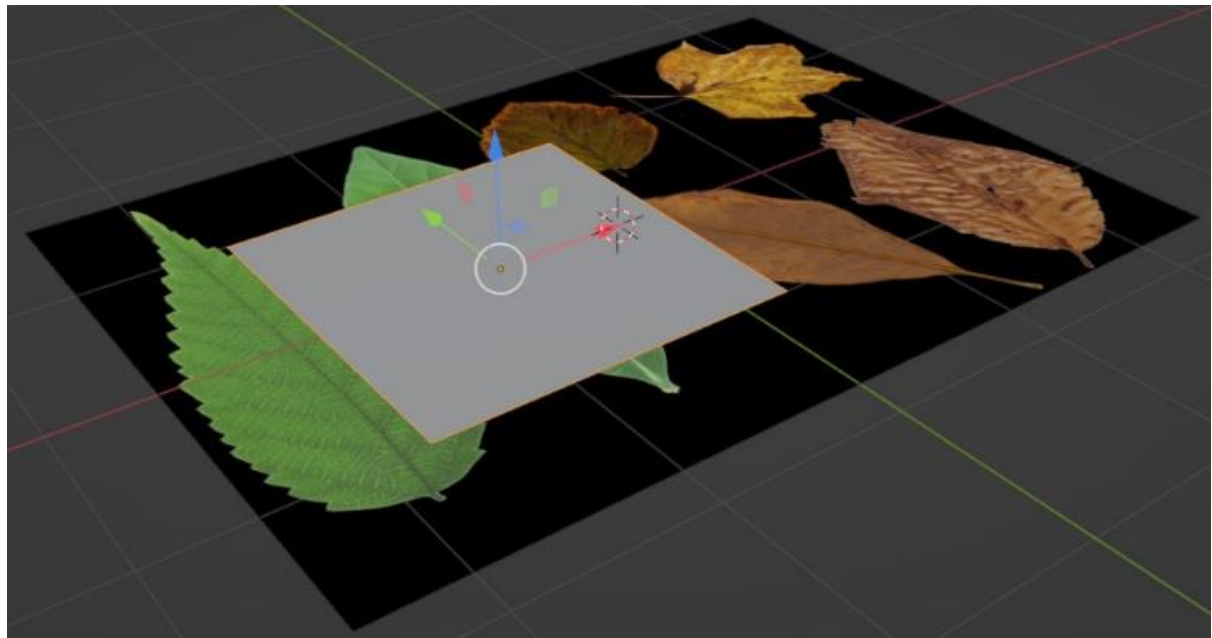
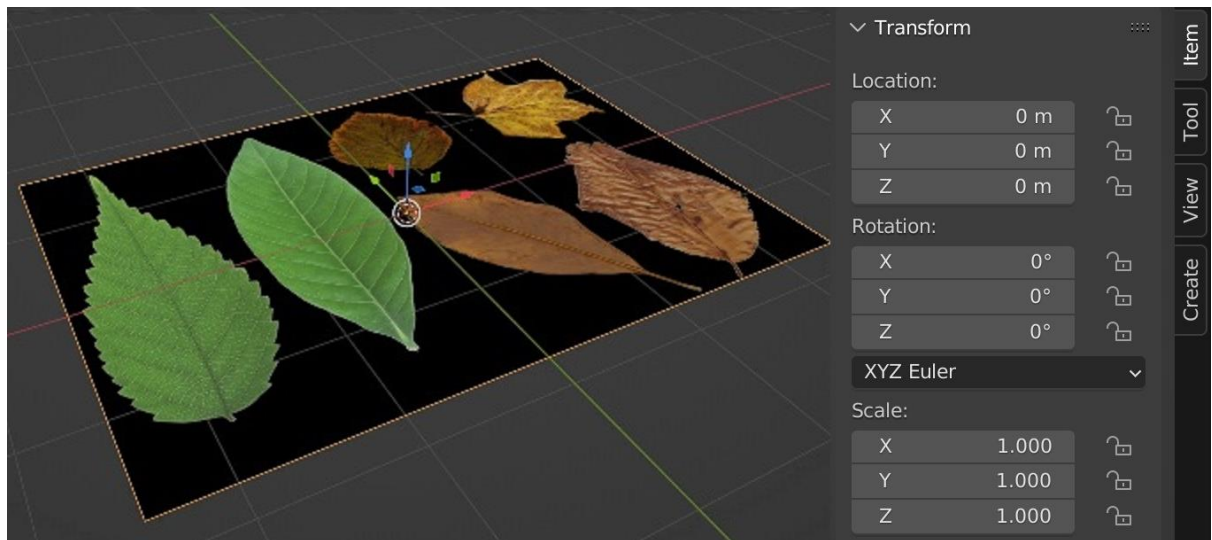


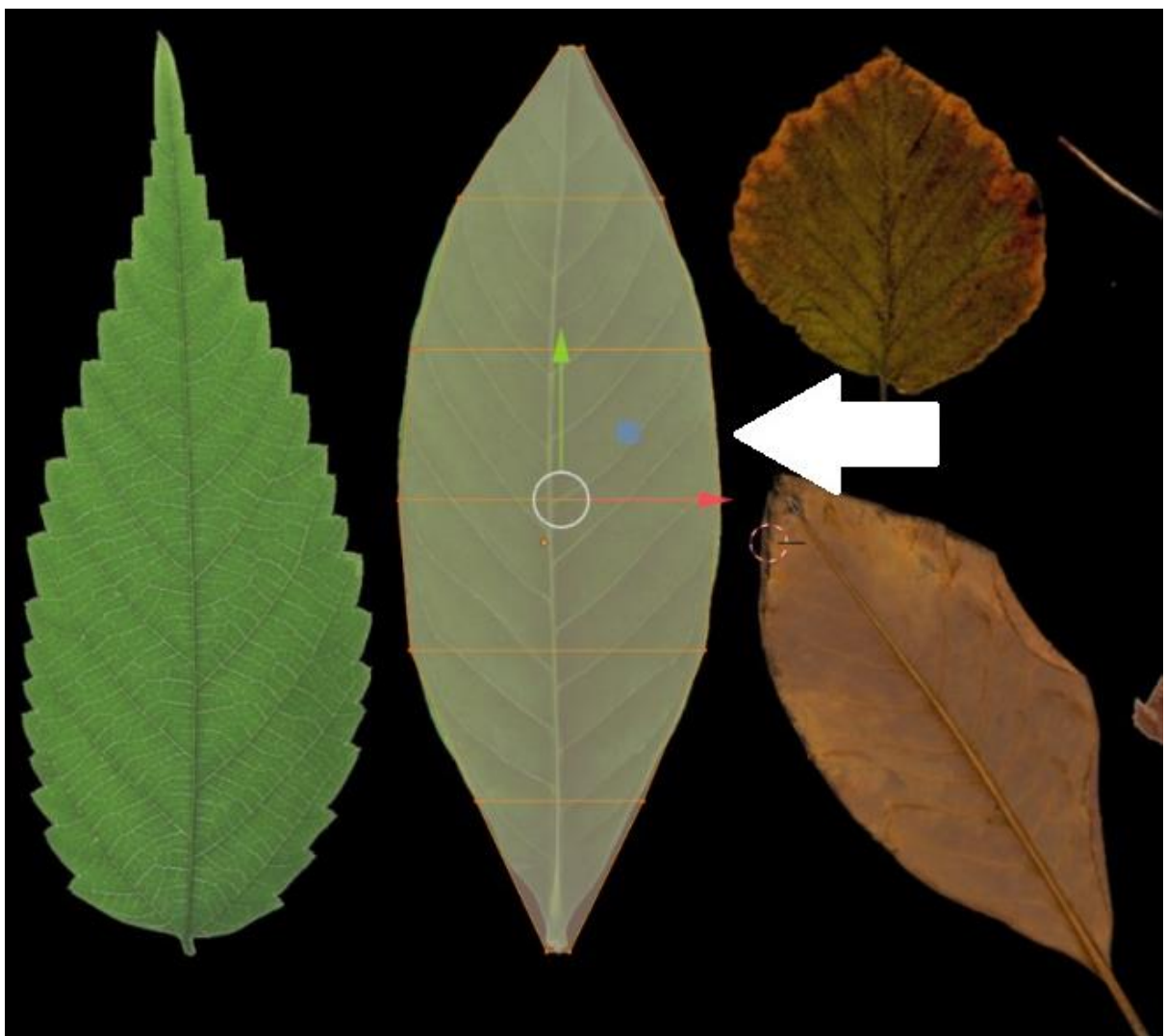
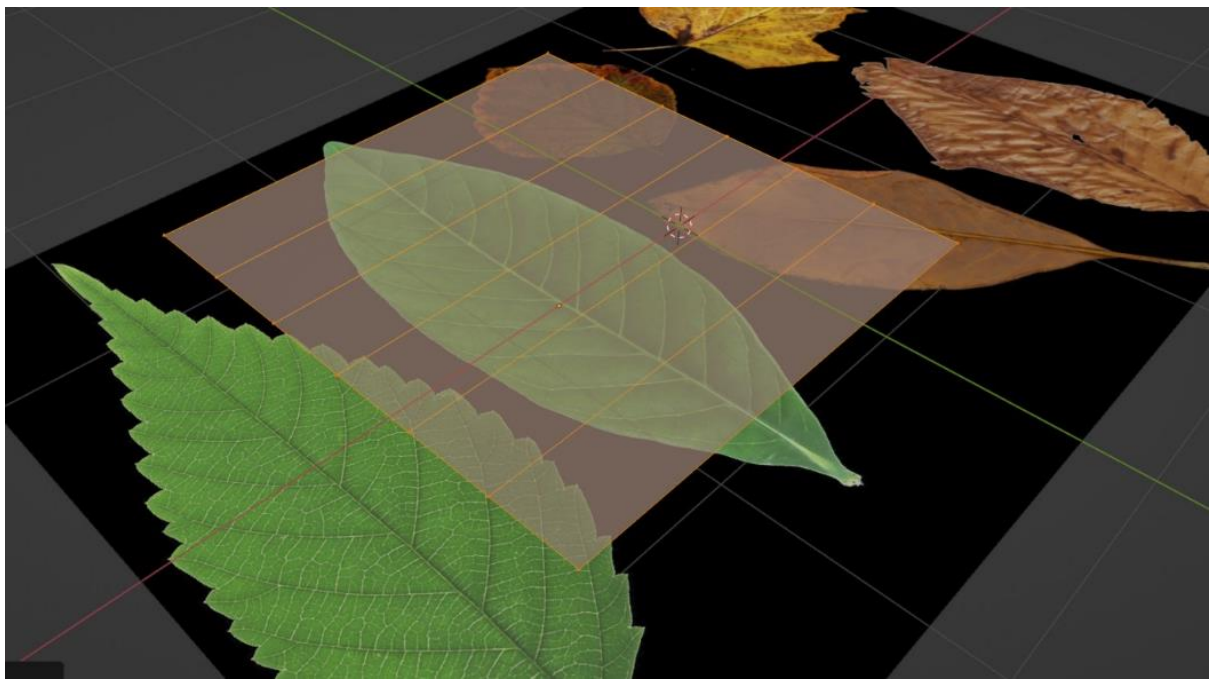


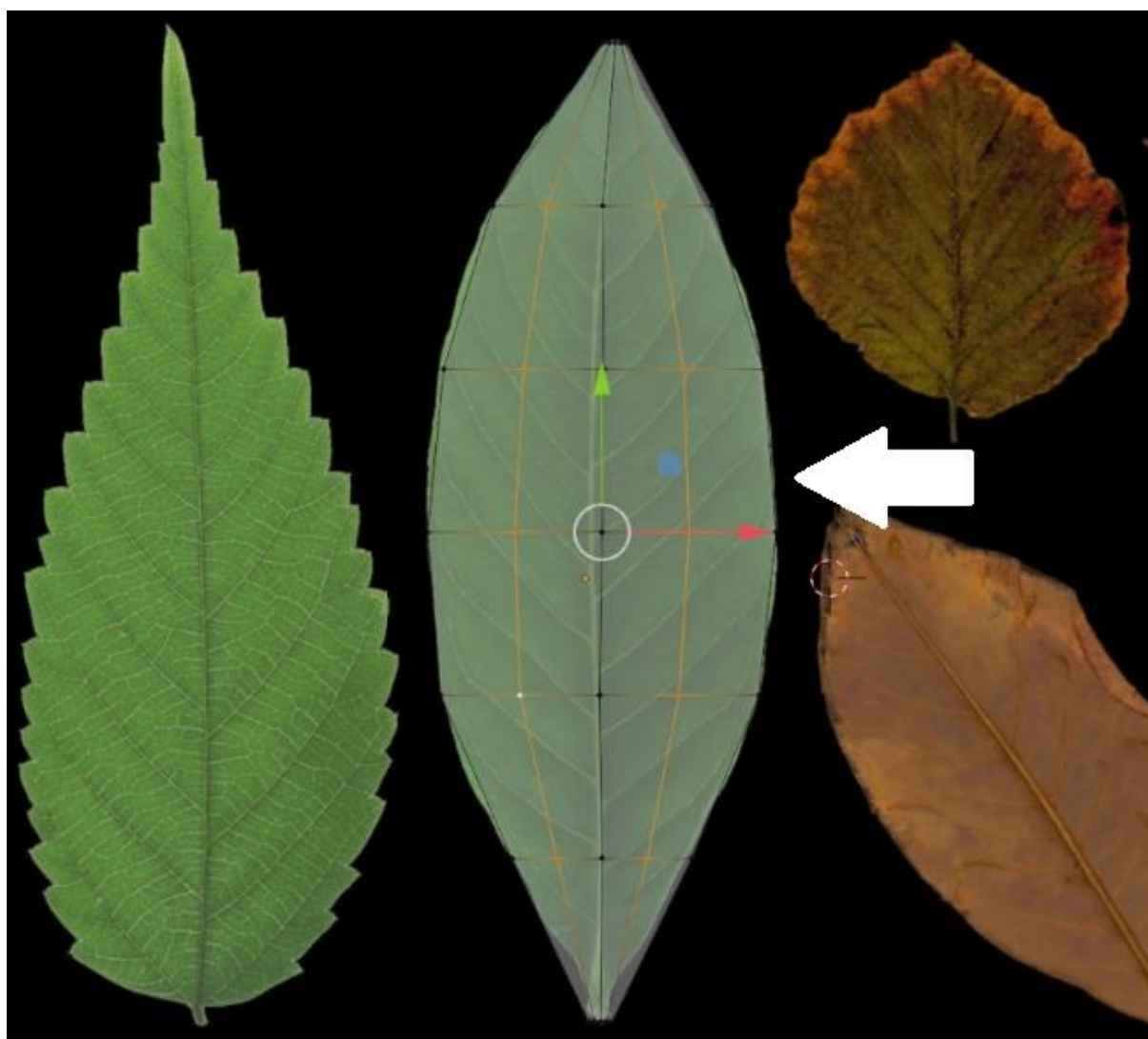
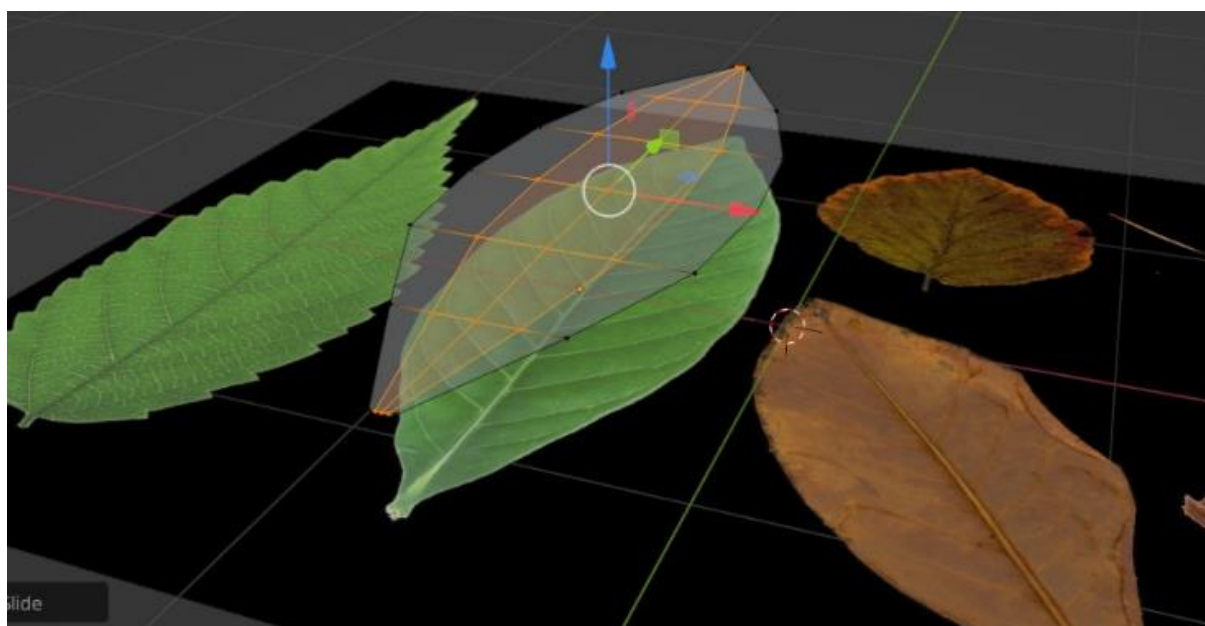
Chapter 04: Creating Realistic Natural Plants in Blender

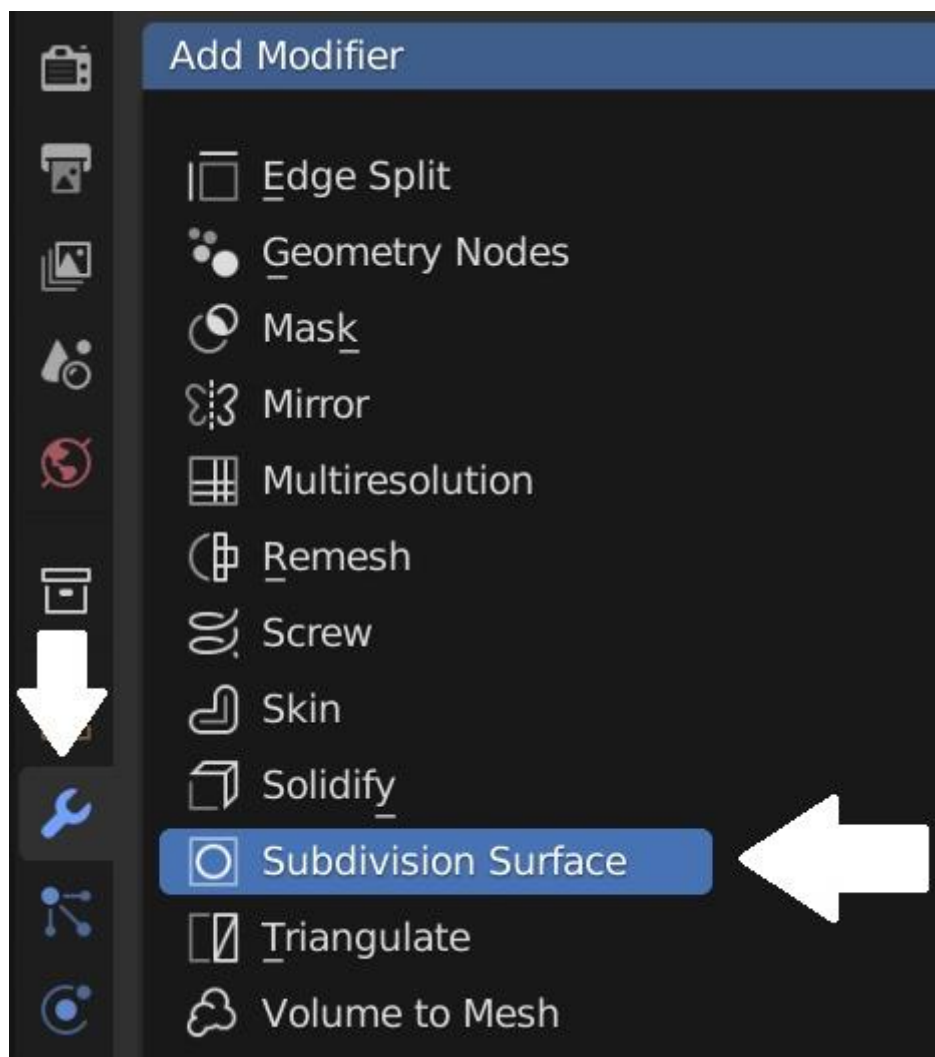
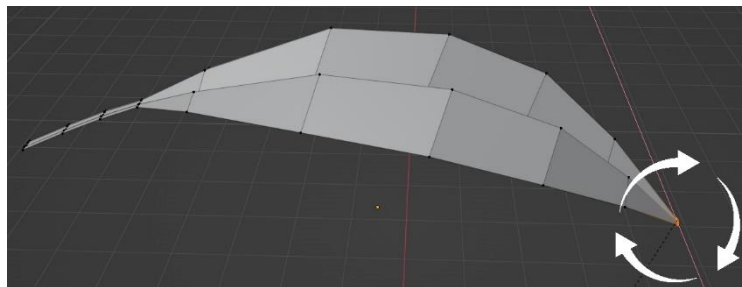
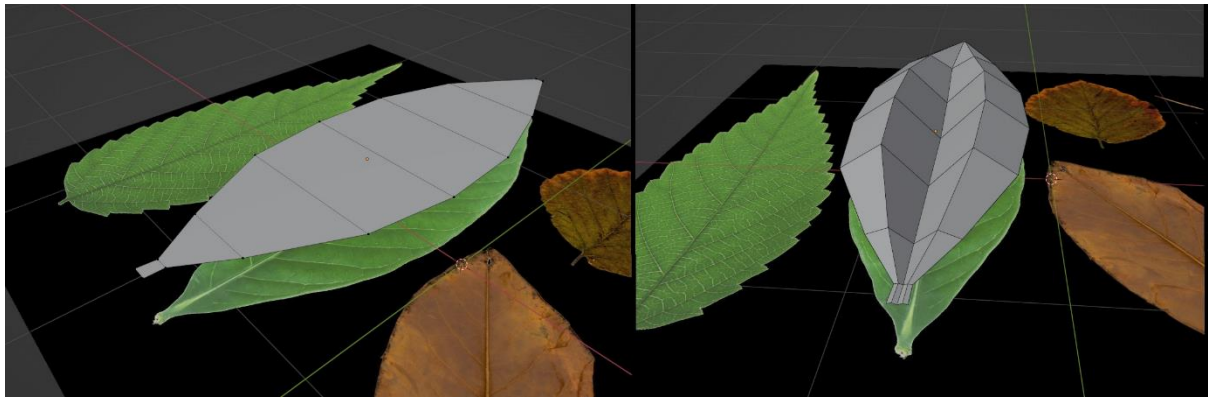


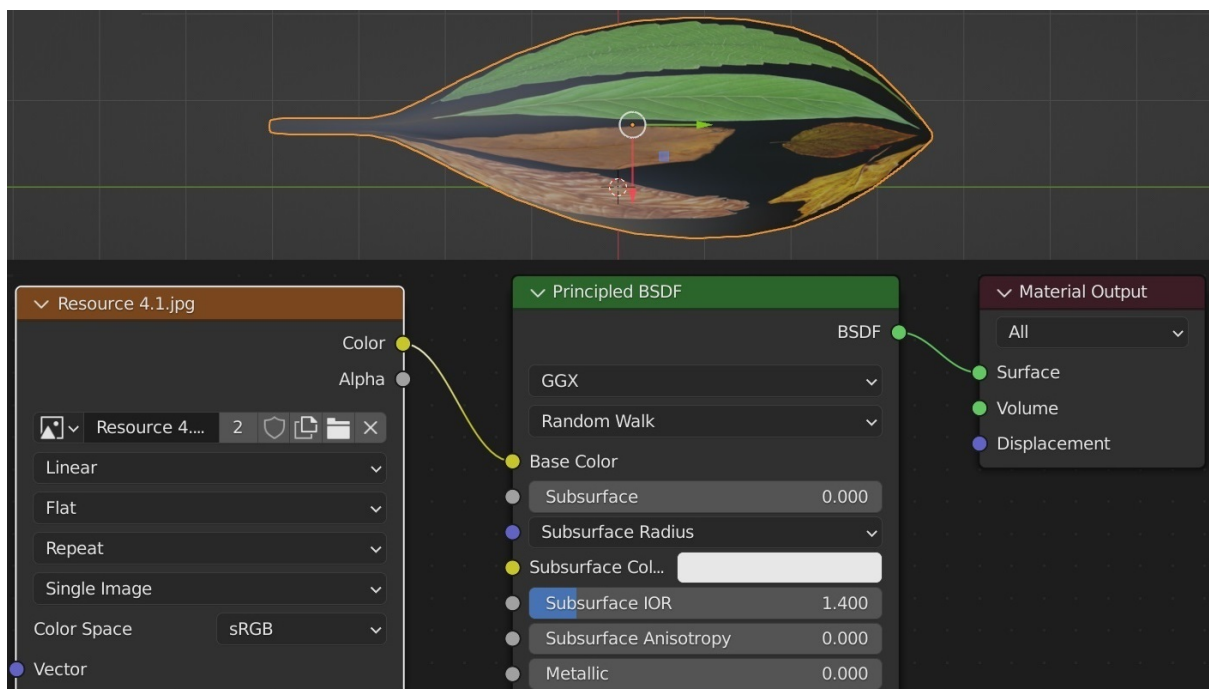
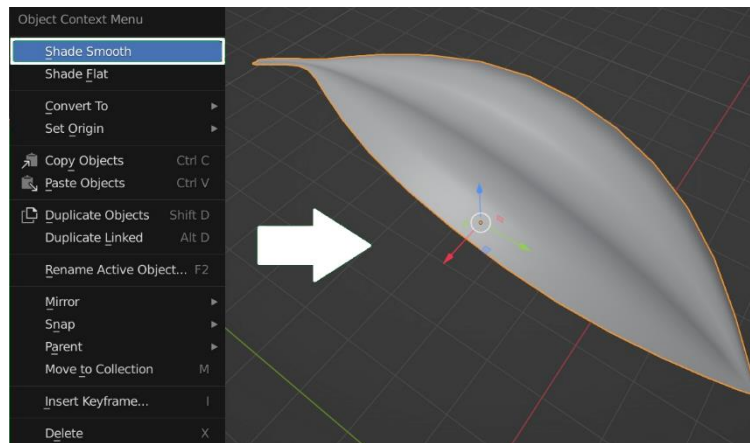
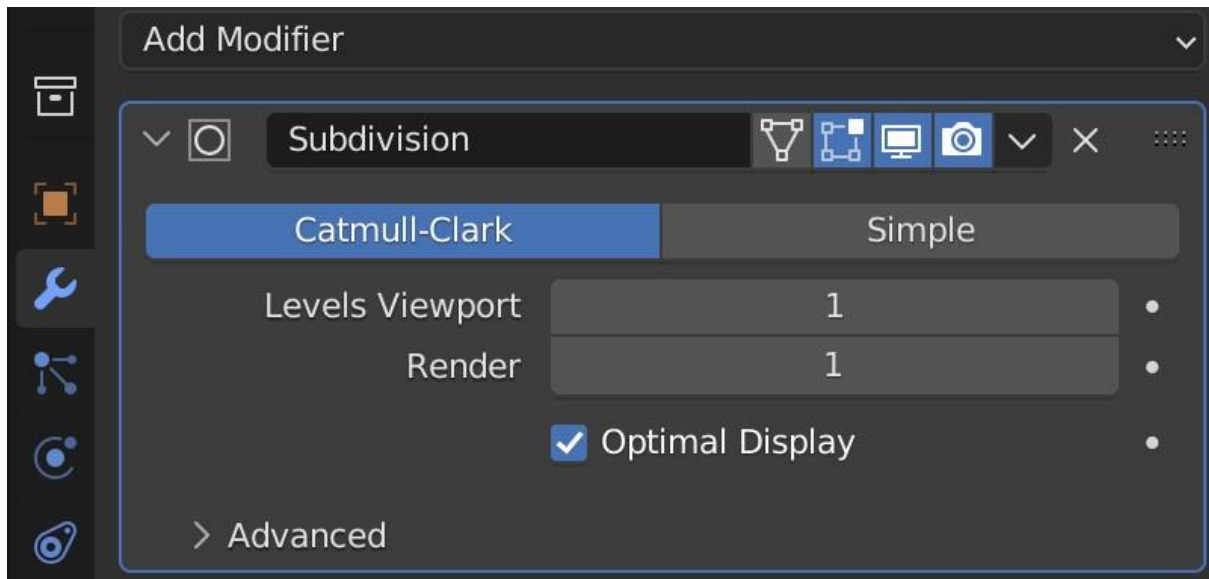


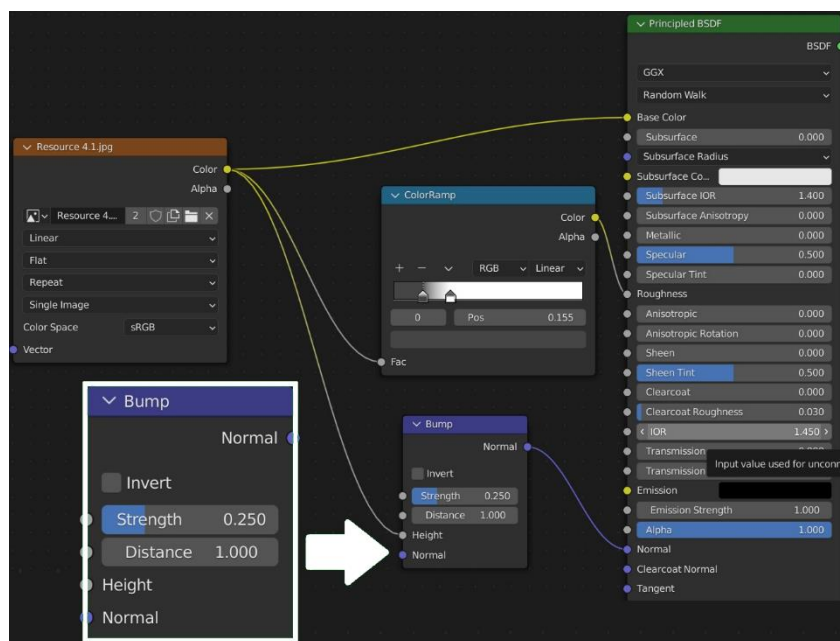
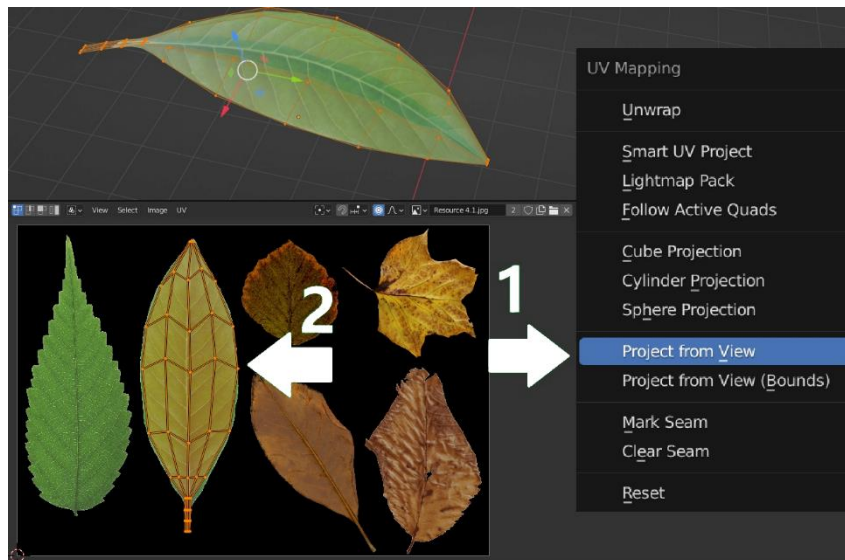


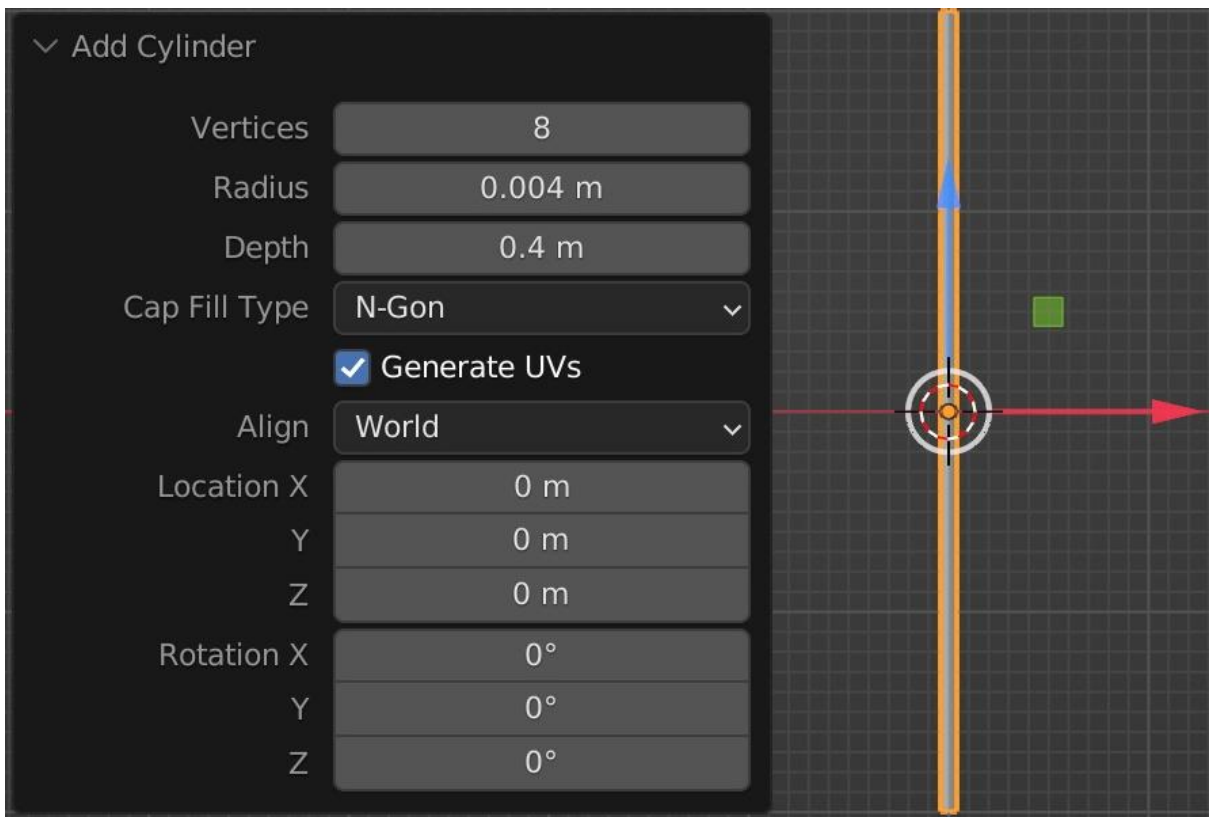
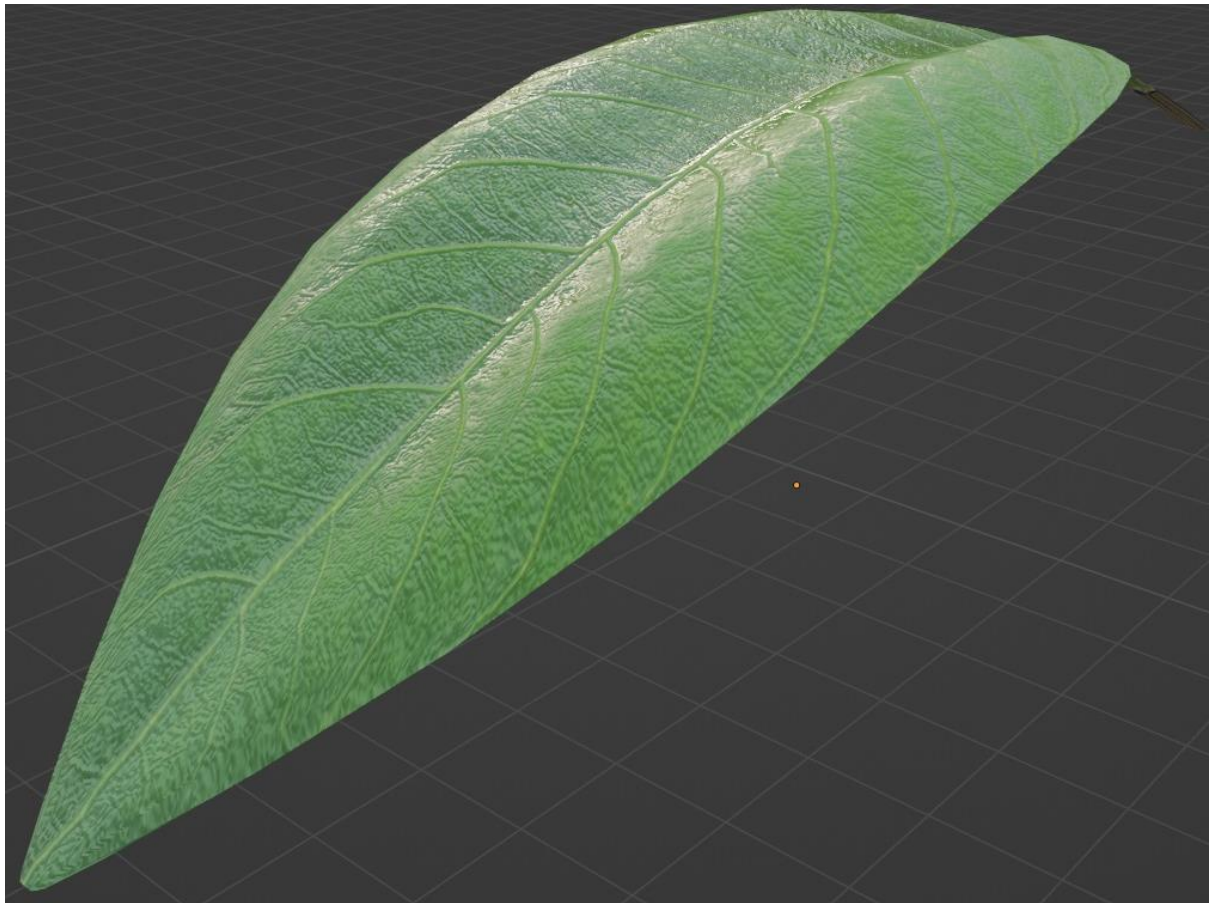


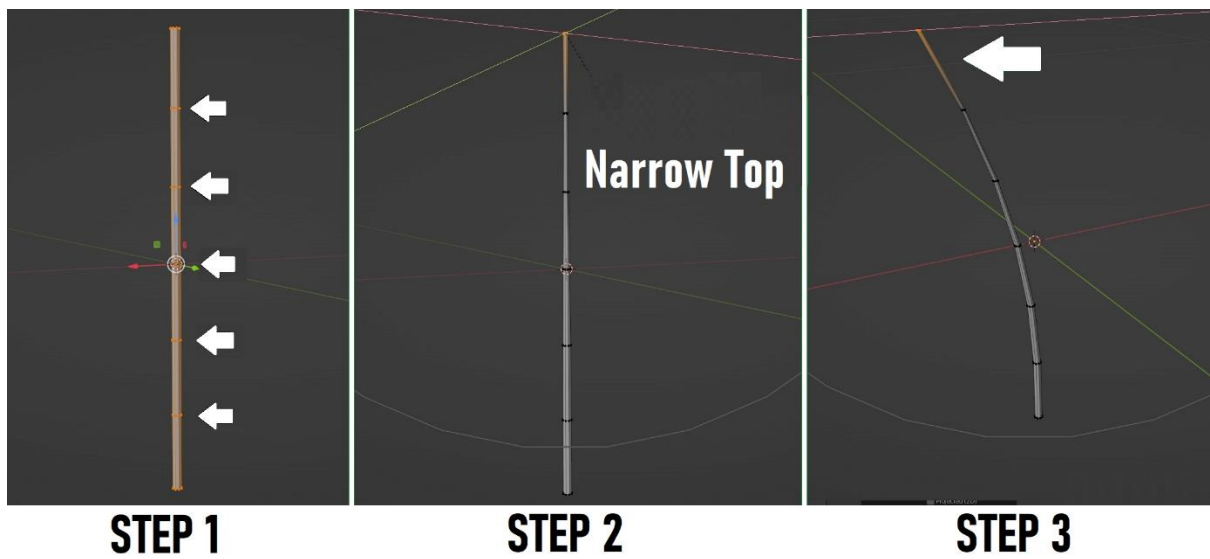
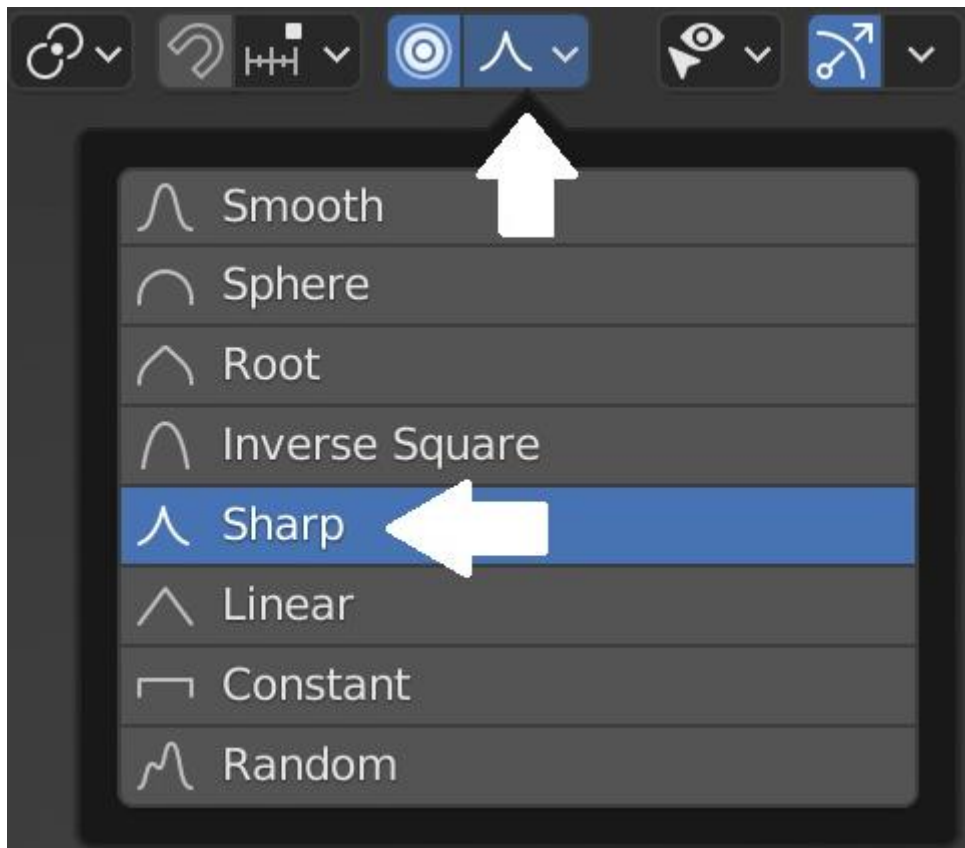


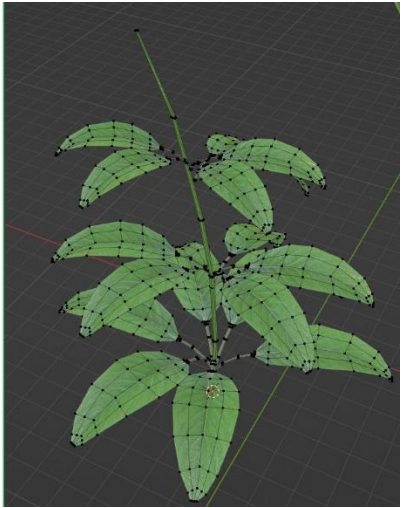
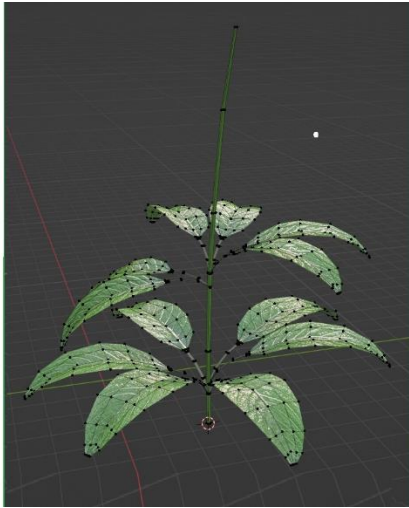
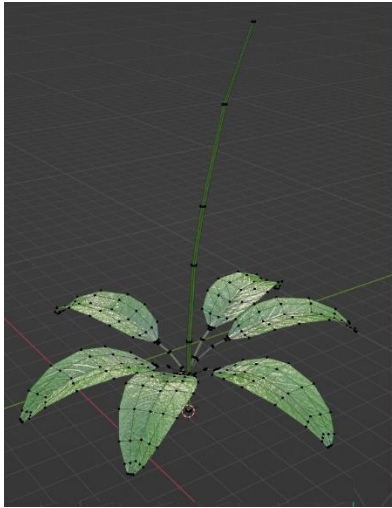




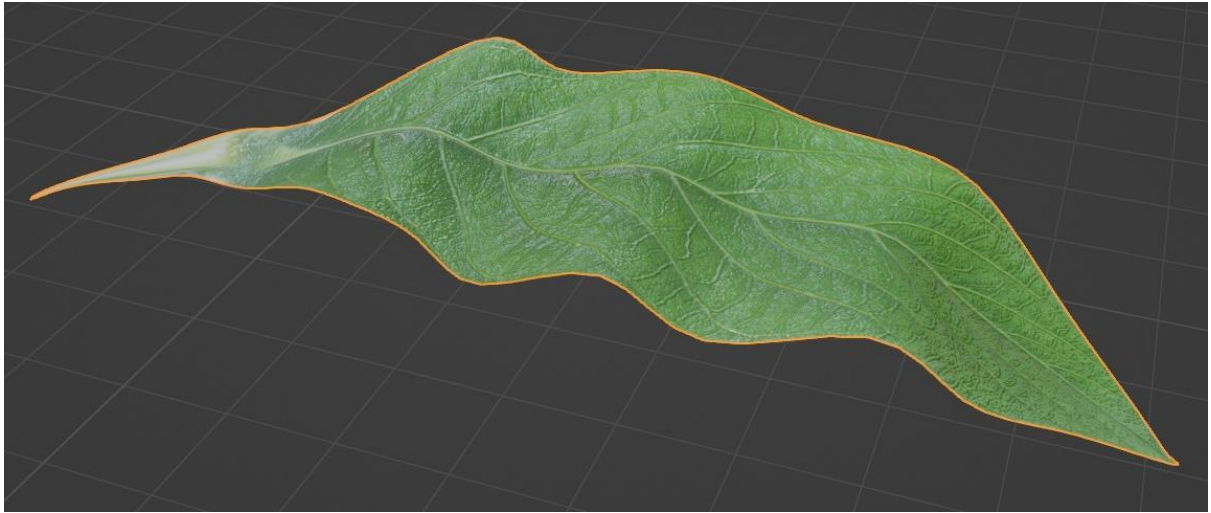


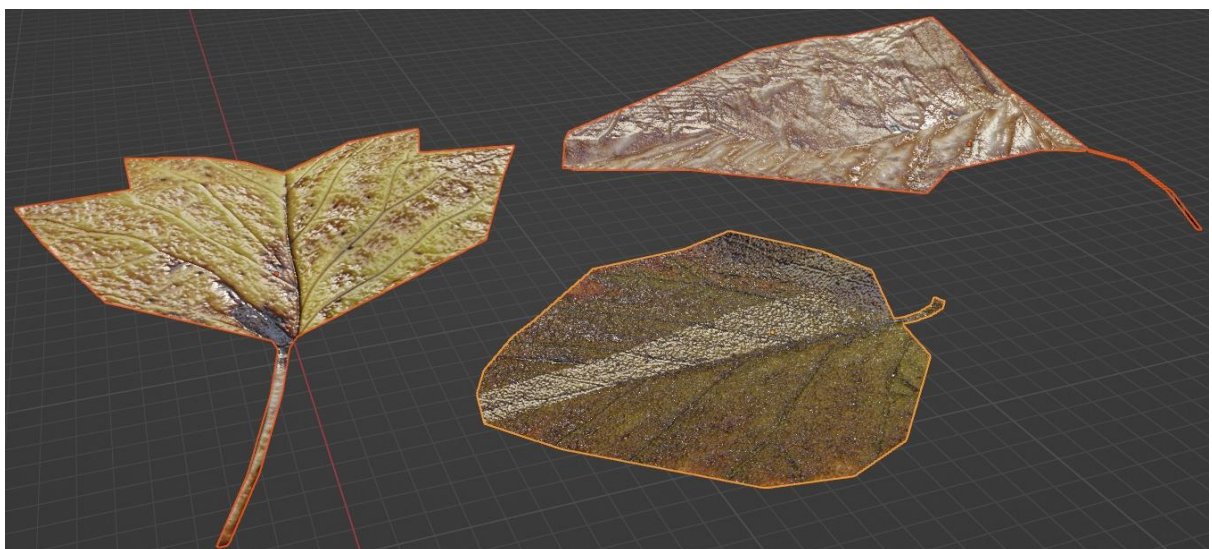
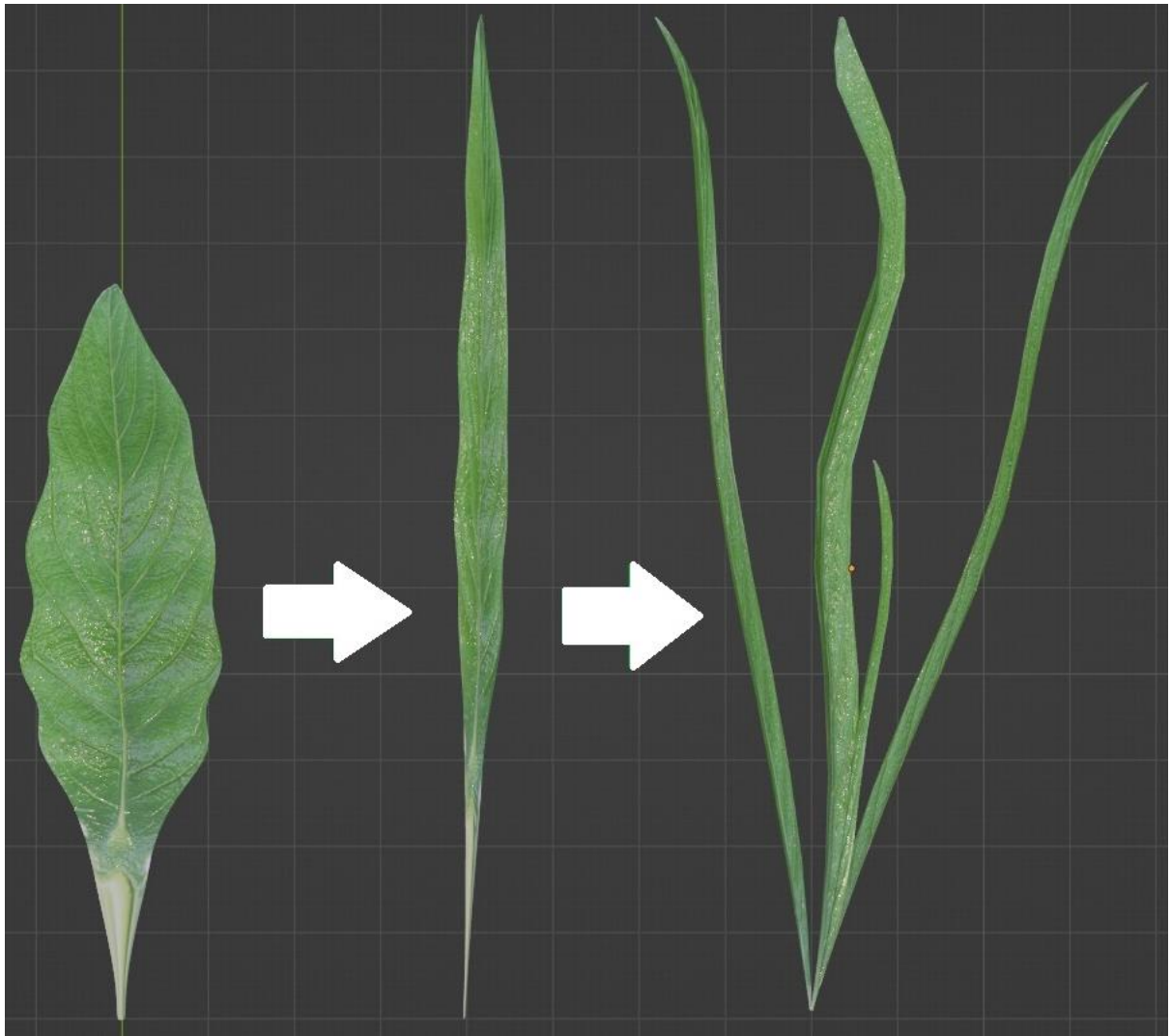


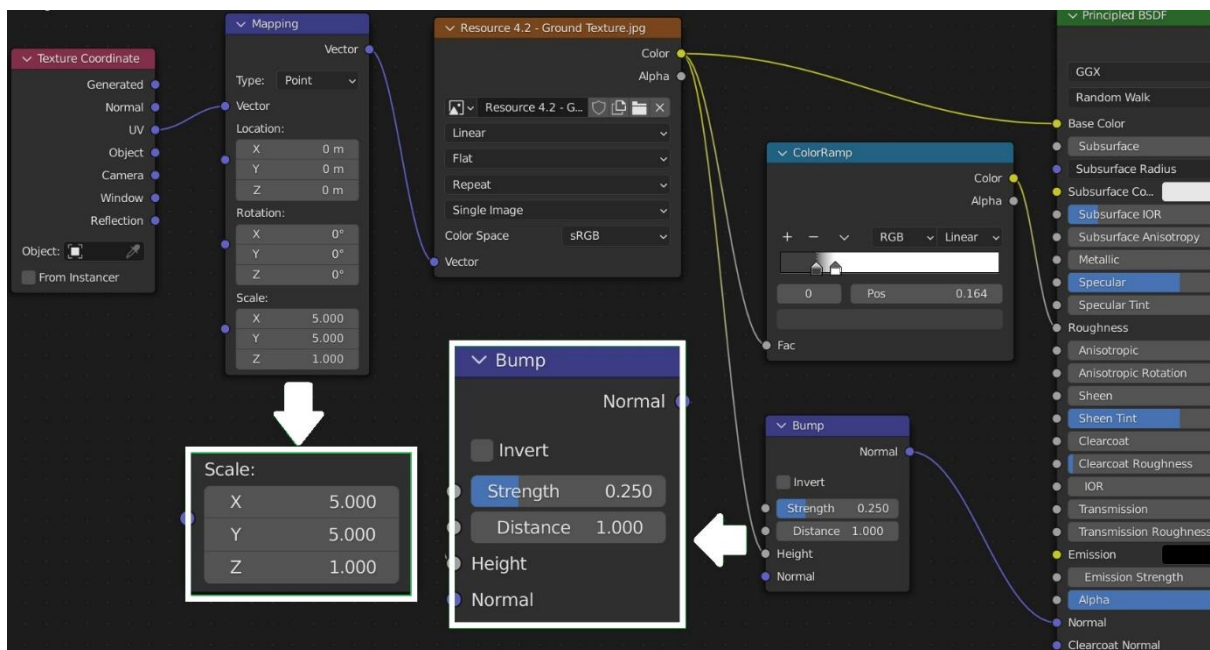
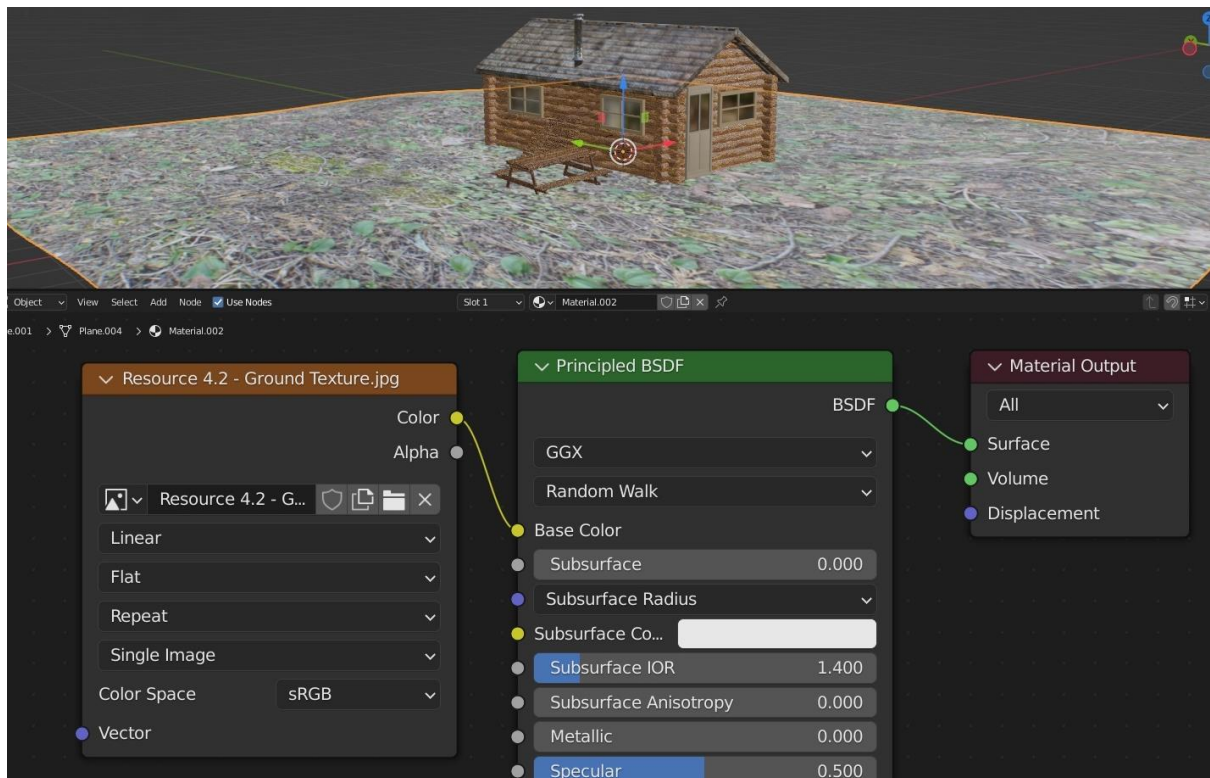


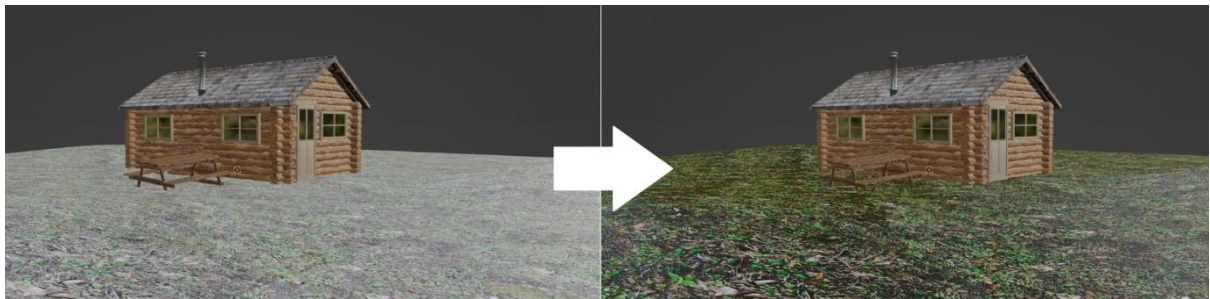
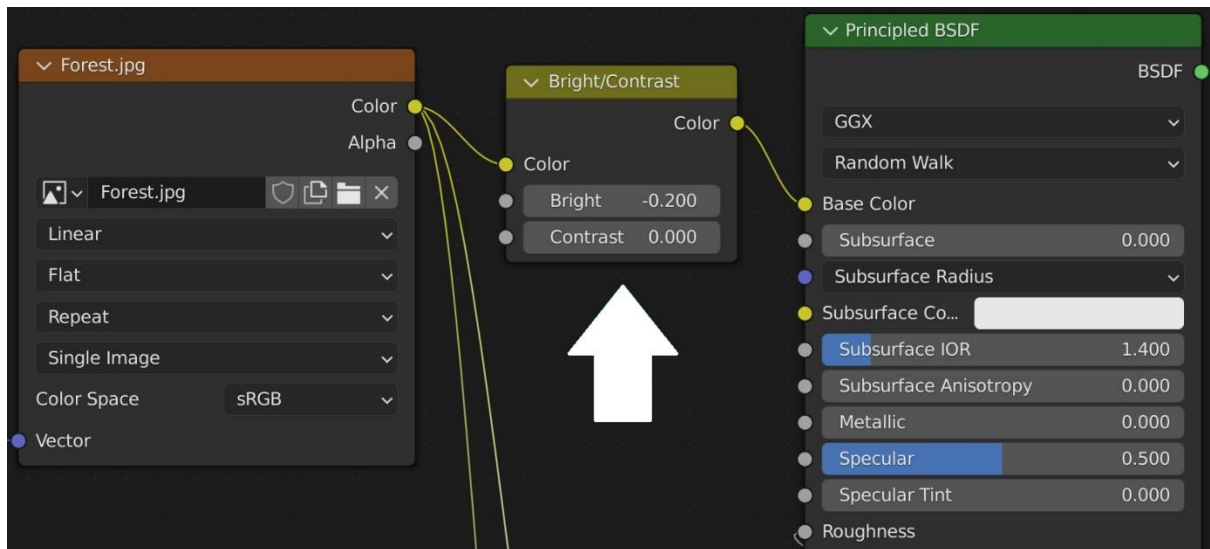


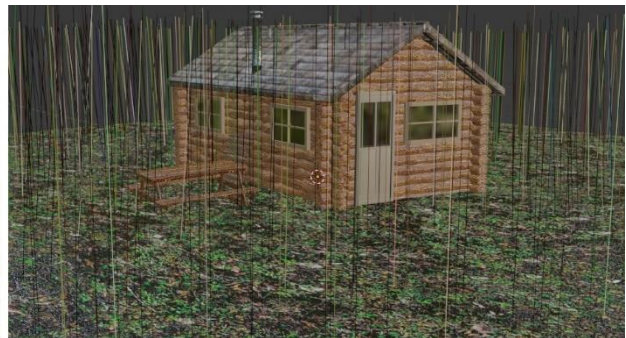
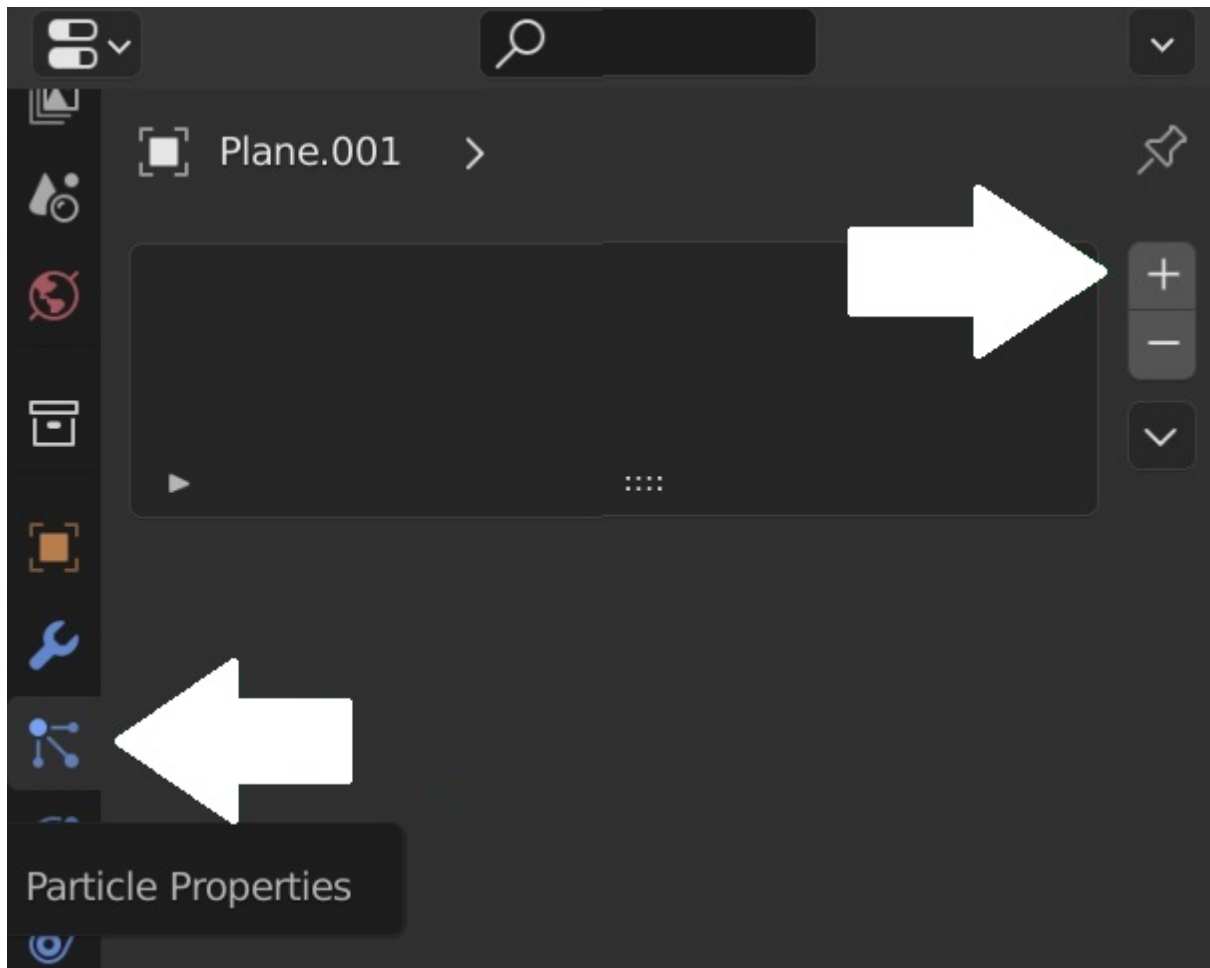


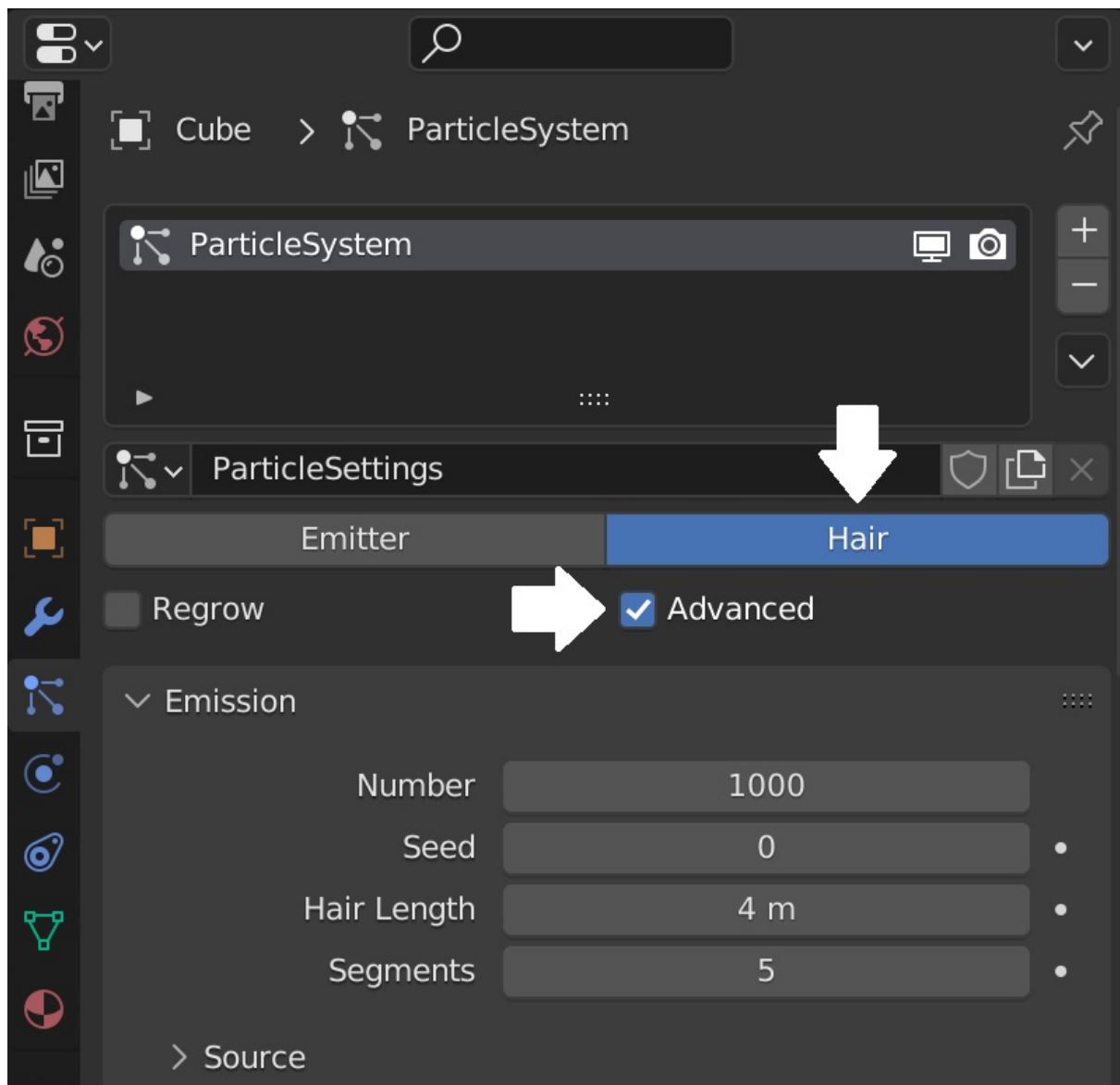


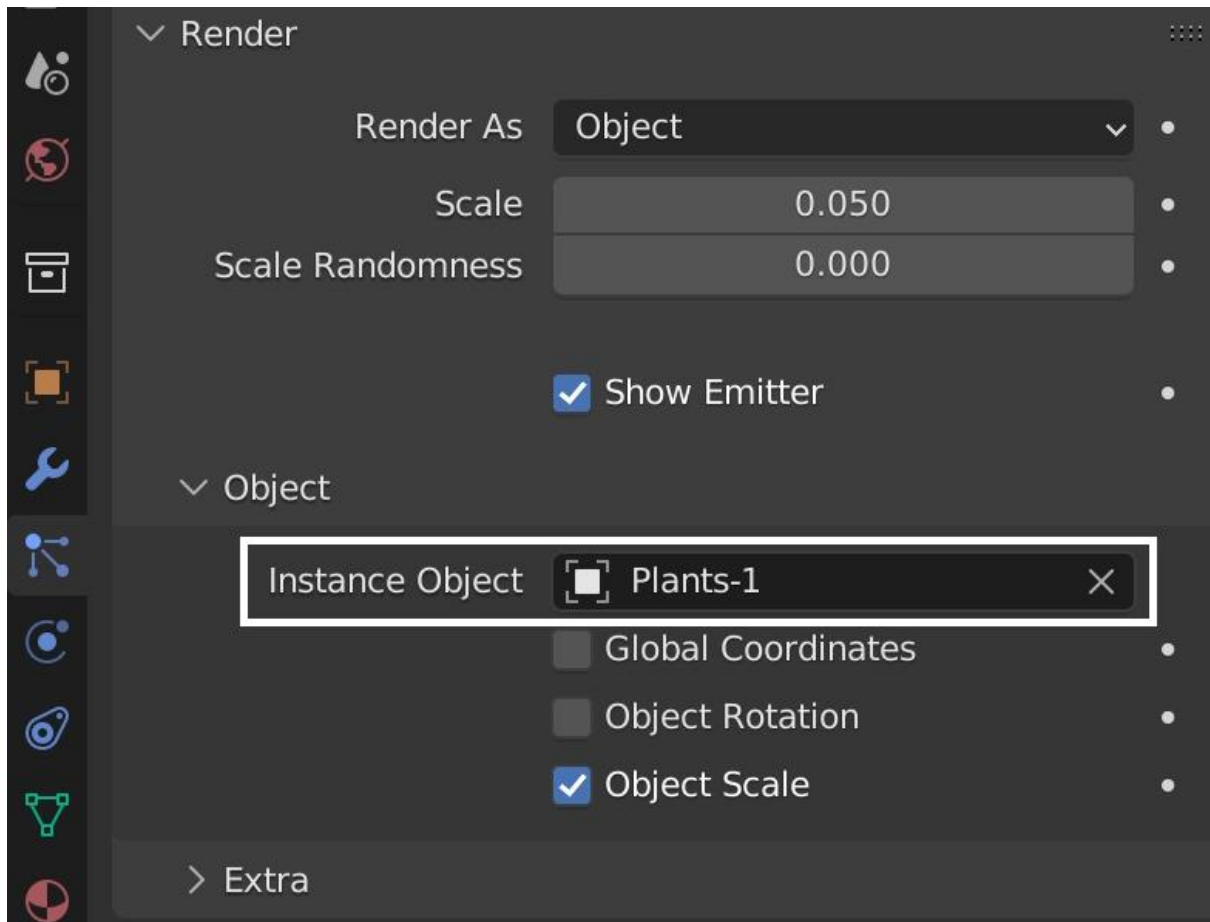


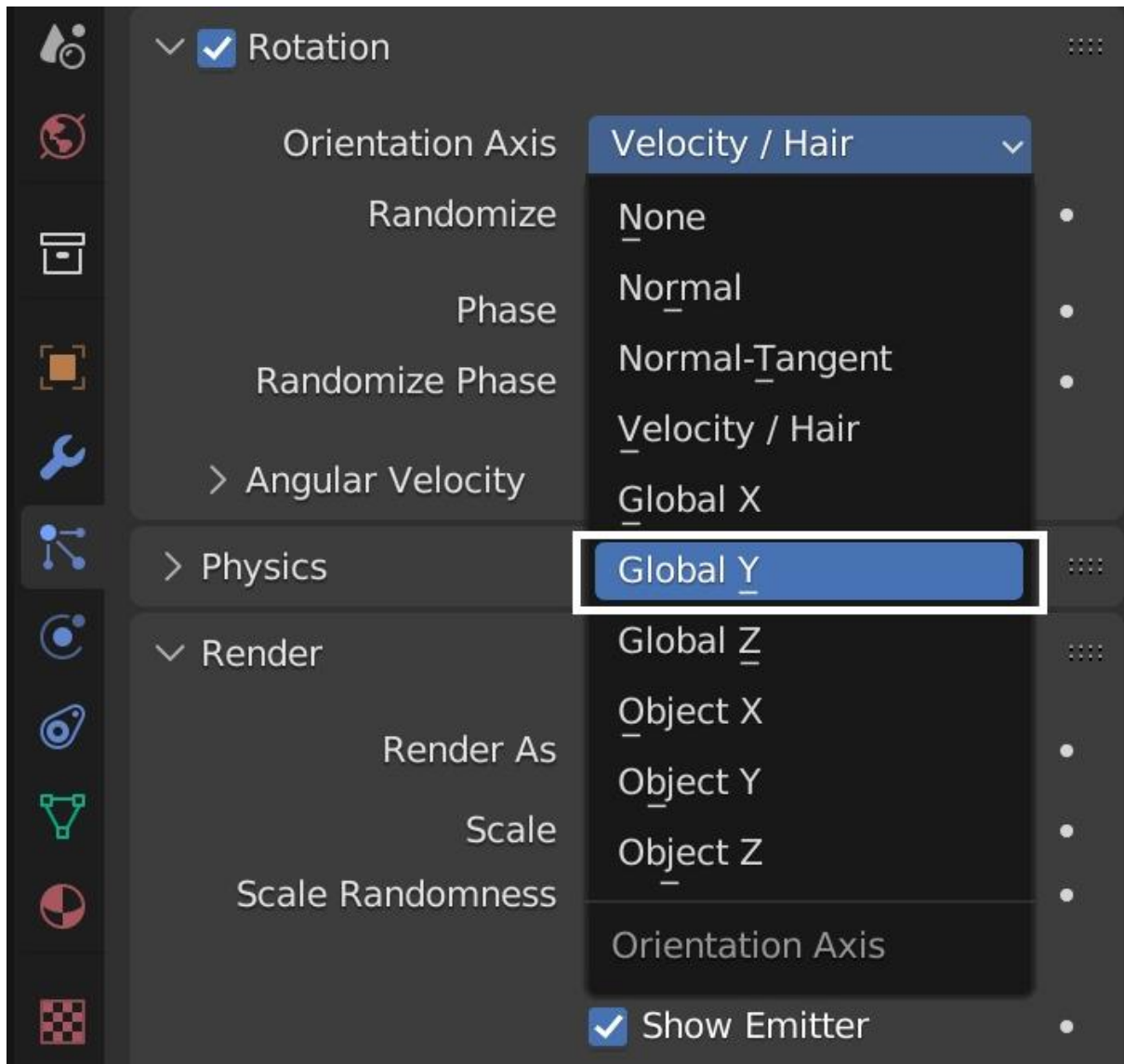


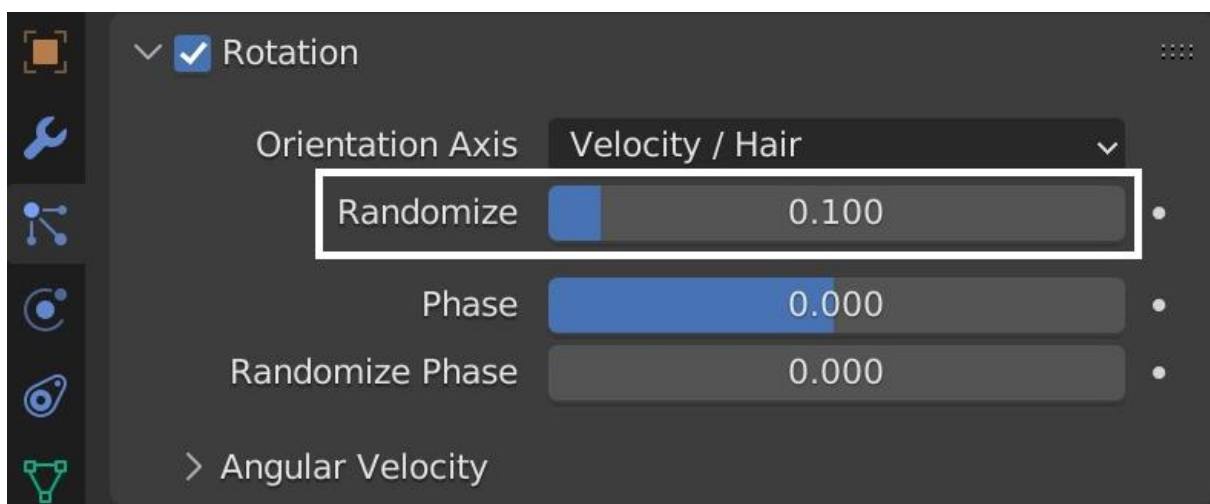
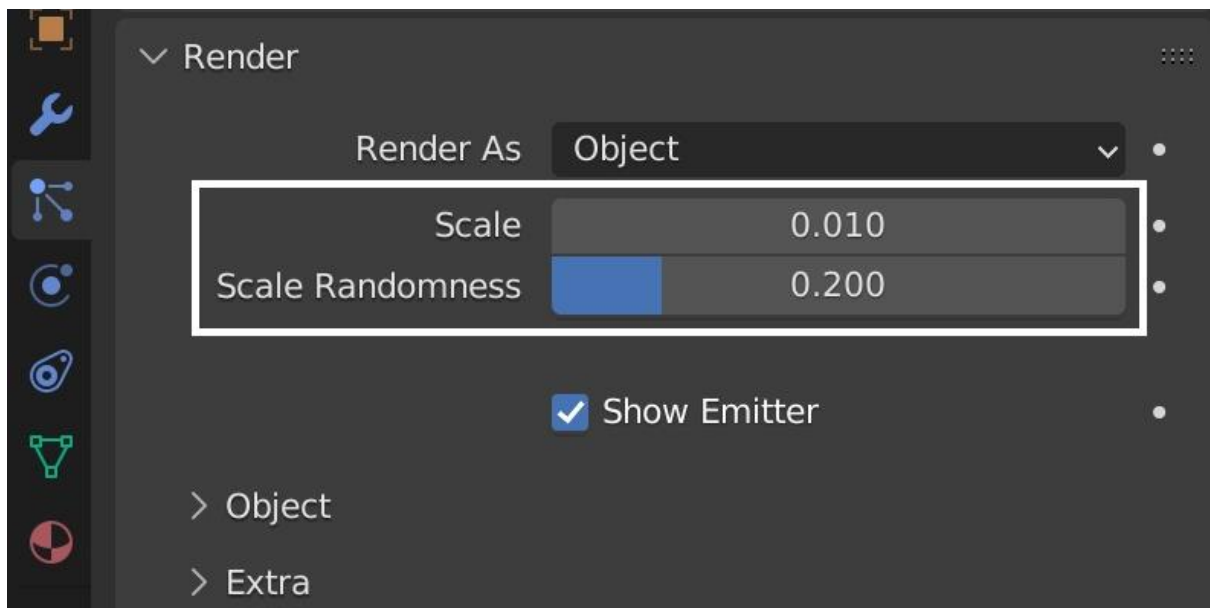


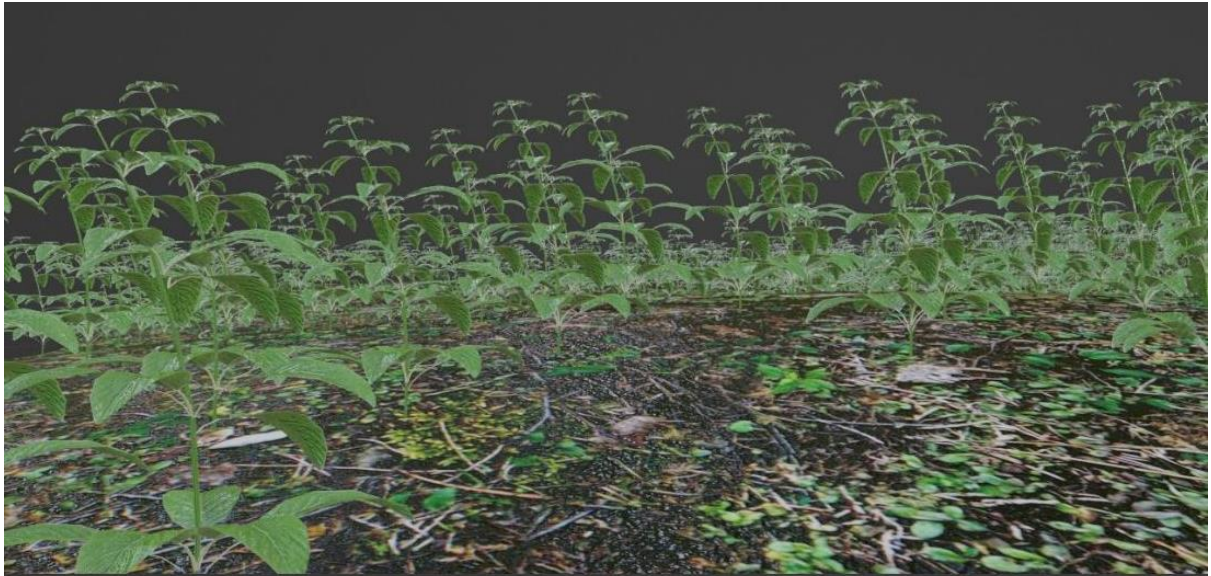




















▼ Emission

Number

< 1000 >

Seed

0

•

Hair Length

4 m

•

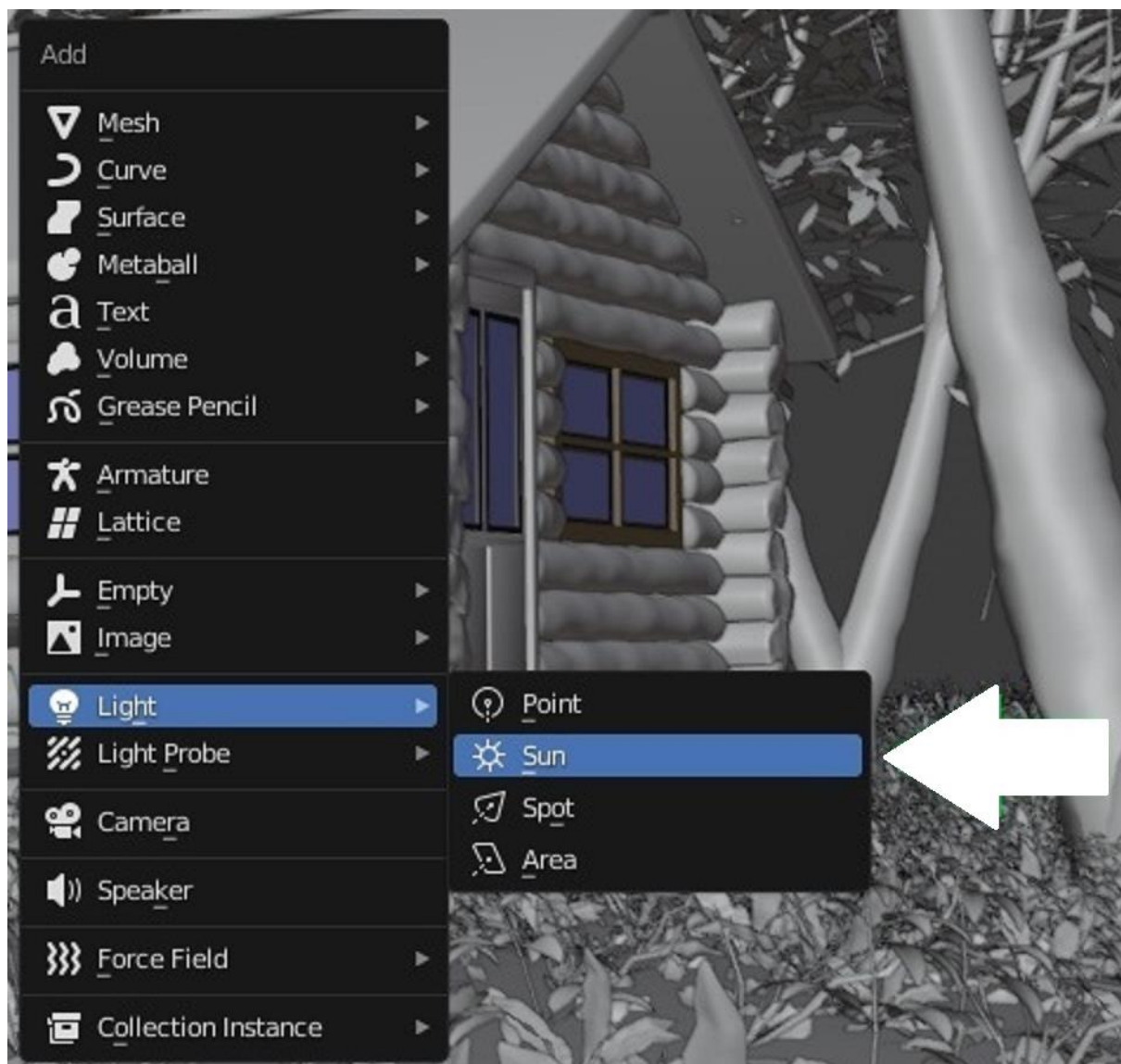
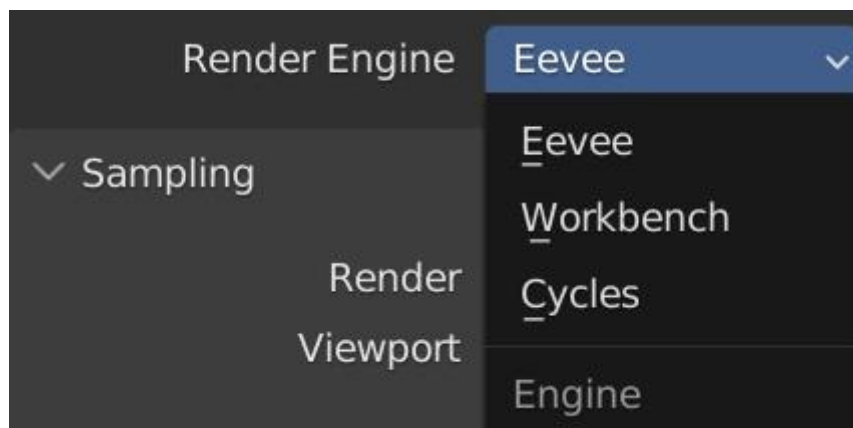
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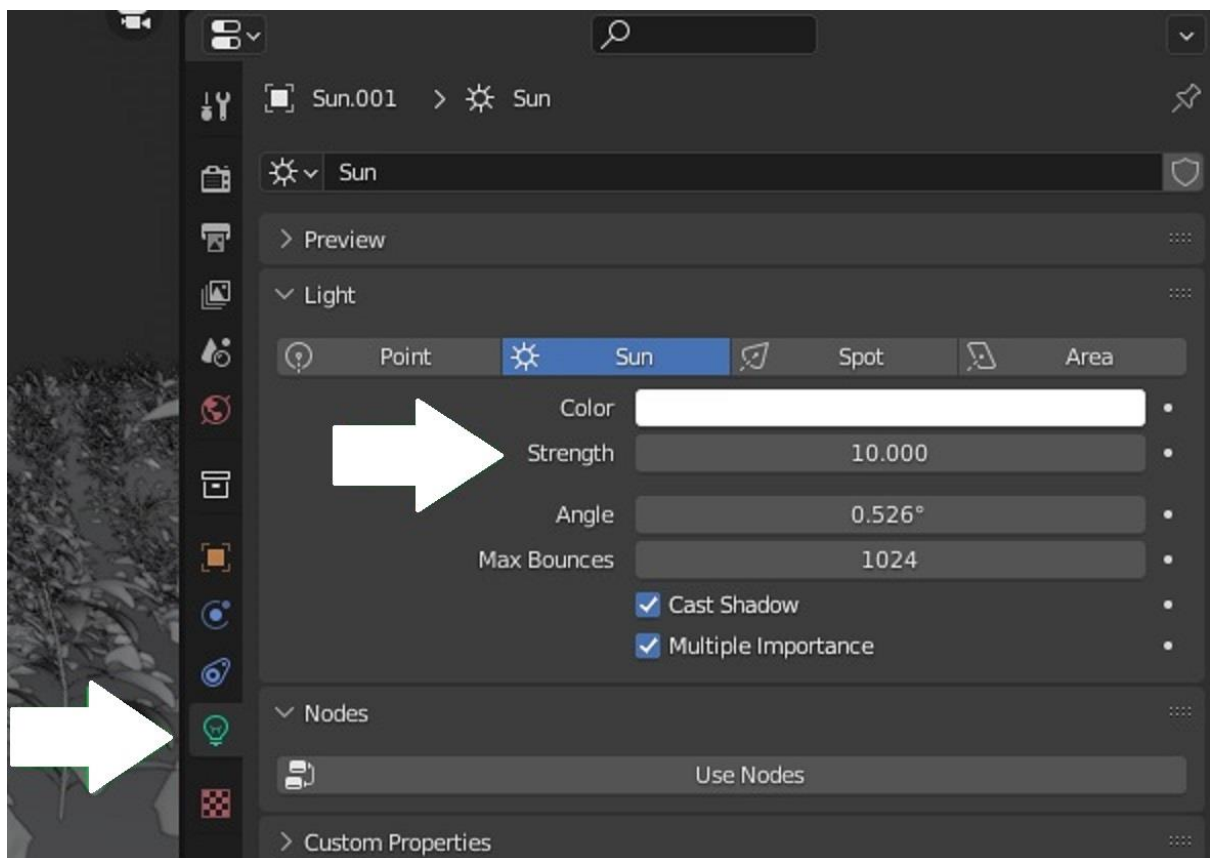
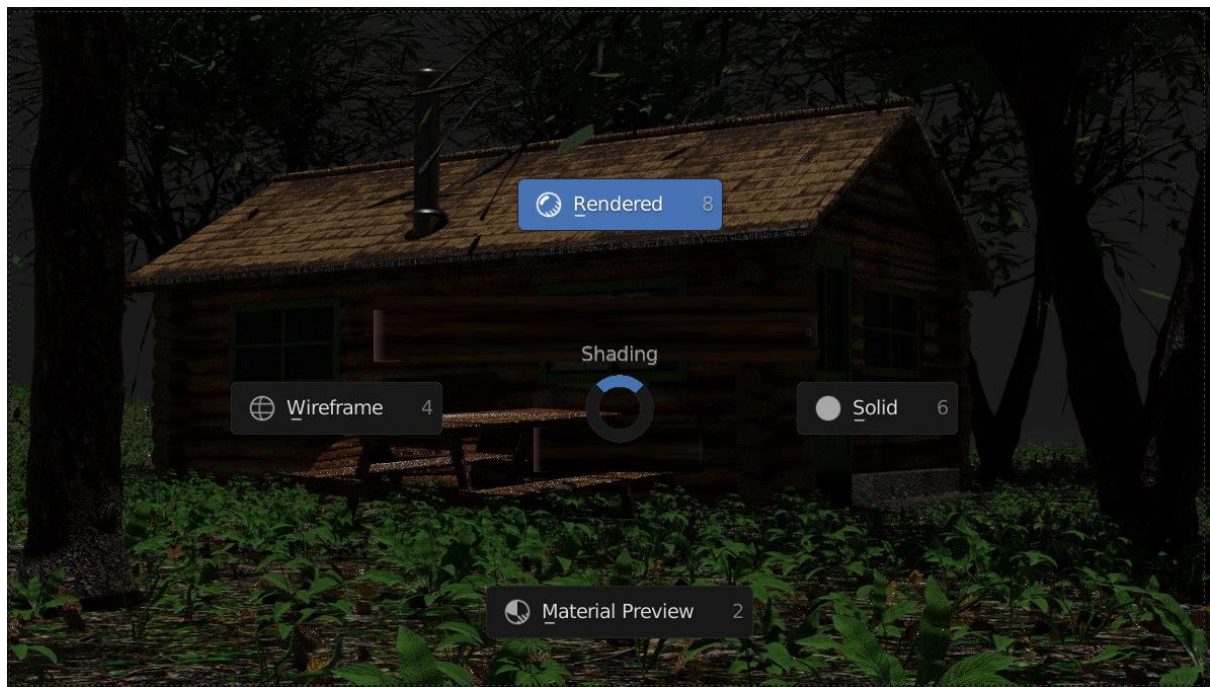
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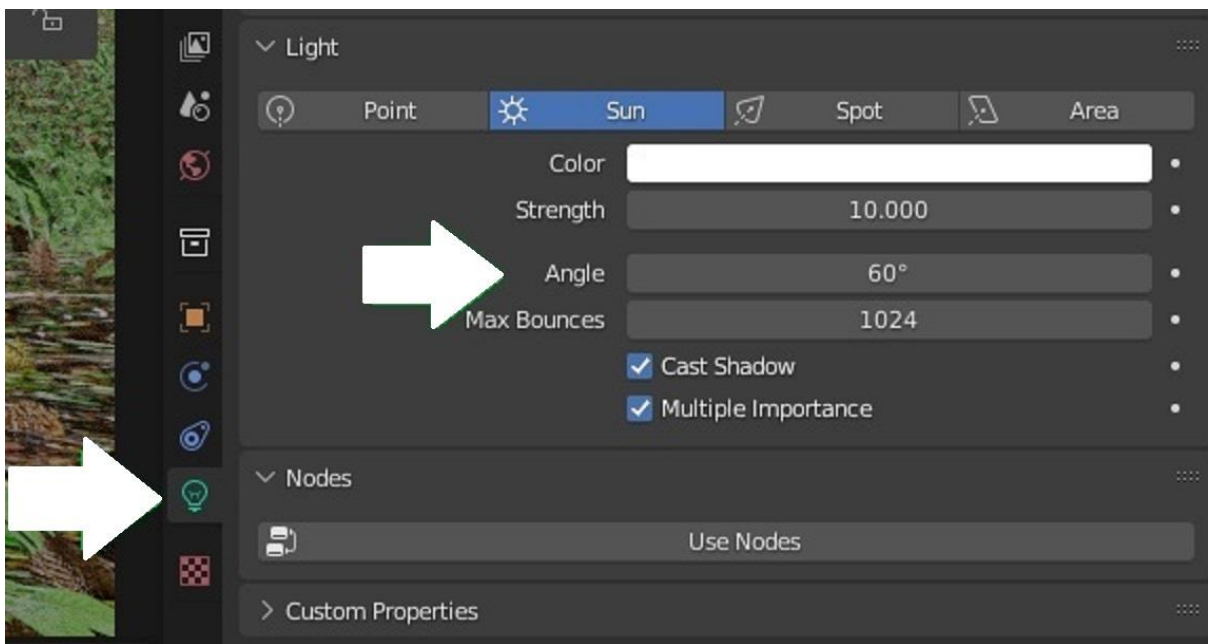
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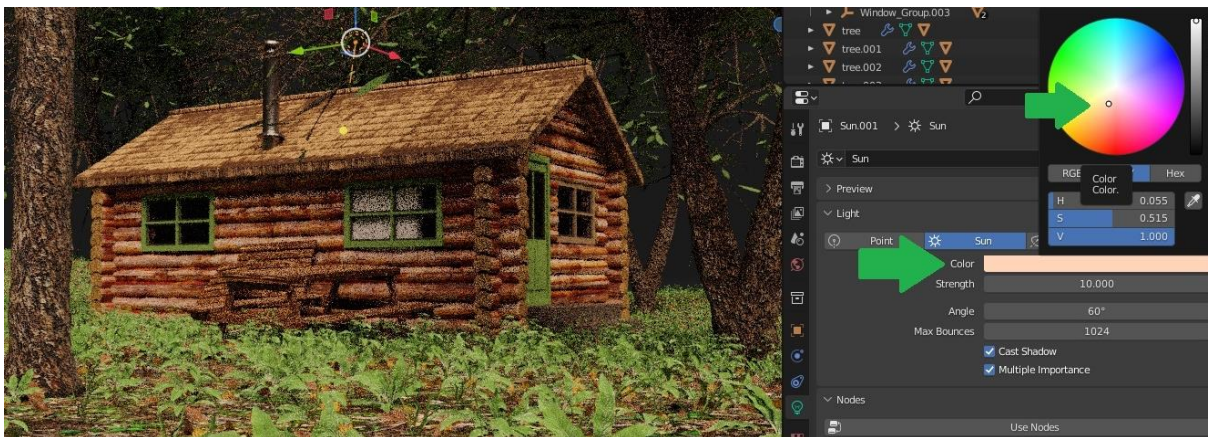
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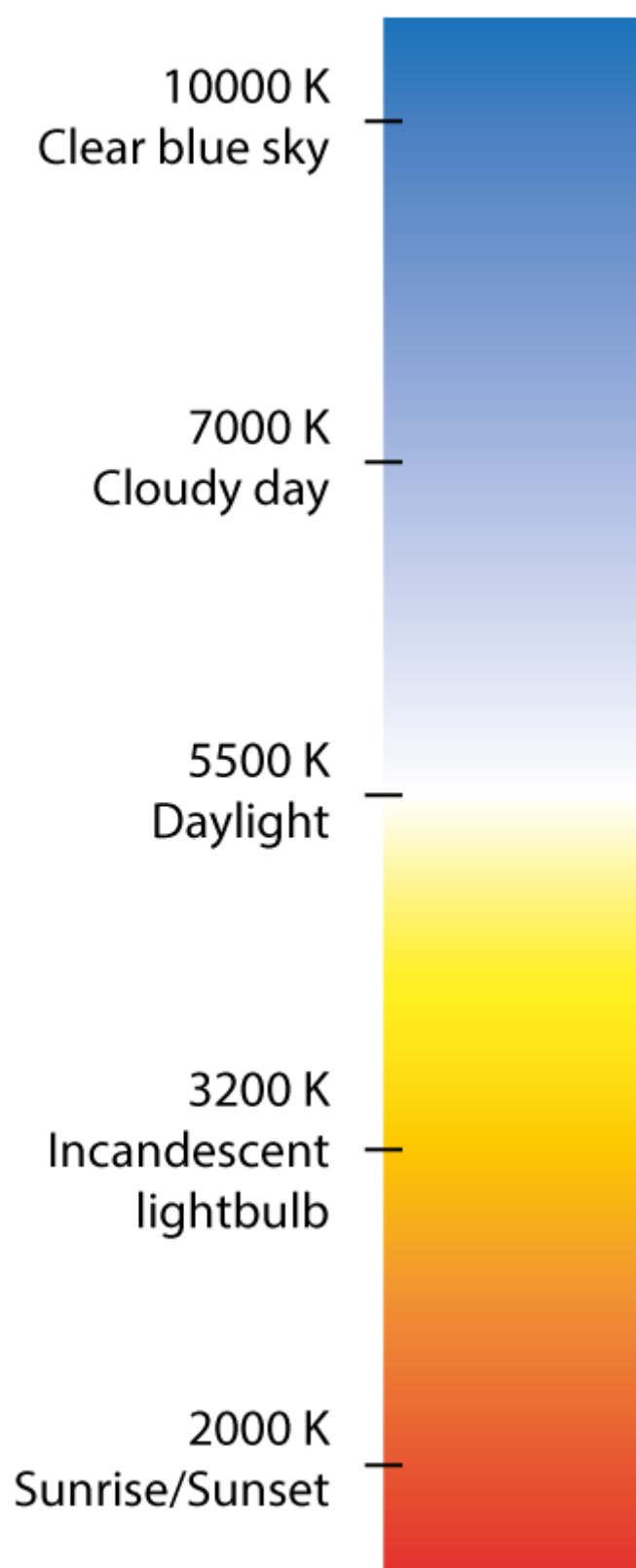
Chapter 05: Achieve Photorealistic Lighting in Your Environment with Blender

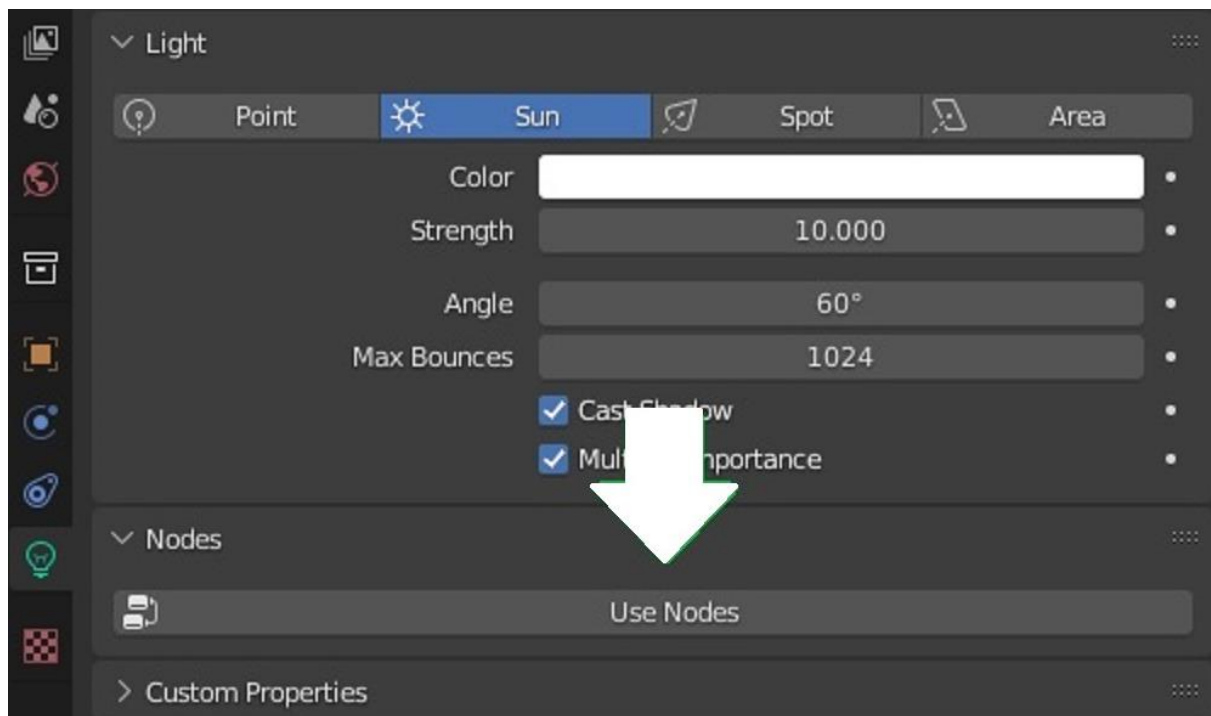


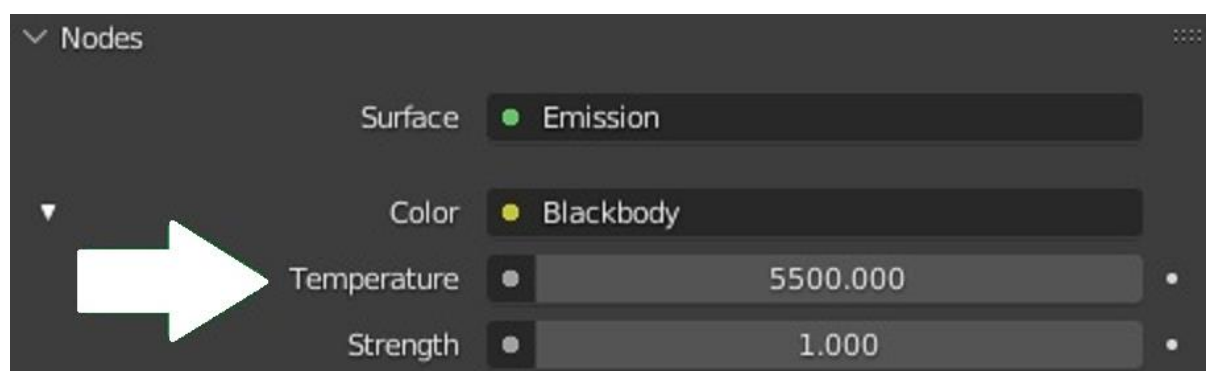
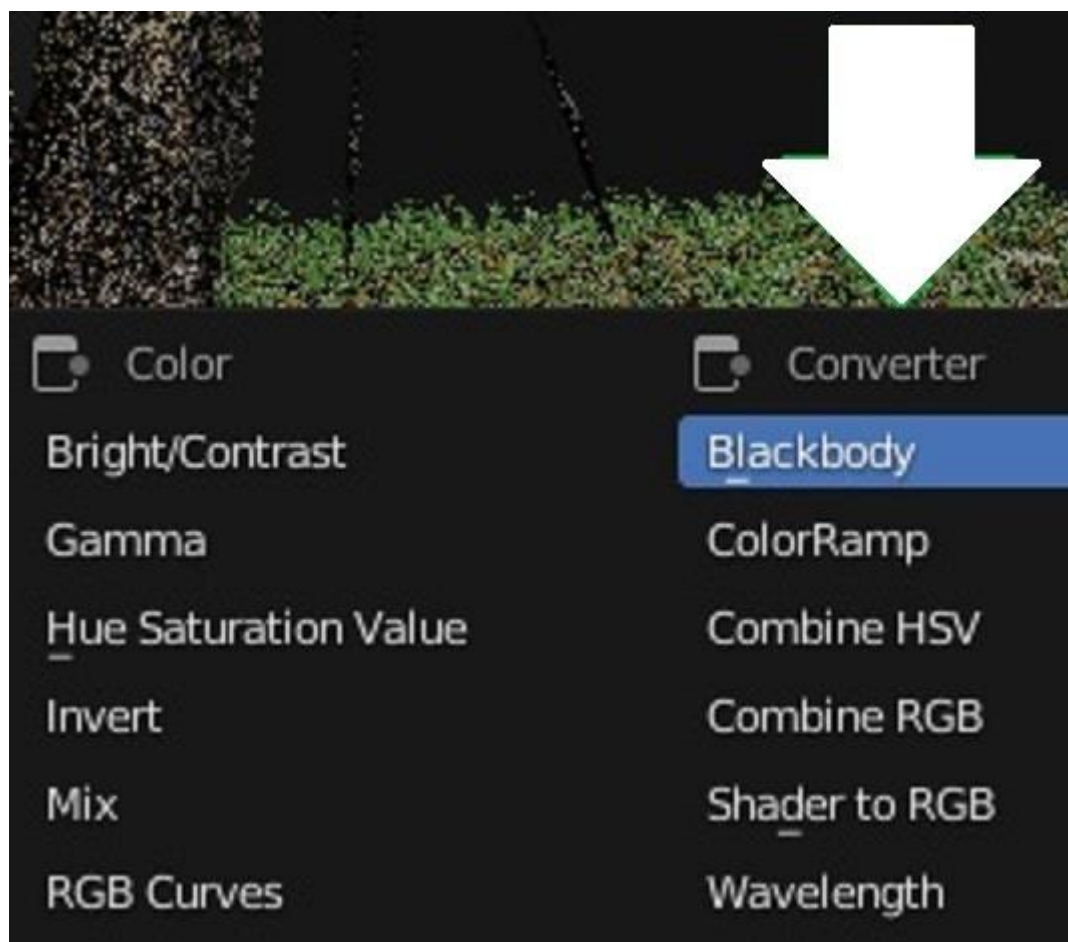














Render Engine Cycles

Feature Set Supported

Device GPU Compute

☐ Open Shading Language

Sampling

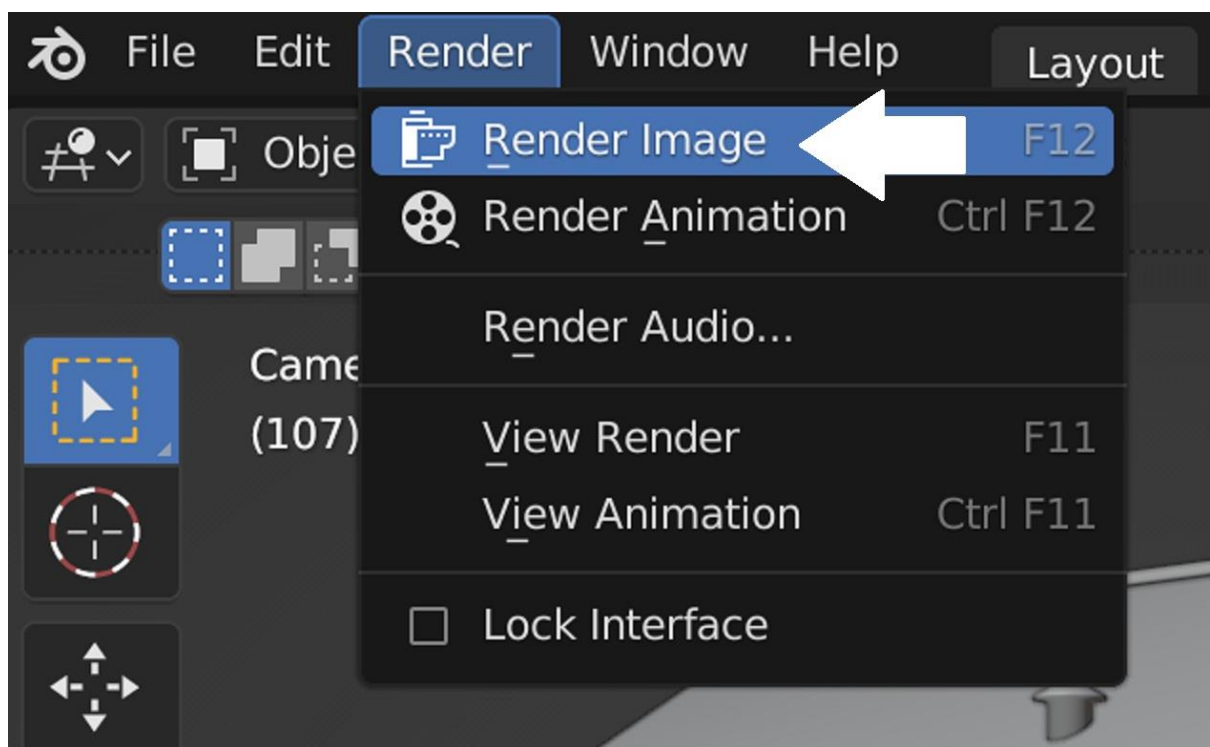
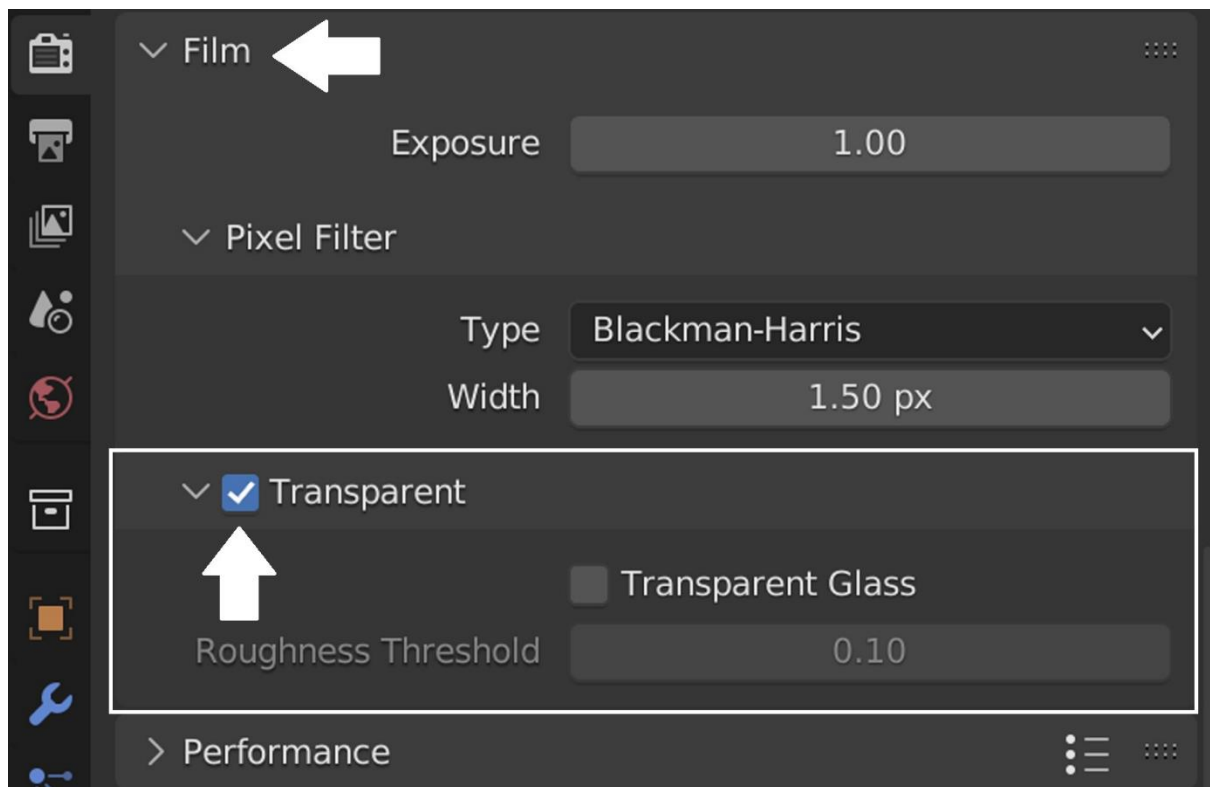
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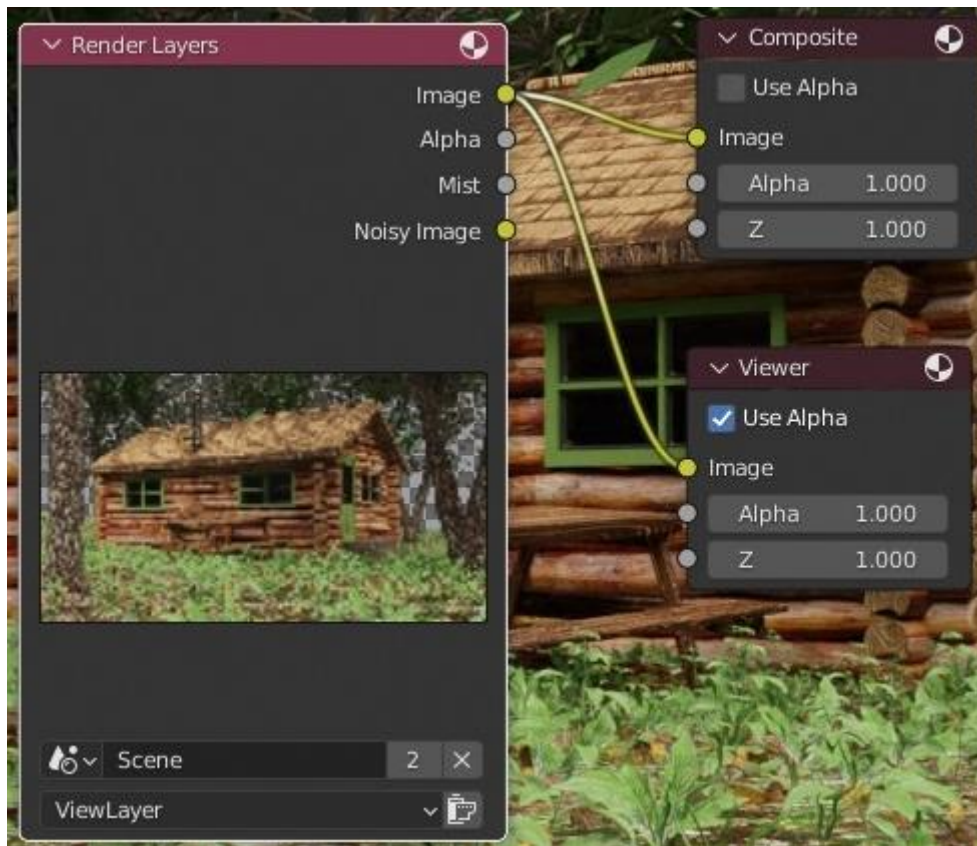
Render

| | | |
|-----------------|-------------------------------------|--------|
| Noise Threshold | <input checked="" type="checkbox"/> | 0.0100 |
| Max Samples | | 64 |
| Min Samples | | 0 |
| Time Limit | | 0 sec |

> ☒ Denoise

> Advanced





Background.jpg



Image



Alpha



Depth



B...



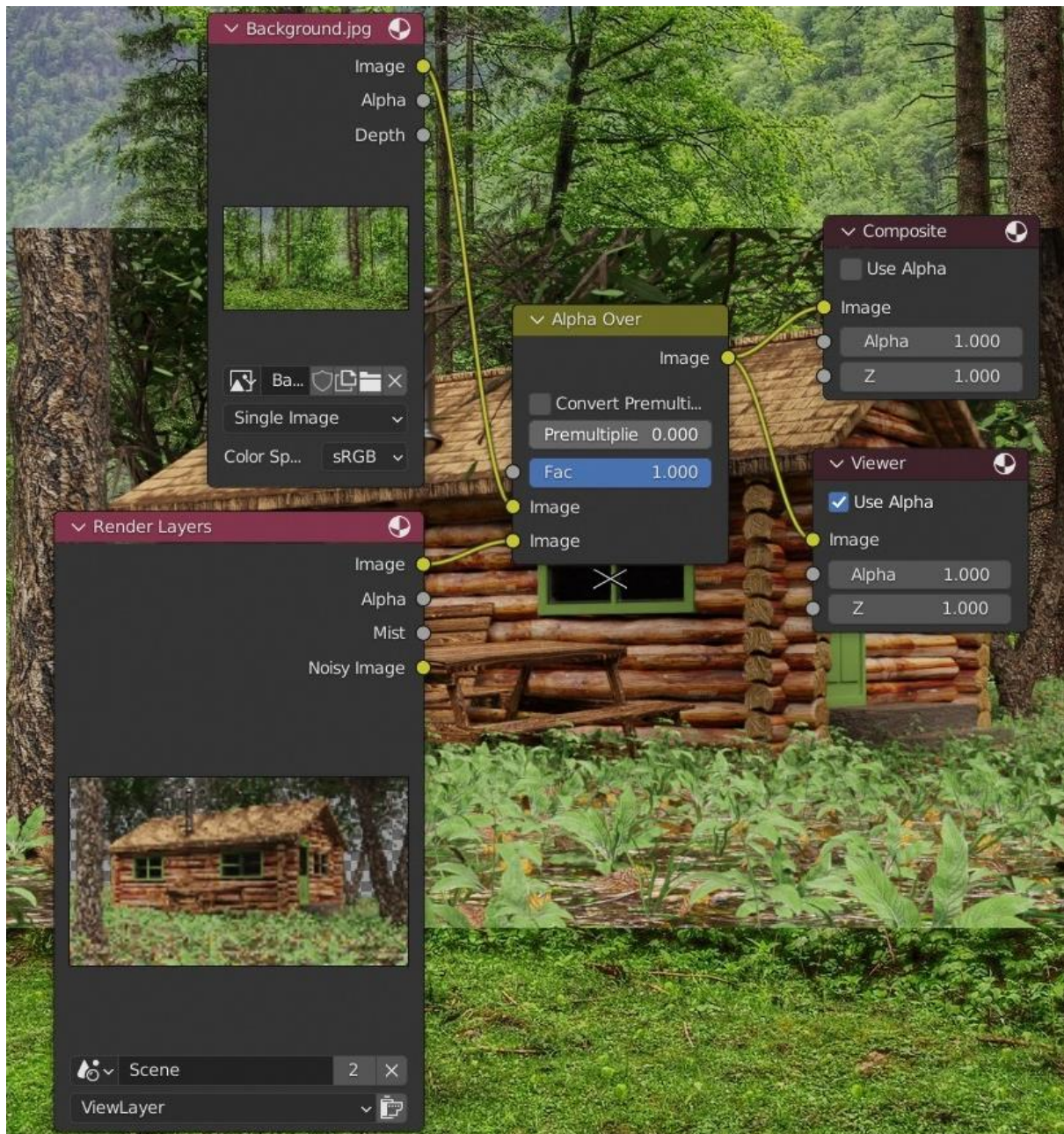
Single Image

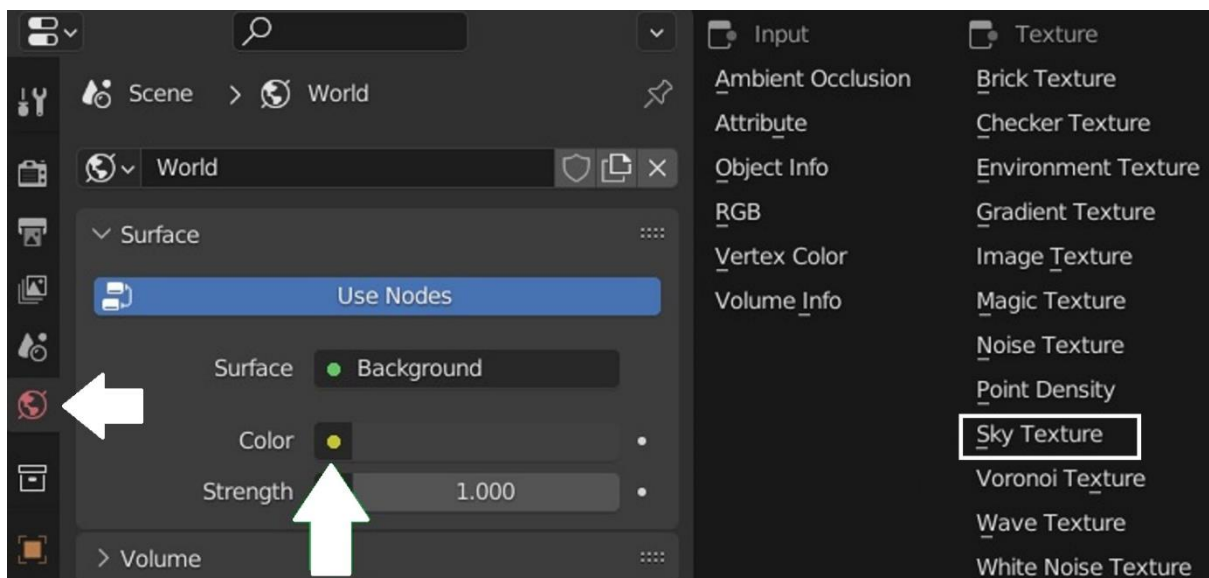
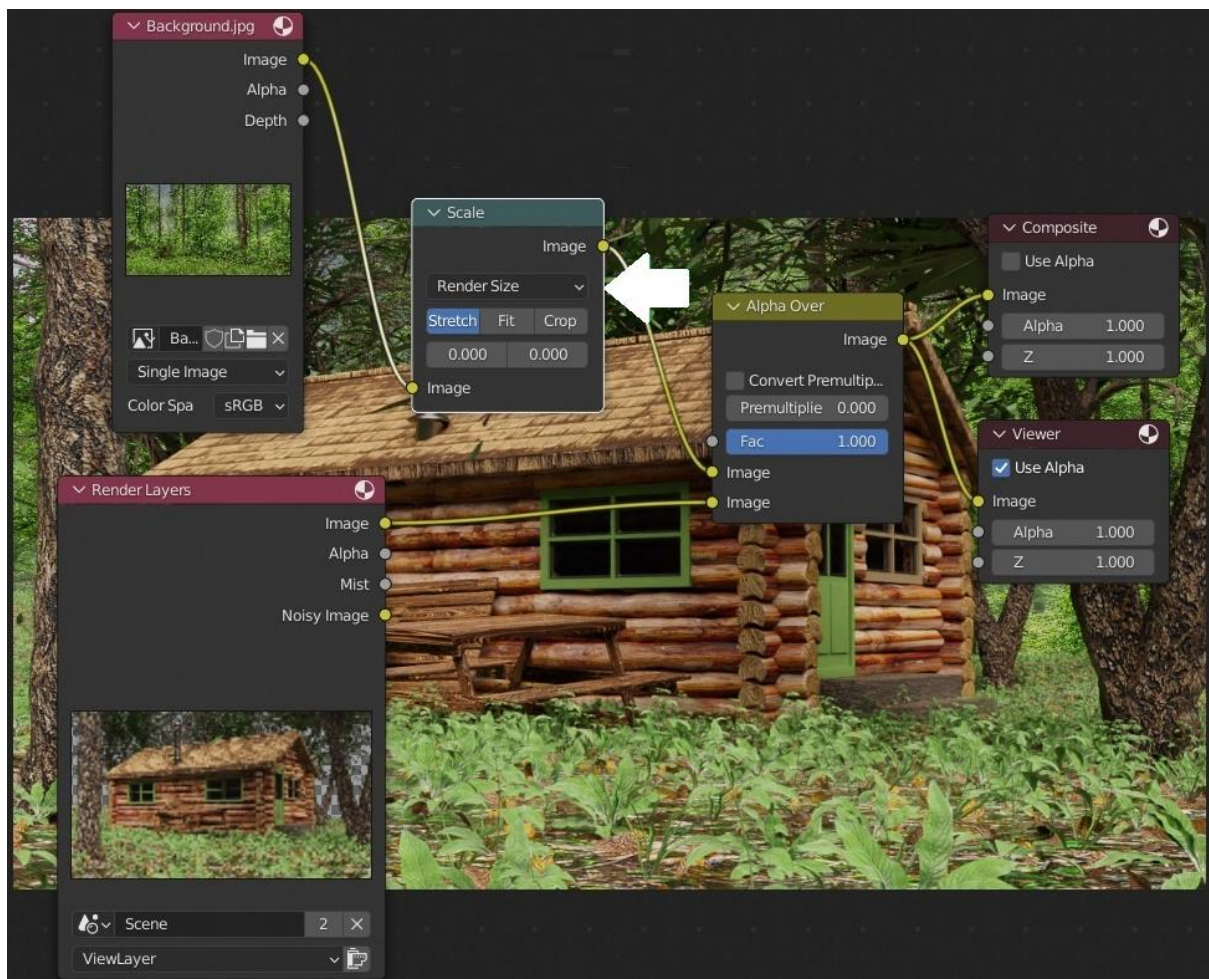


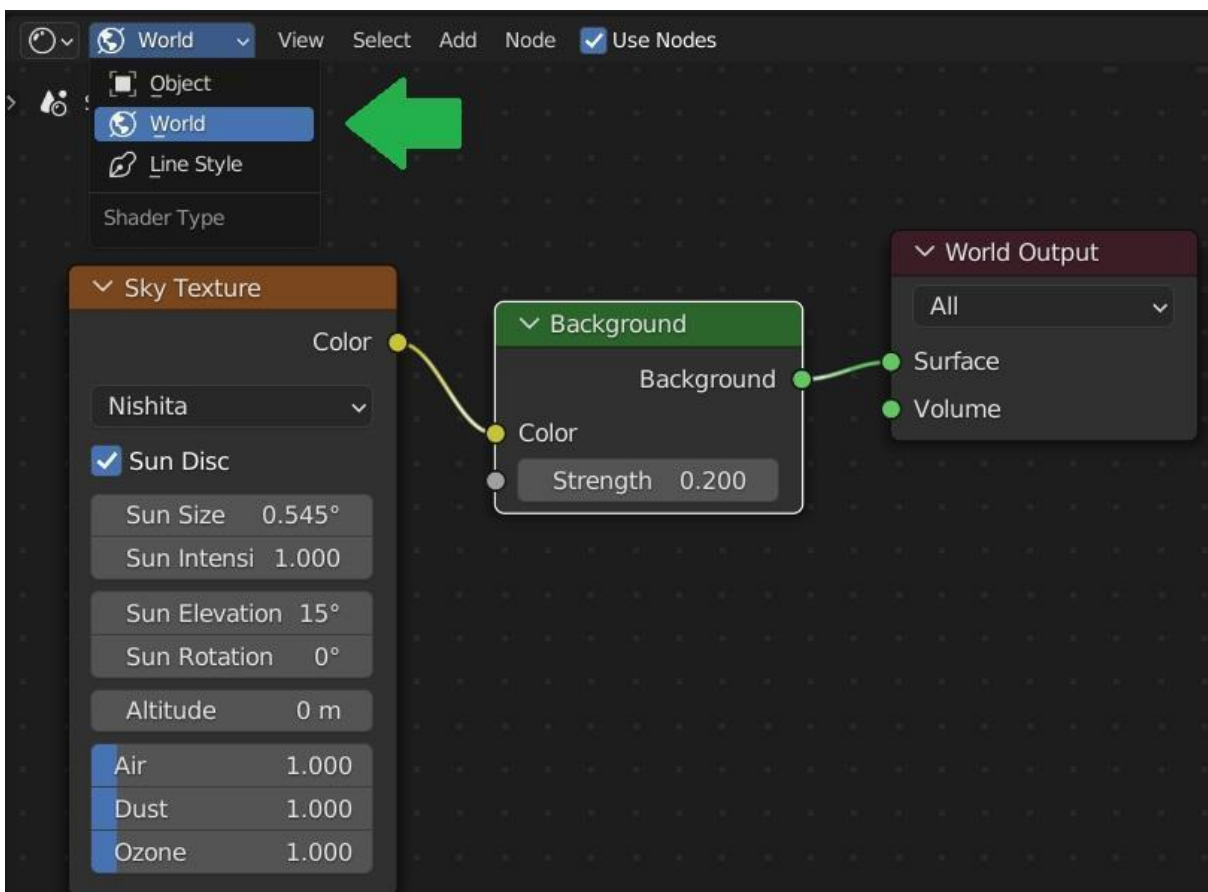
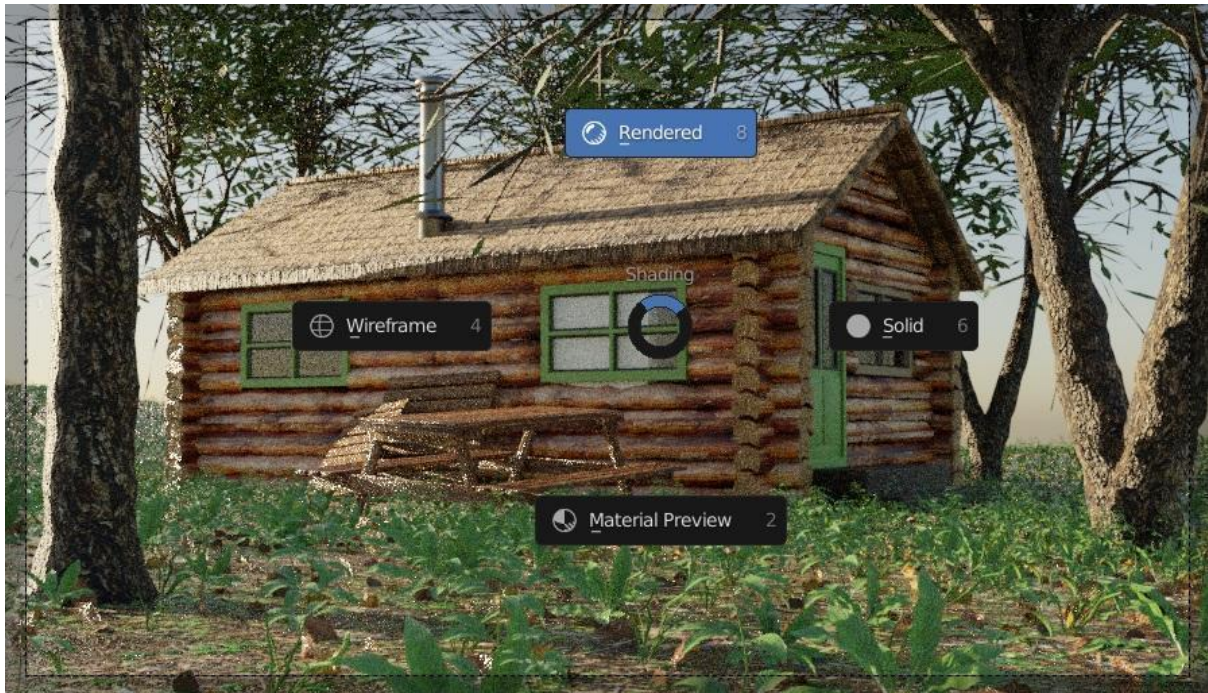
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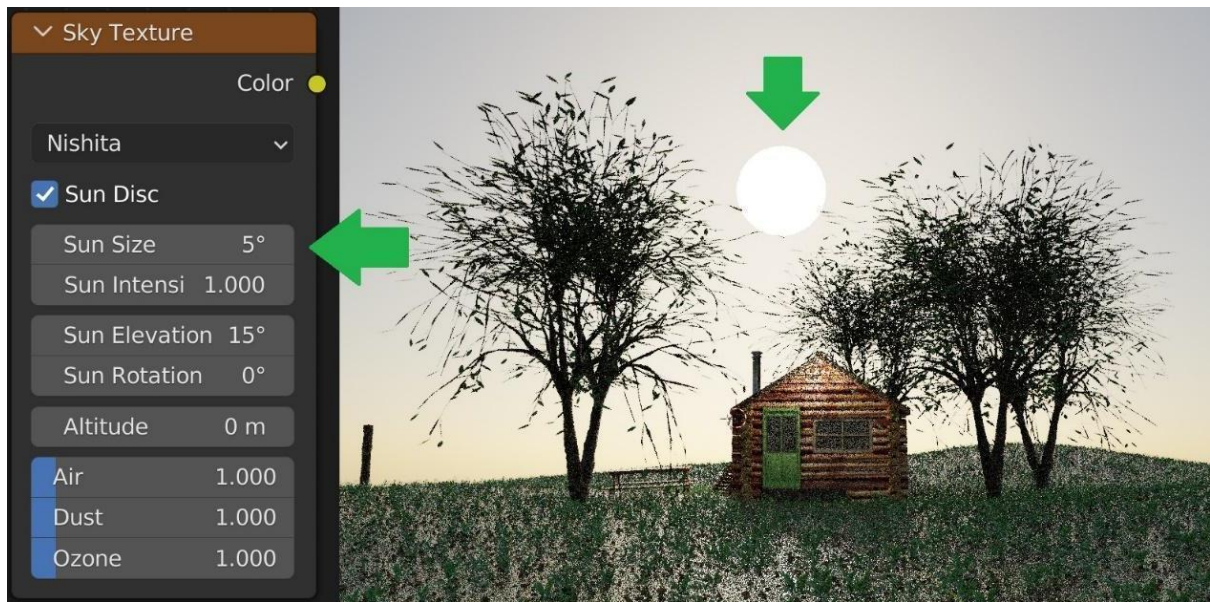
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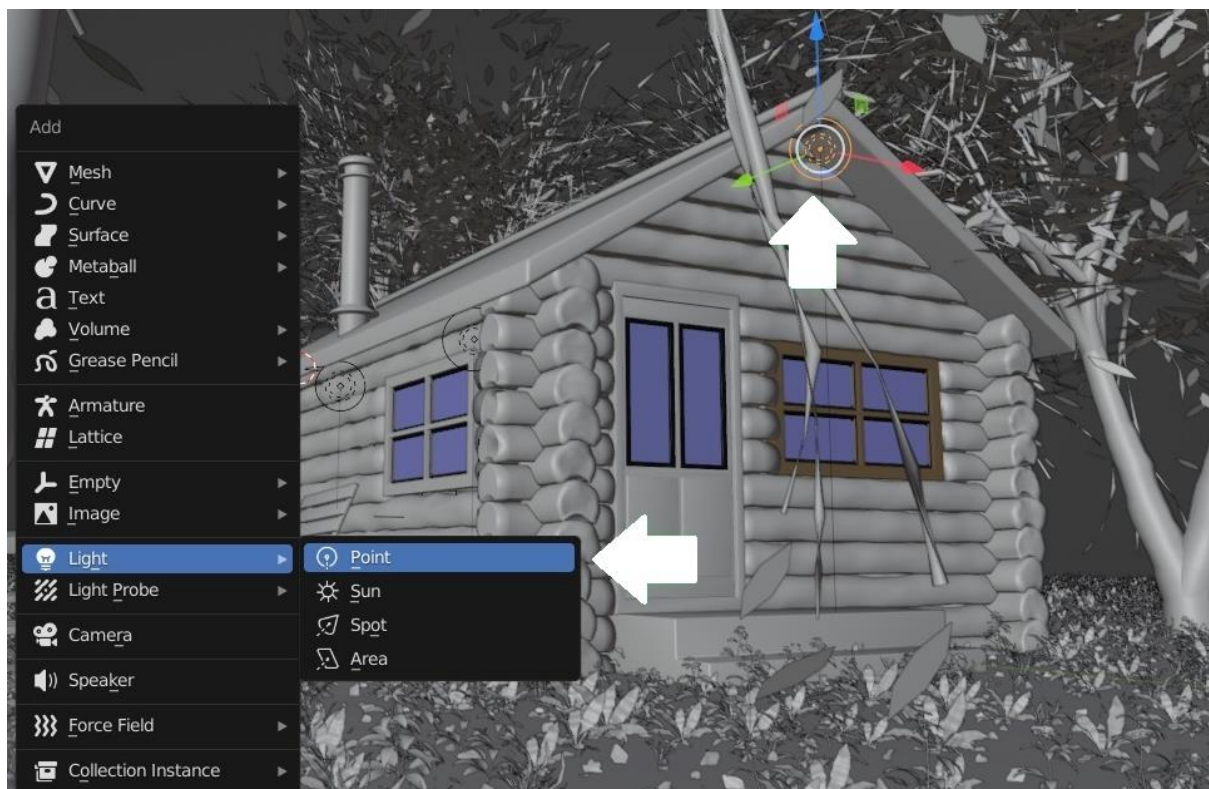
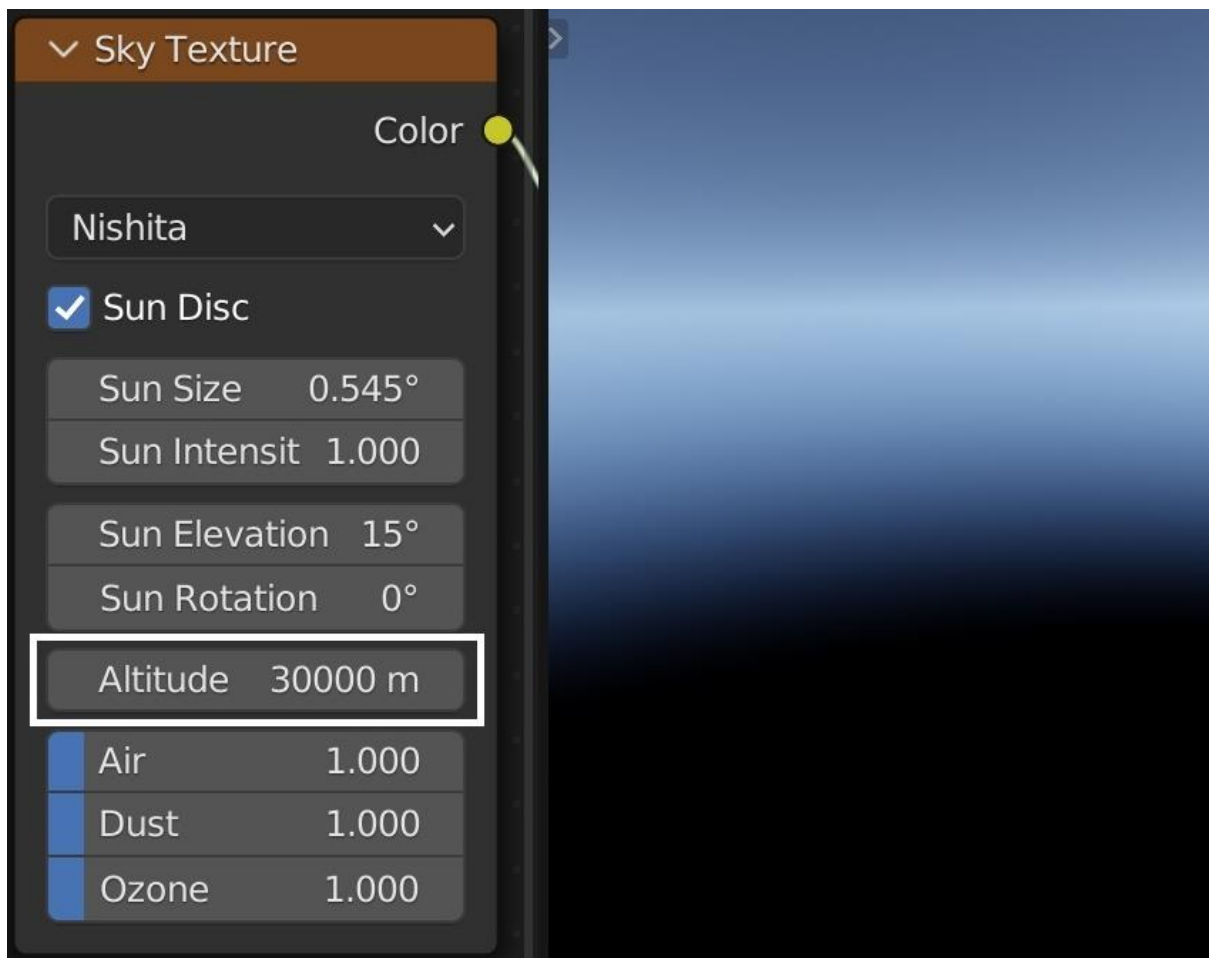


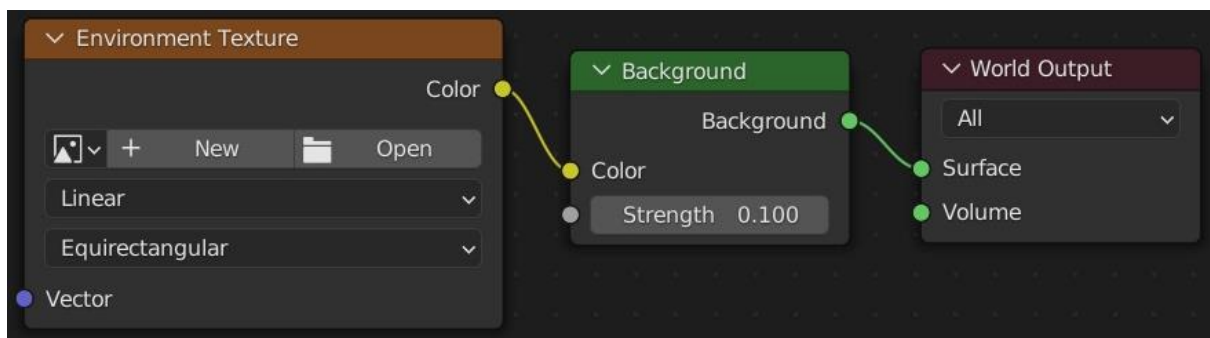
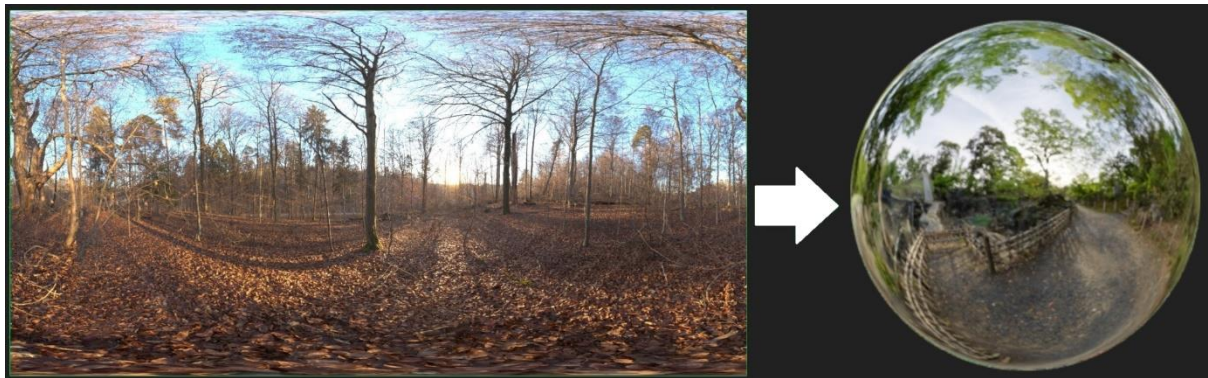


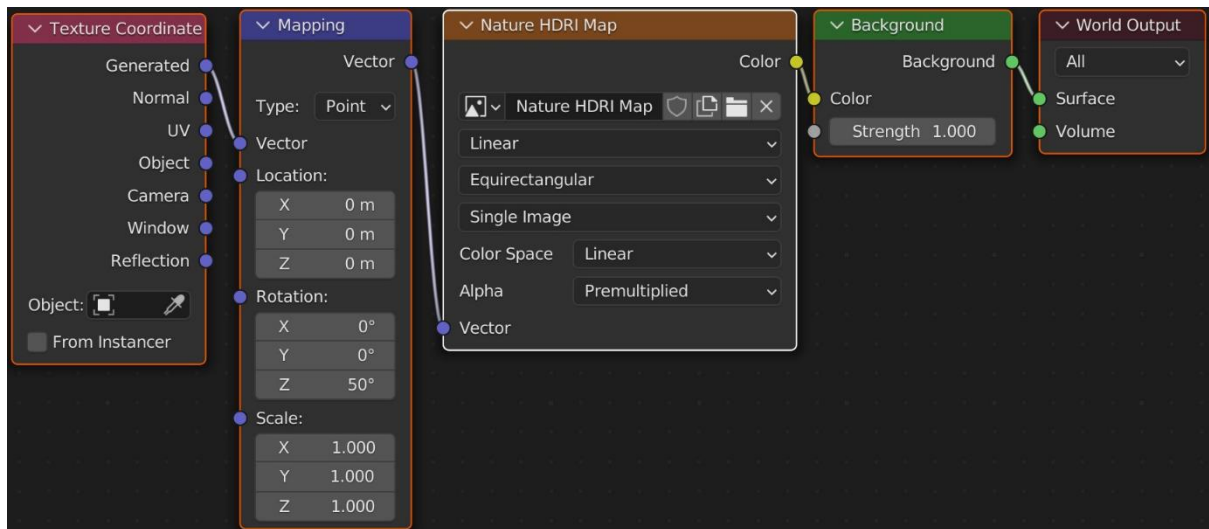






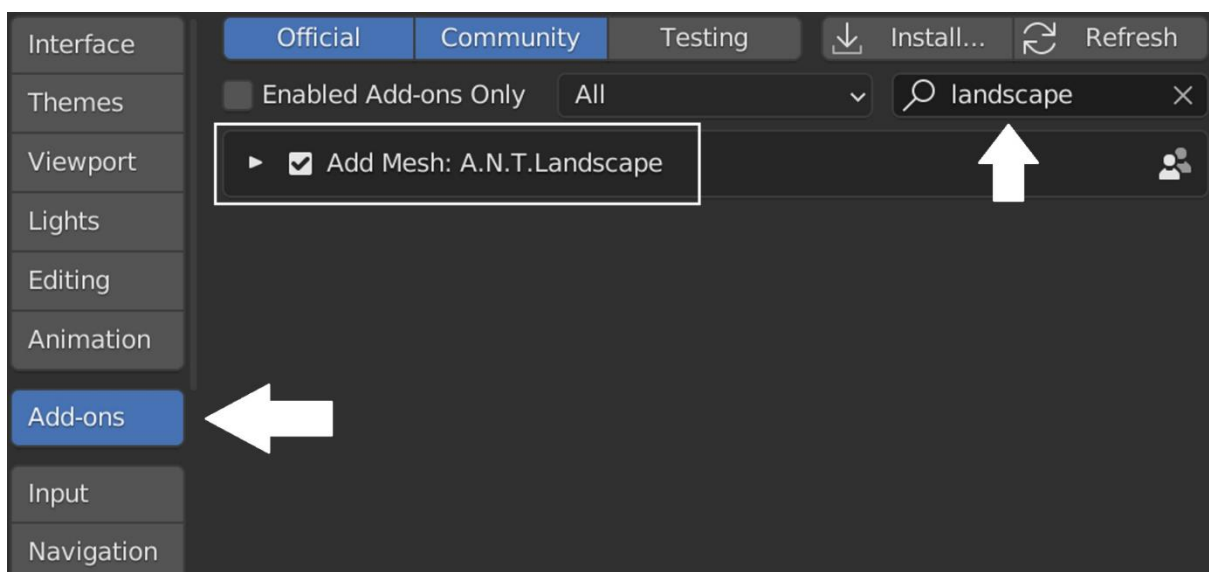
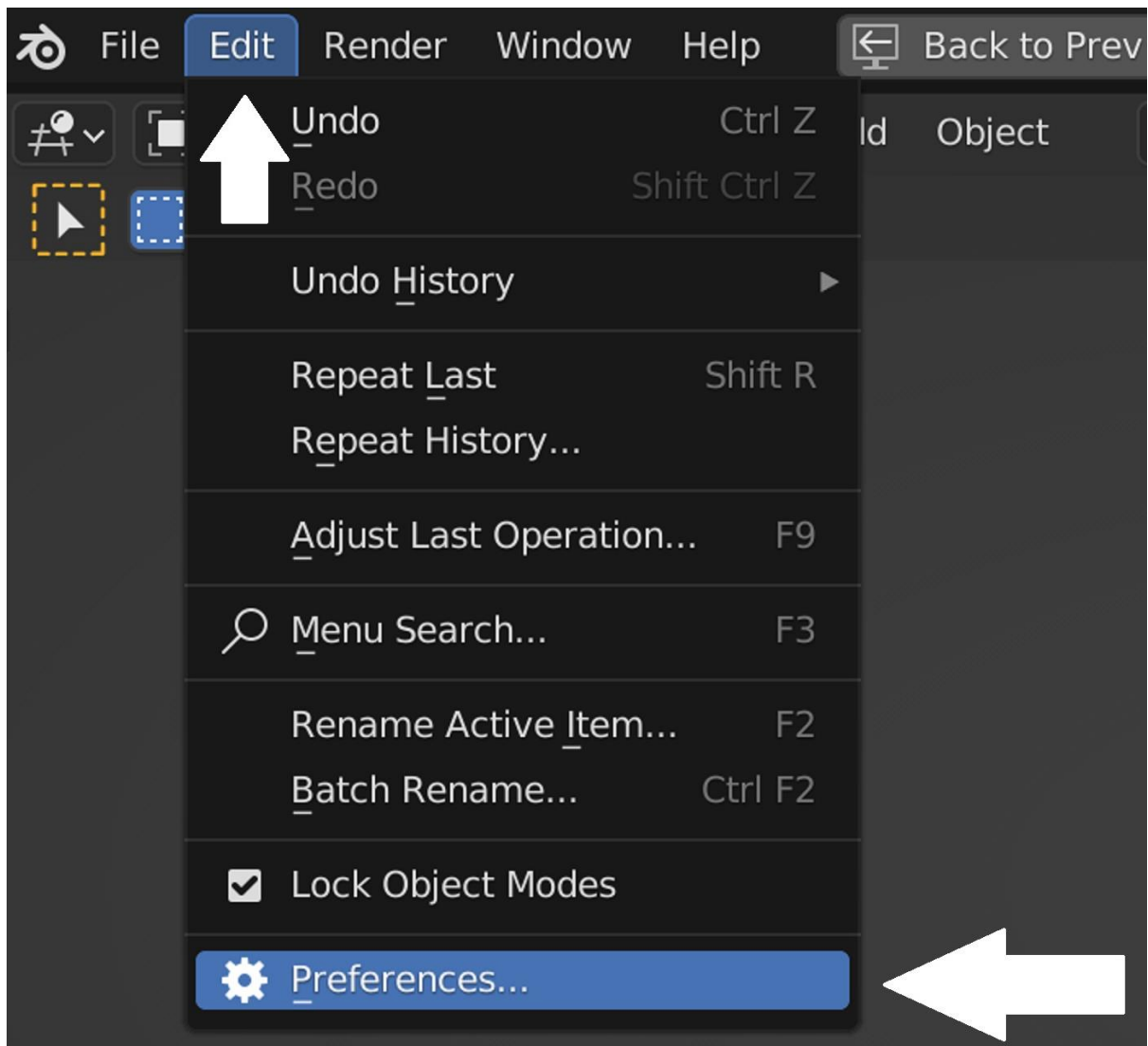


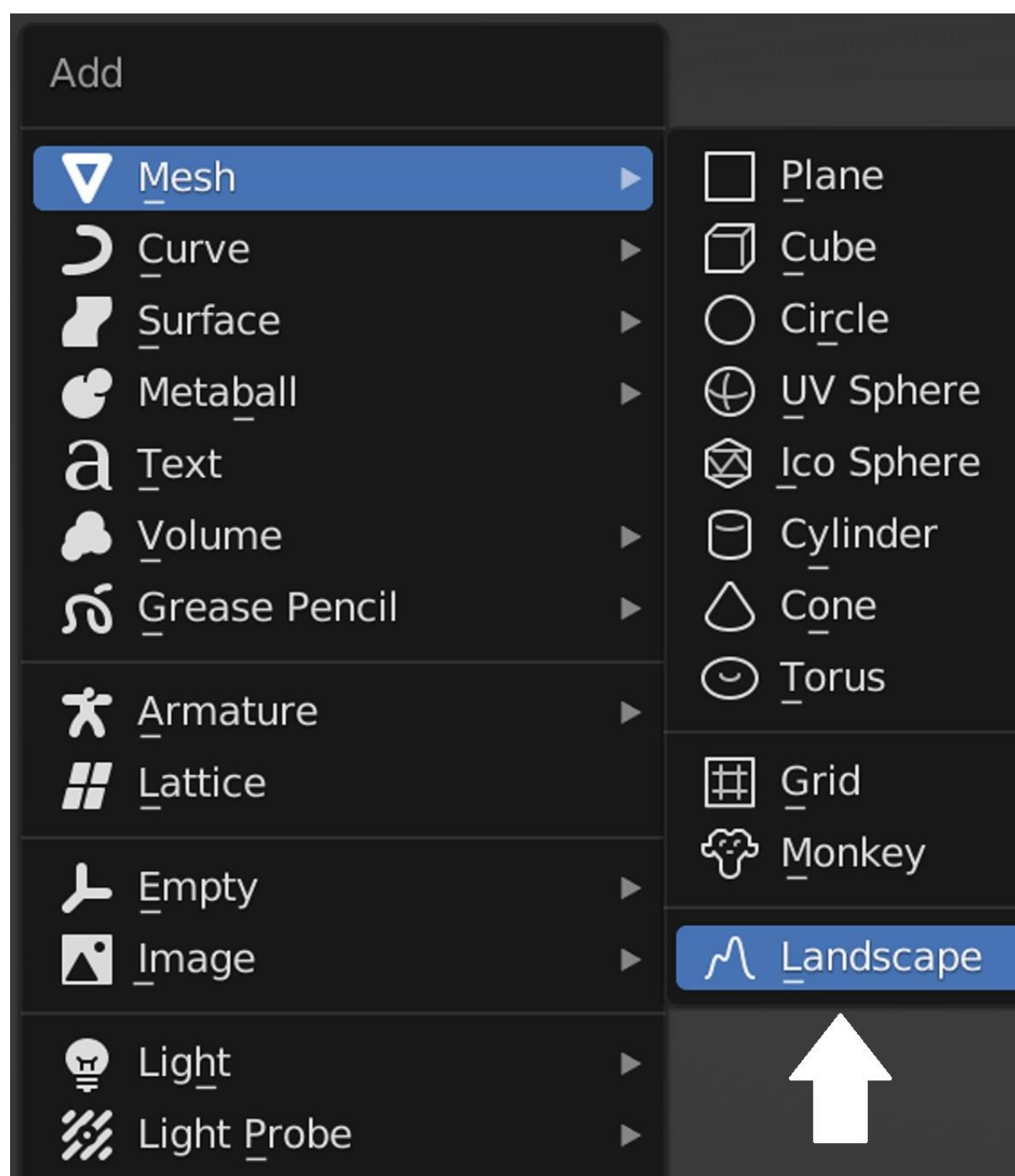






Chapter 06: Creating Realistic Landscapes in Blender





▼ Another Noise Tool - Landscape

Operator Presets



Main Settings



Triangulate

Sphere

Name:

Landscape

Material:



Subdivisions X

128

Subdivisions Y

128

Mesh Size X

2.00

Mesh Size Y

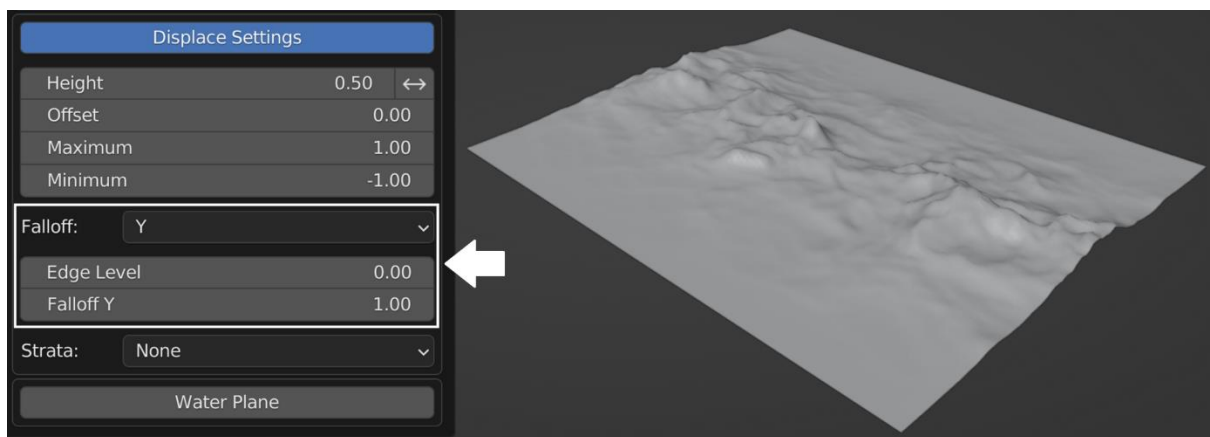
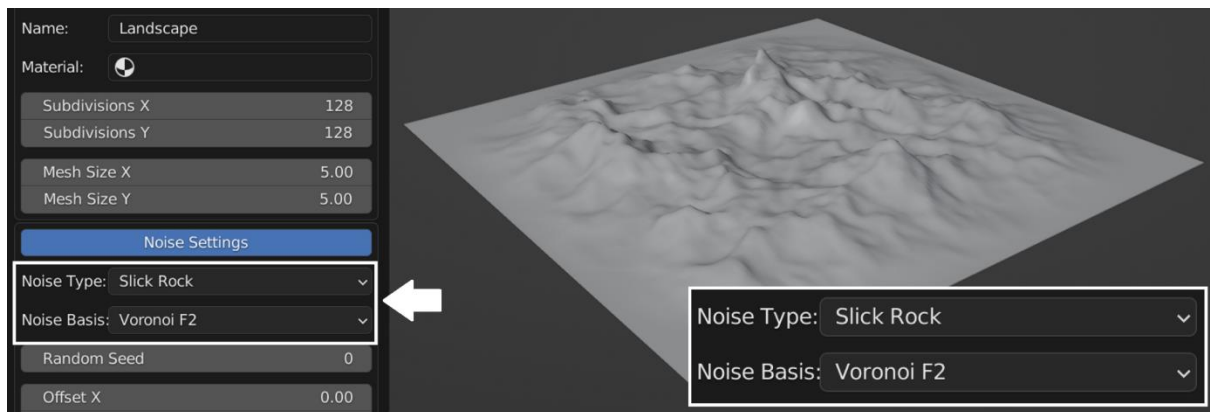
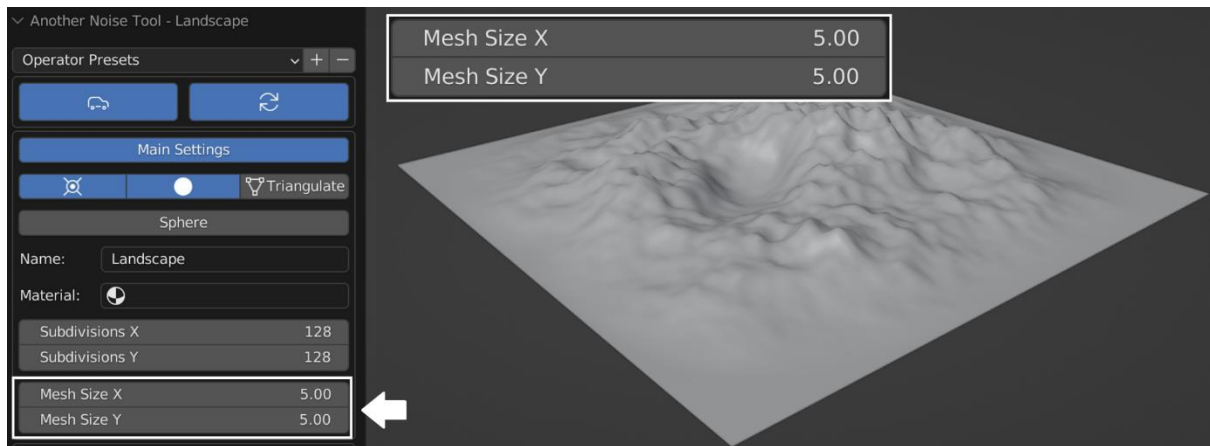
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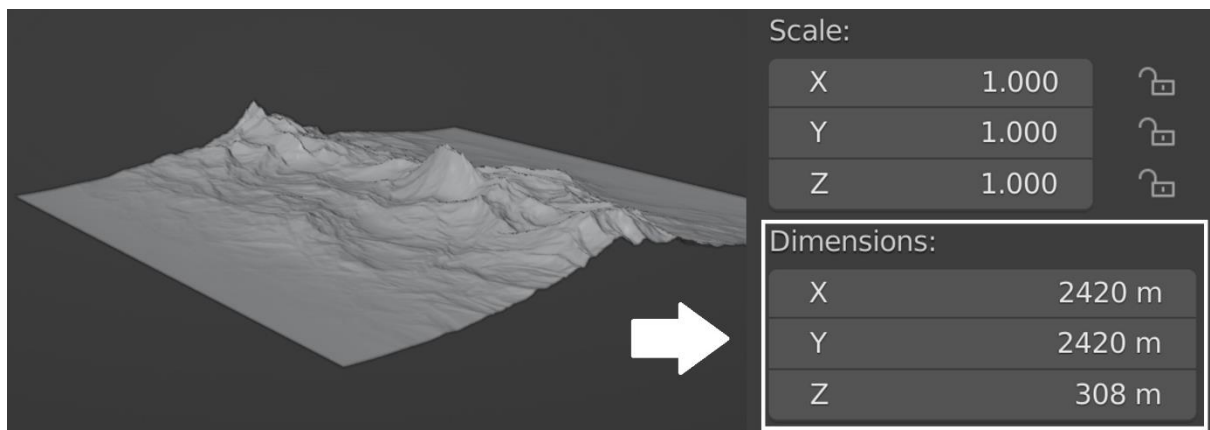
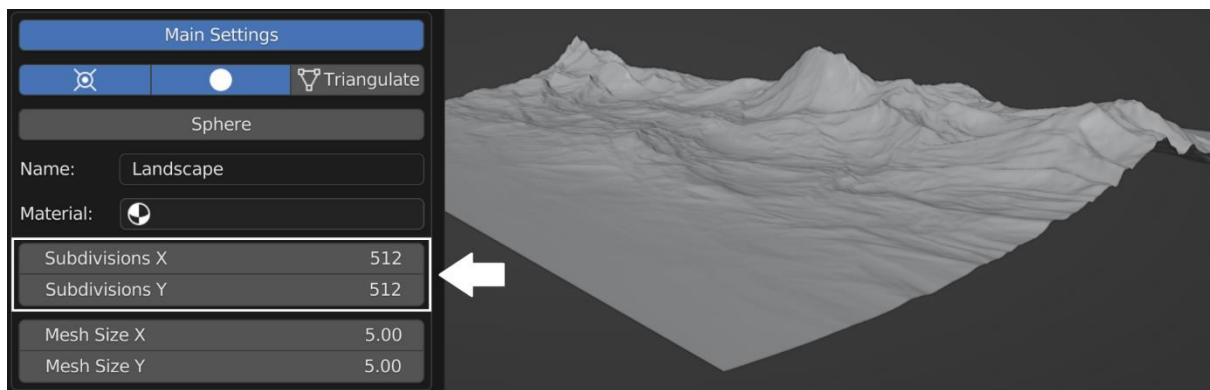
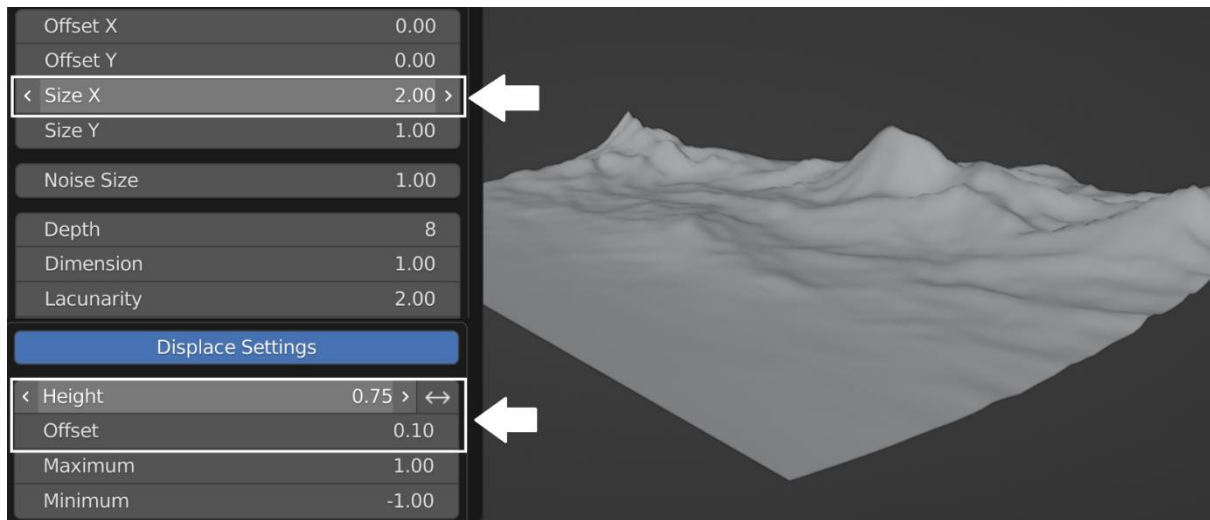
Noise Settings

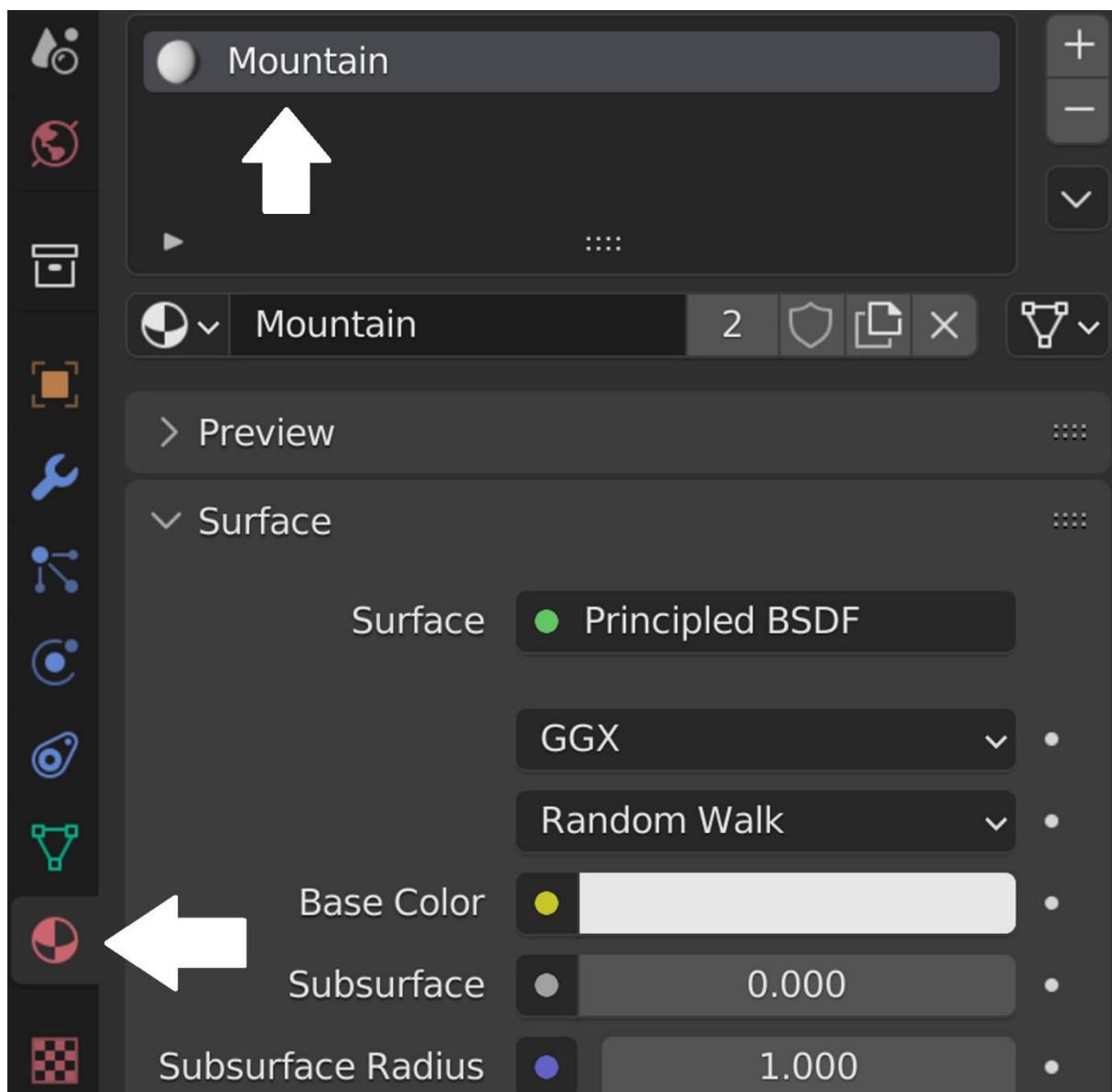
Noise Type:

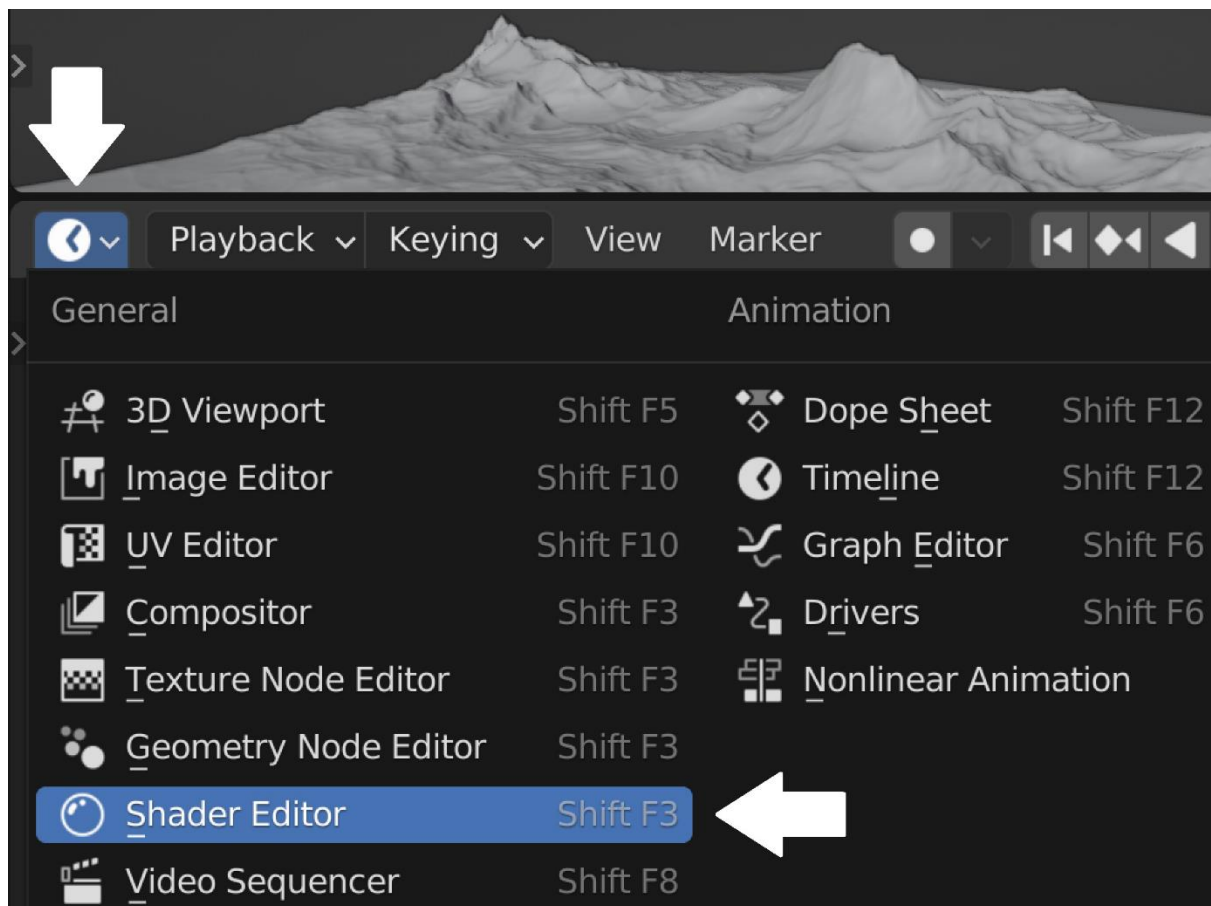
Hetero Terrain











▼ Geometry

Position ●

Normal ●

Tangent ●

True Normal ●

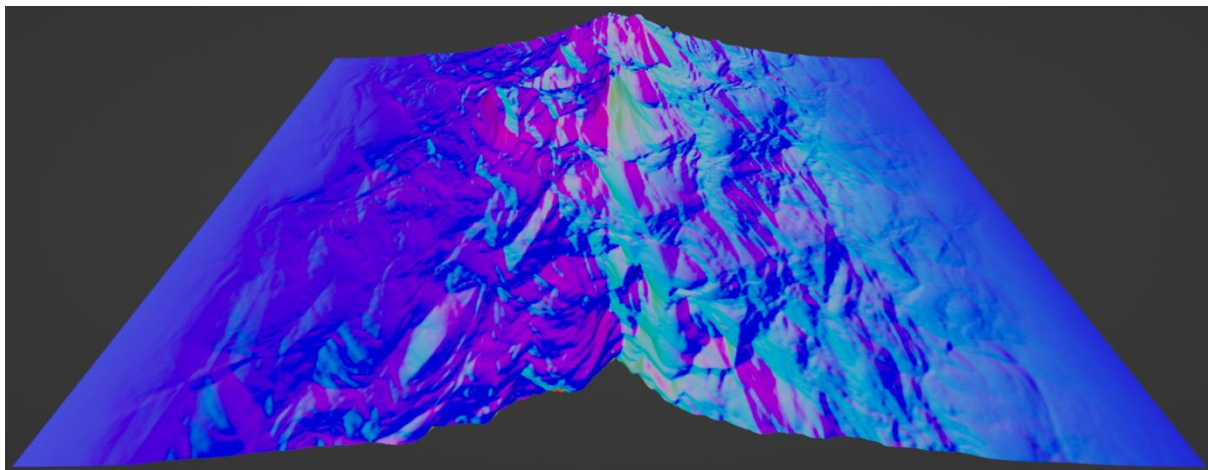
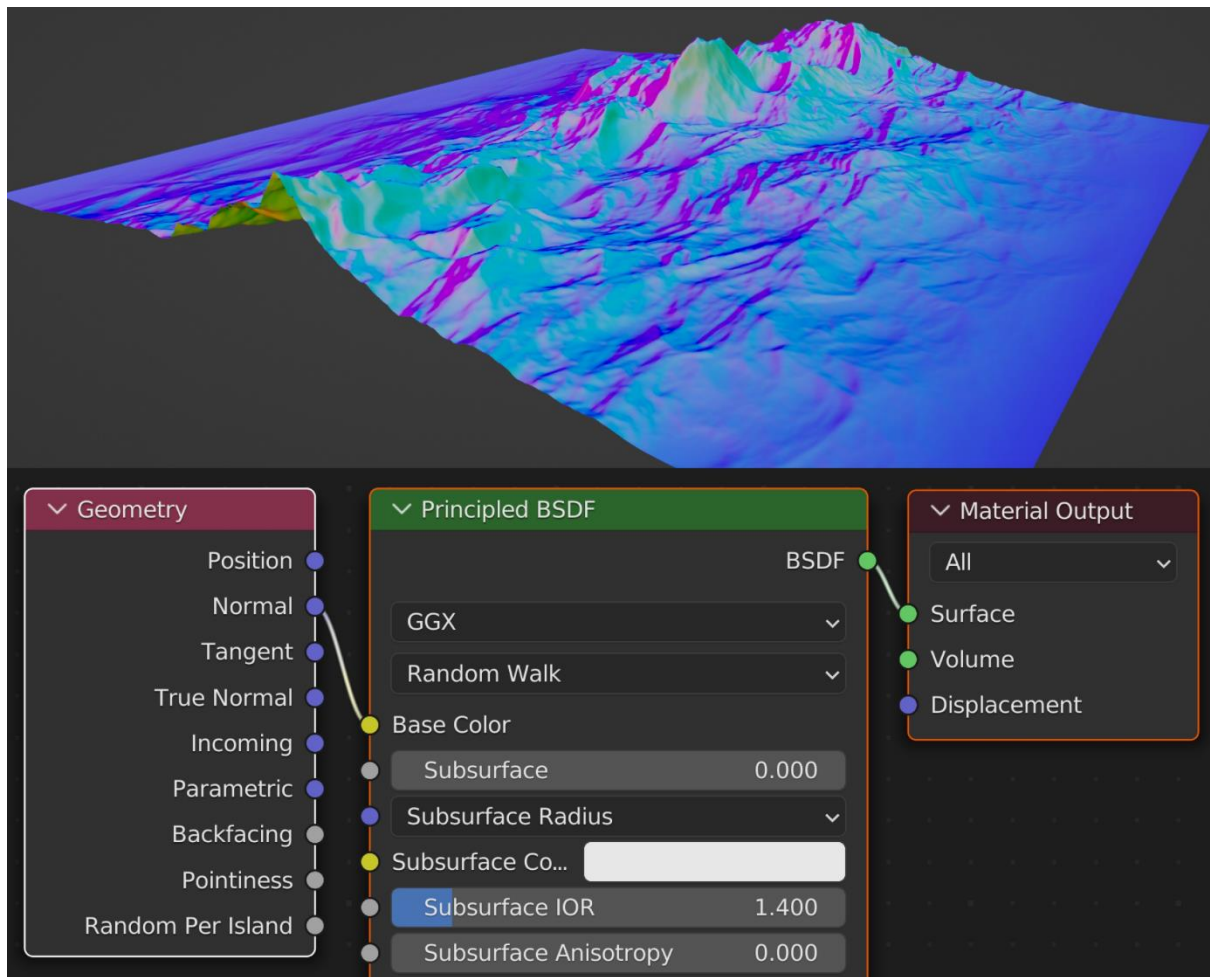
Incoming ●

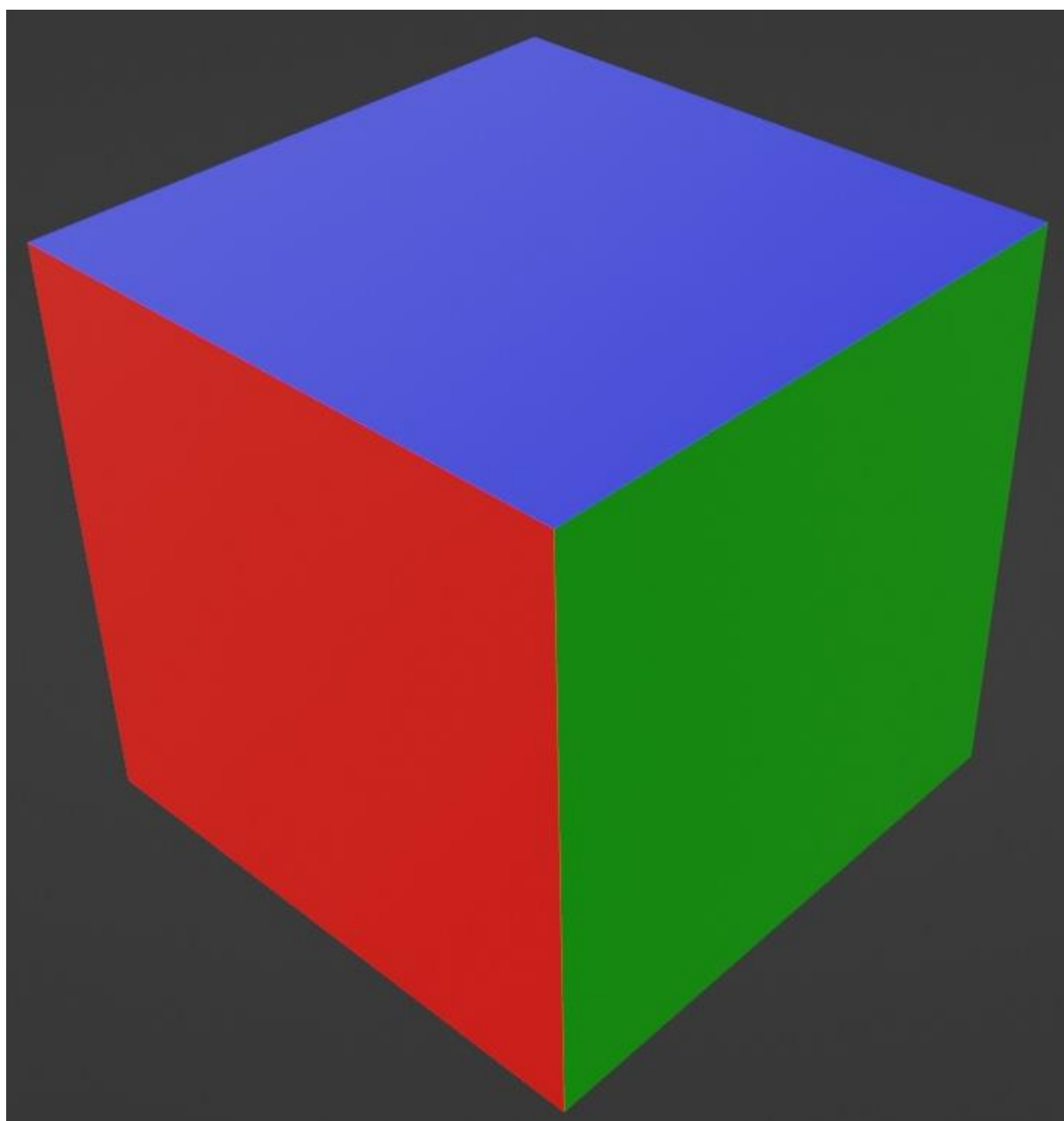
Parametric ●

Backfacing ●

Pointiness ●

Random Per Island ●





▼ Separate XYZ

X



Y



Z

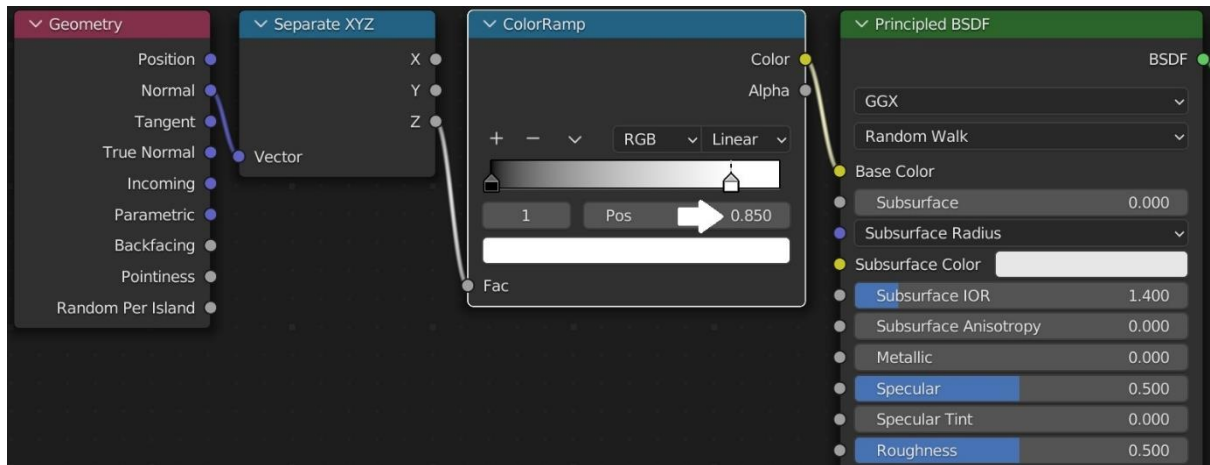
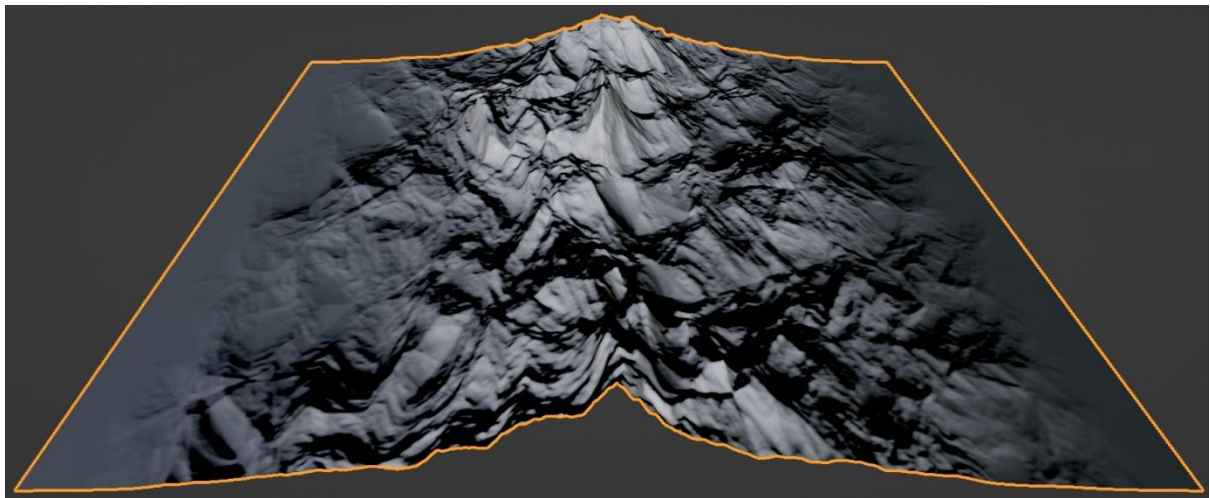
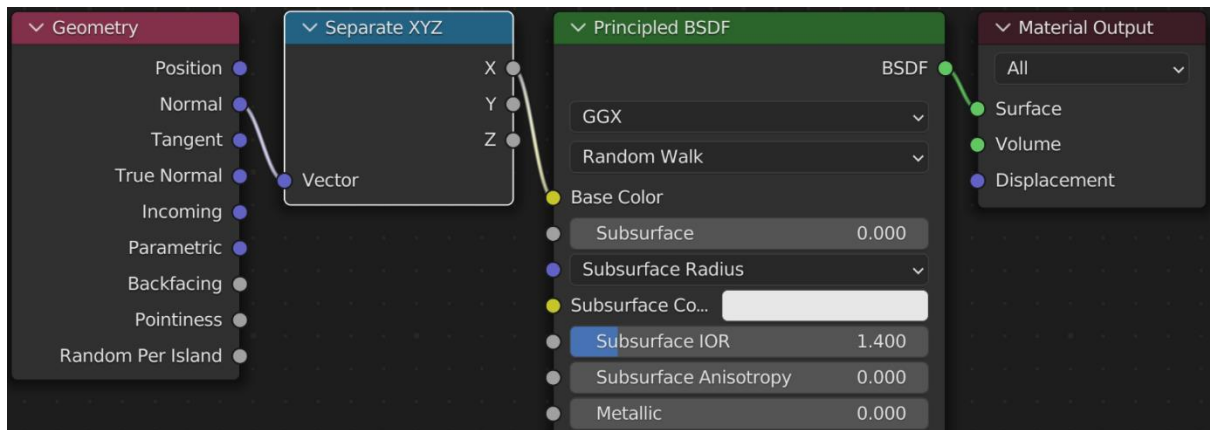


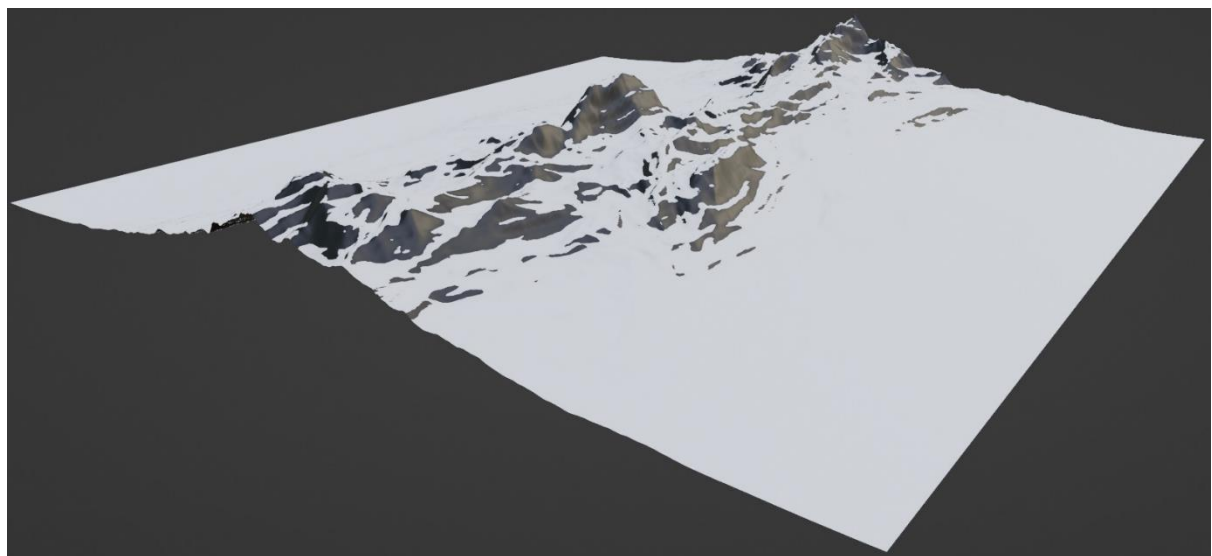
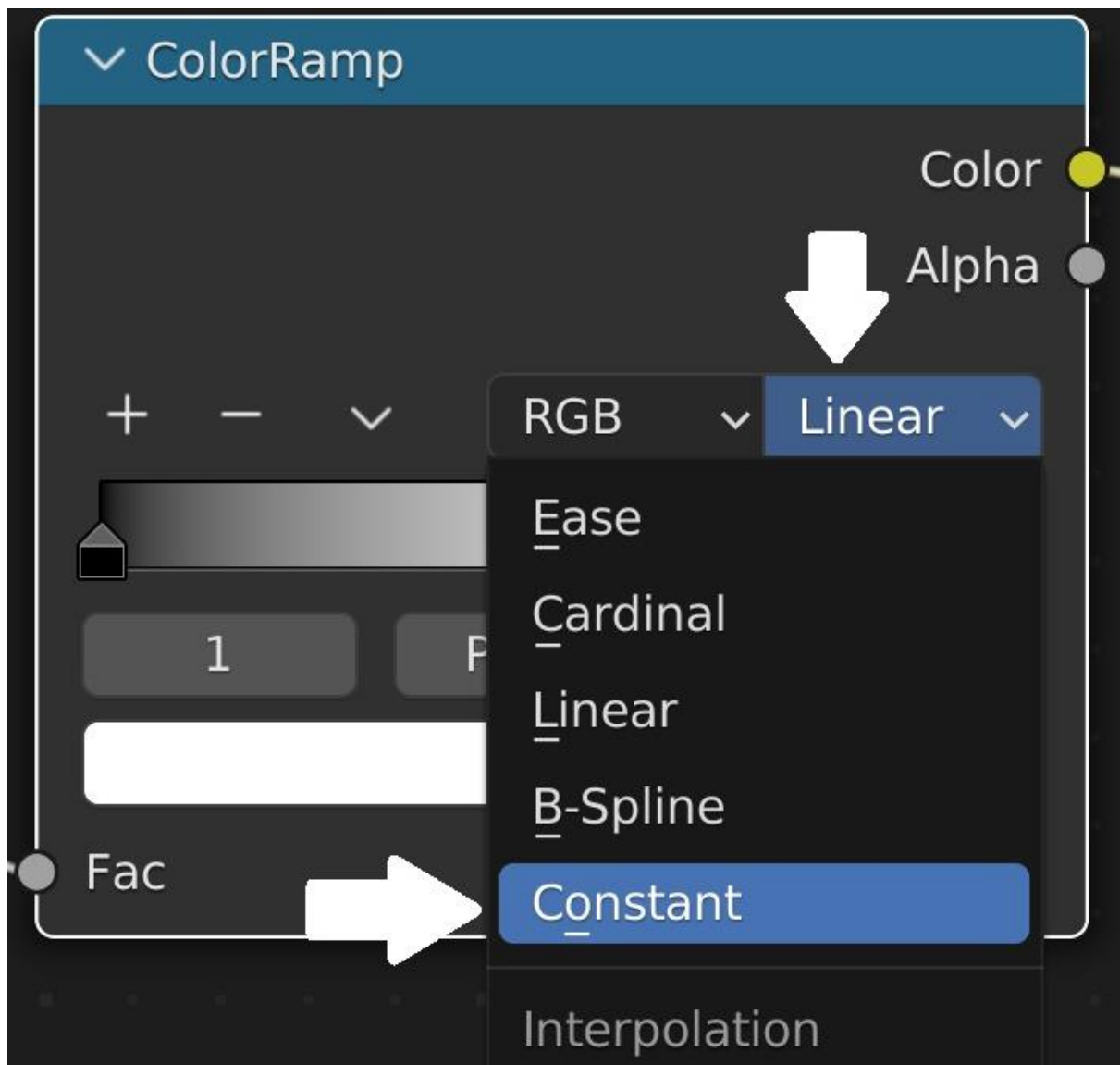
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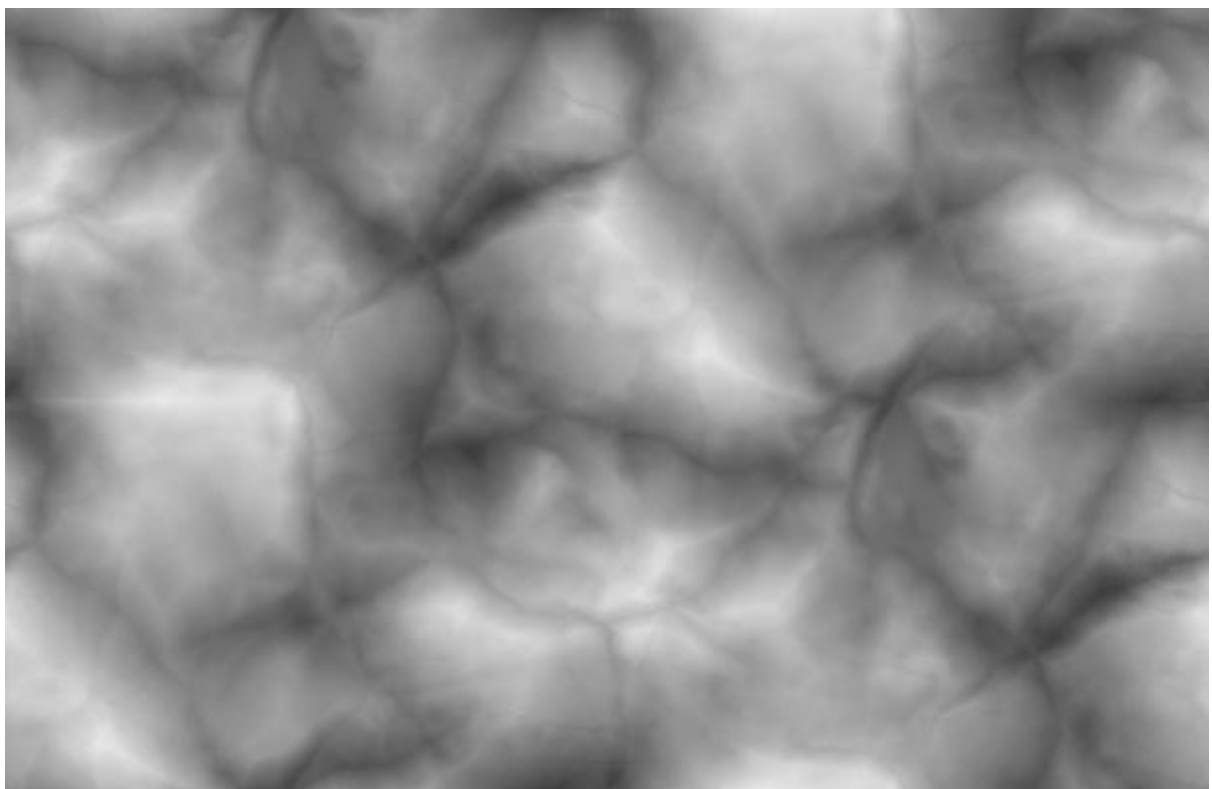
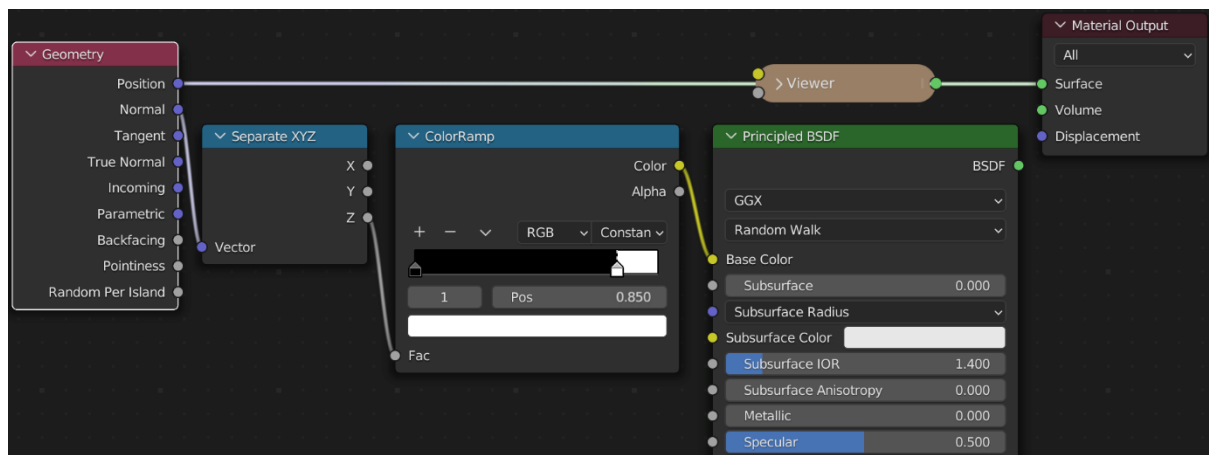
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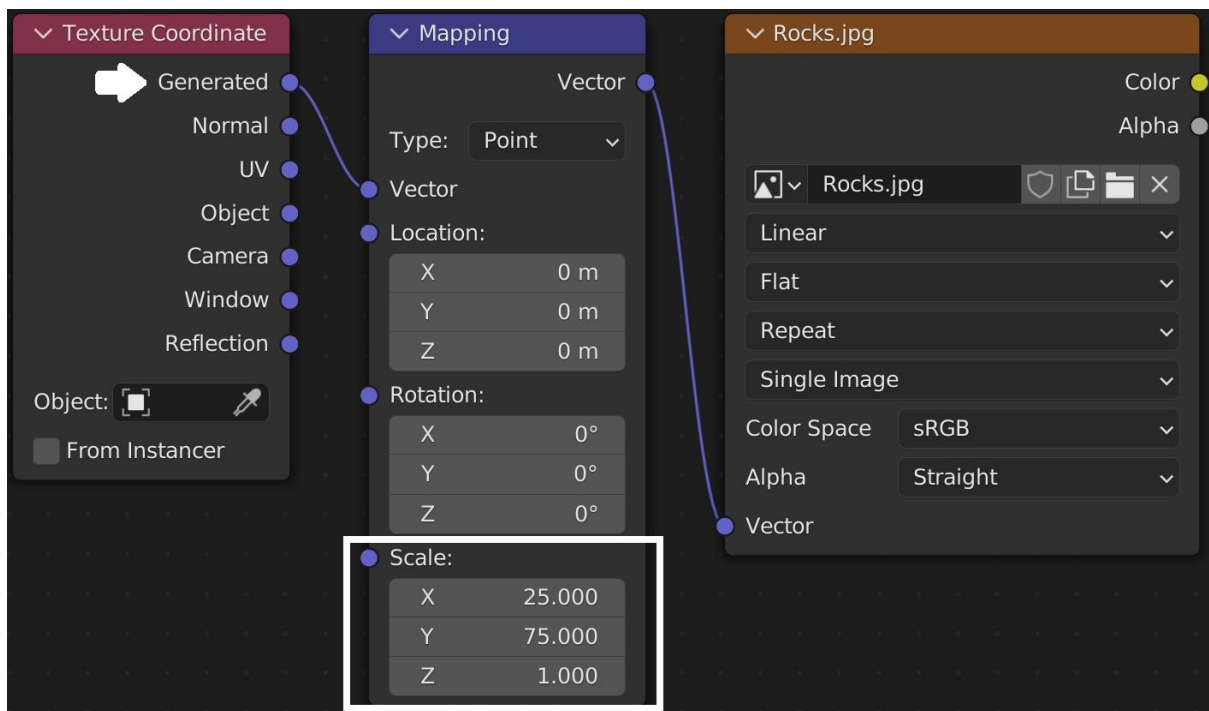
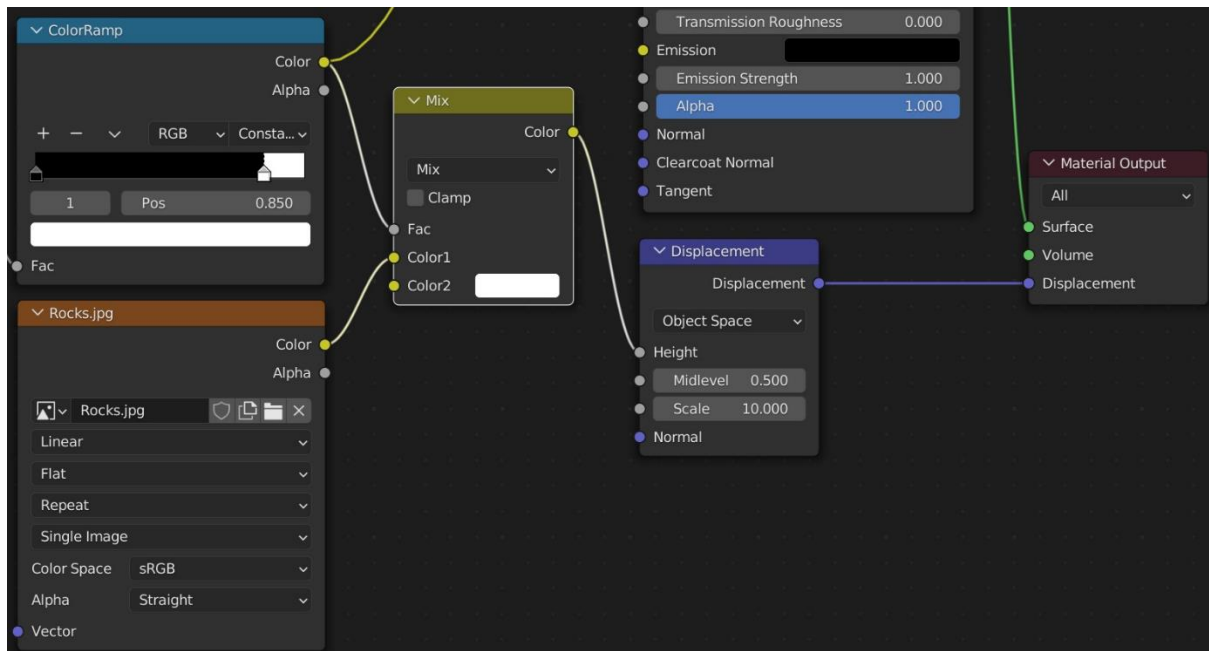
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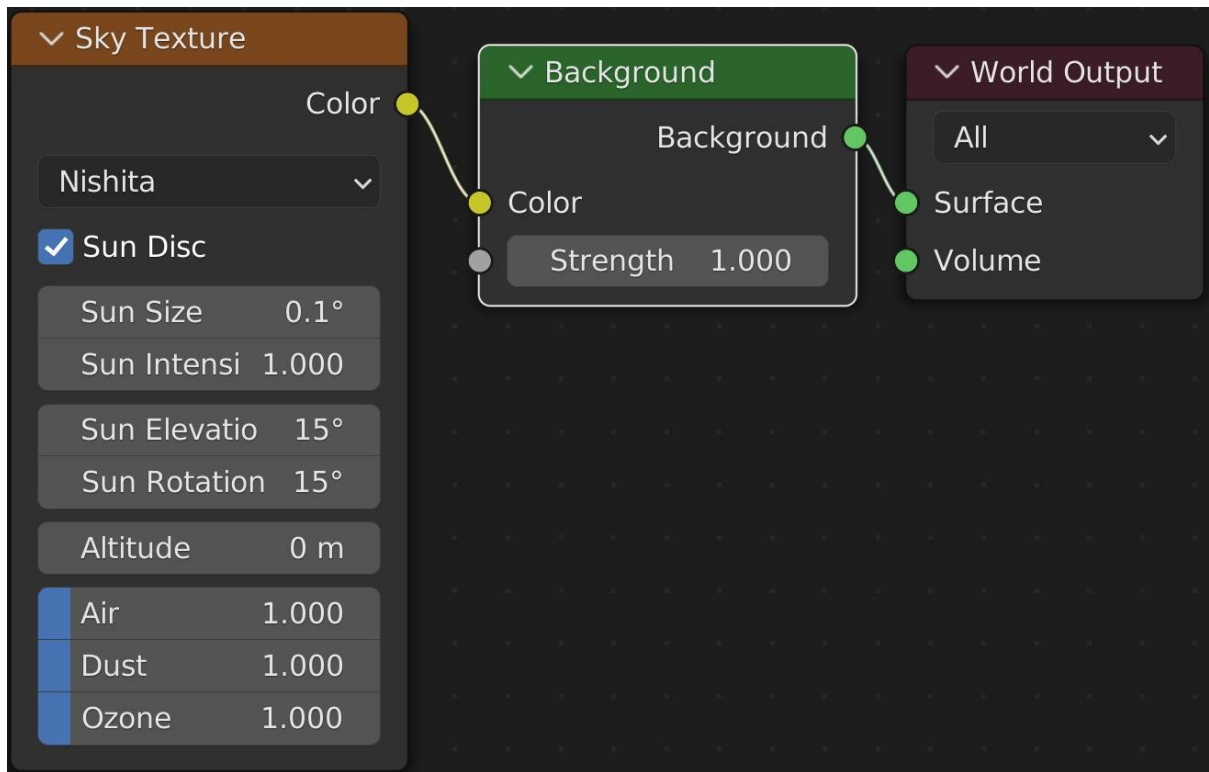
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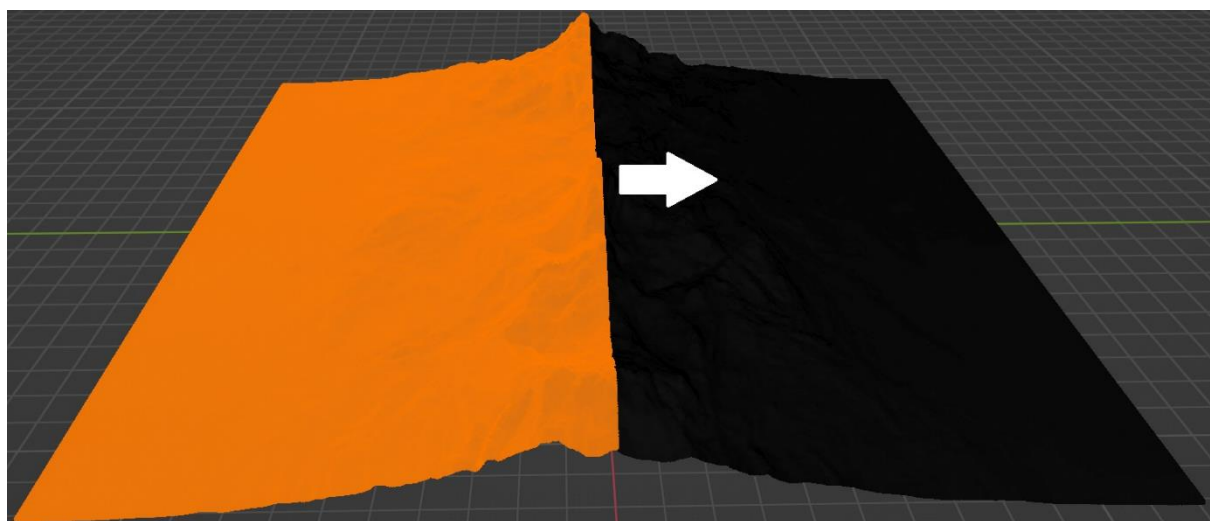
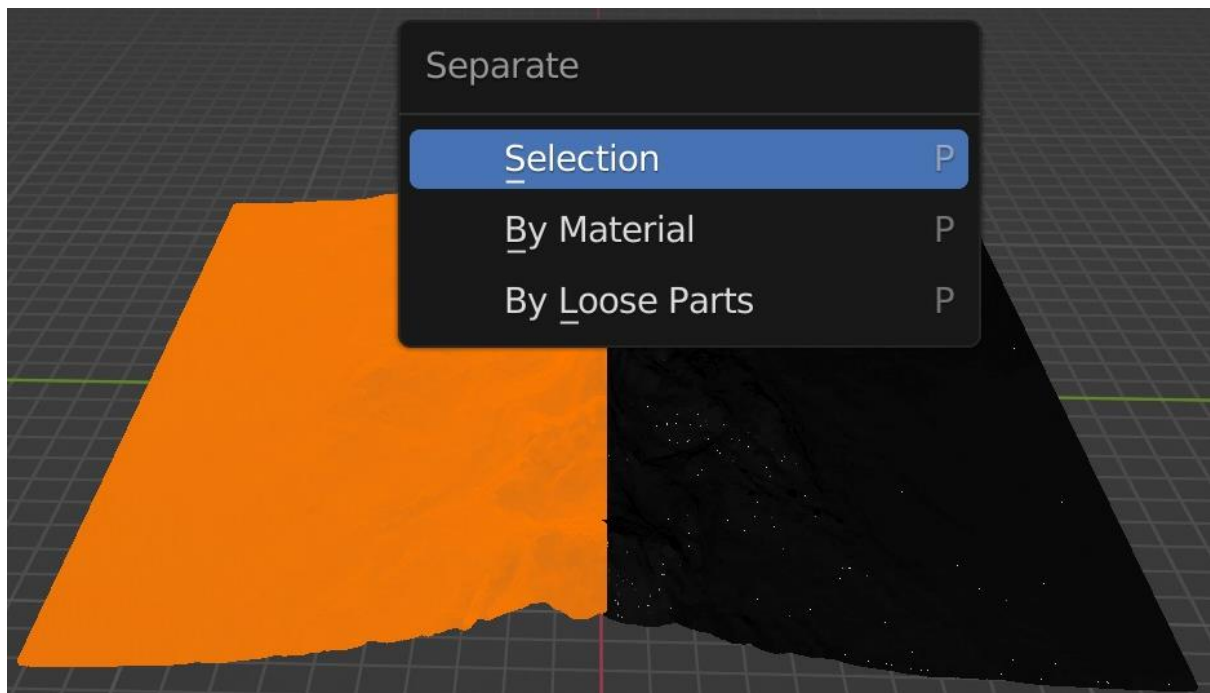
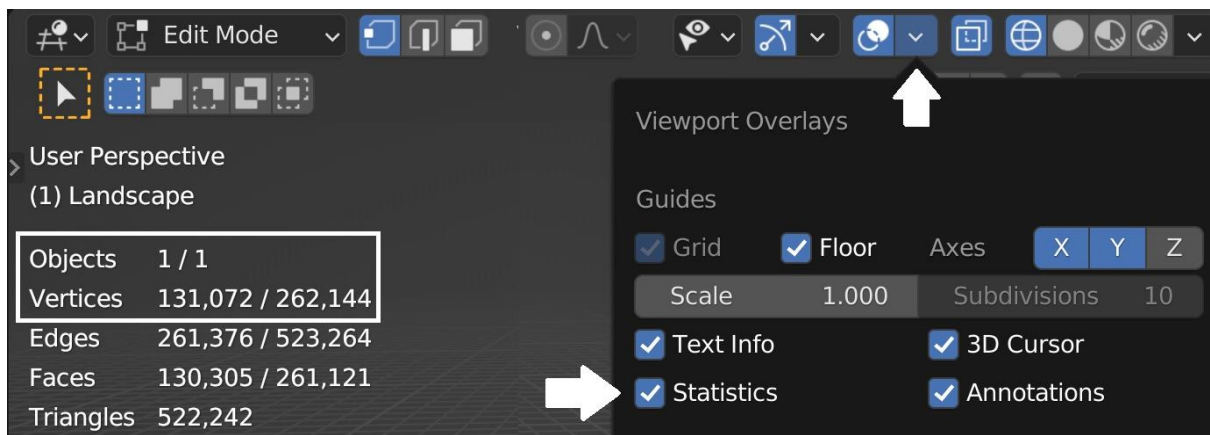


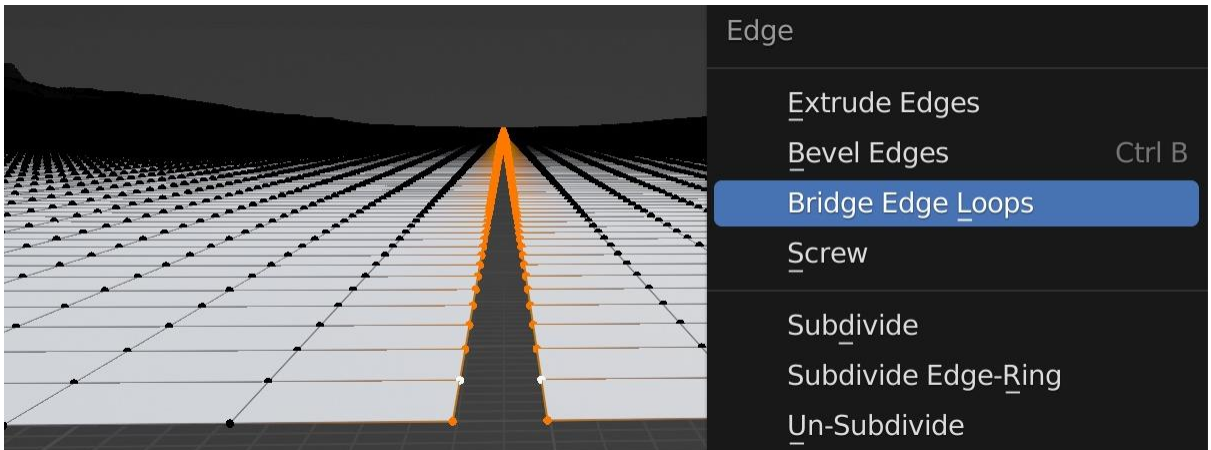
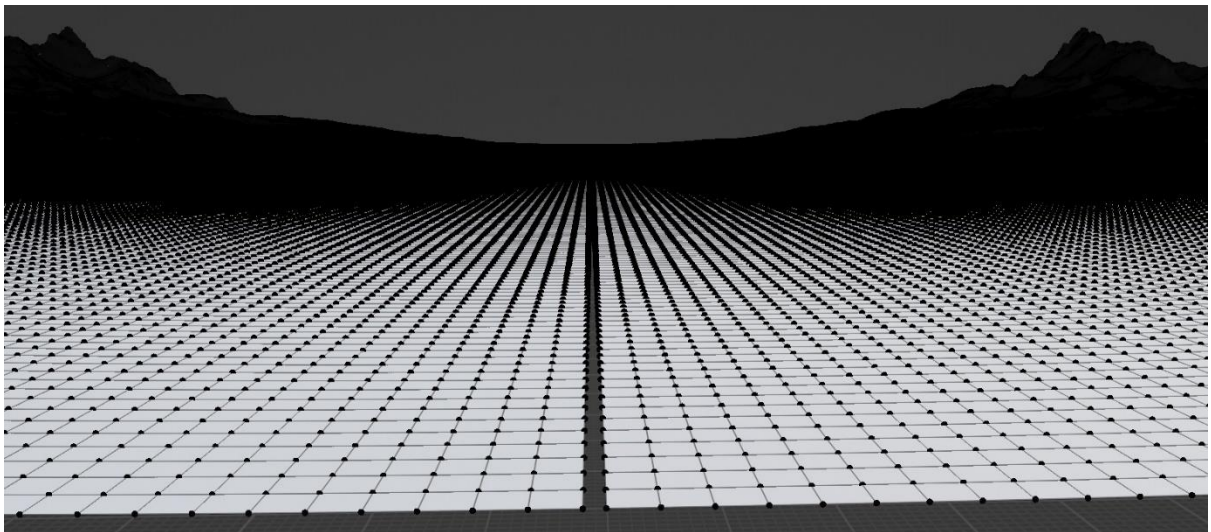
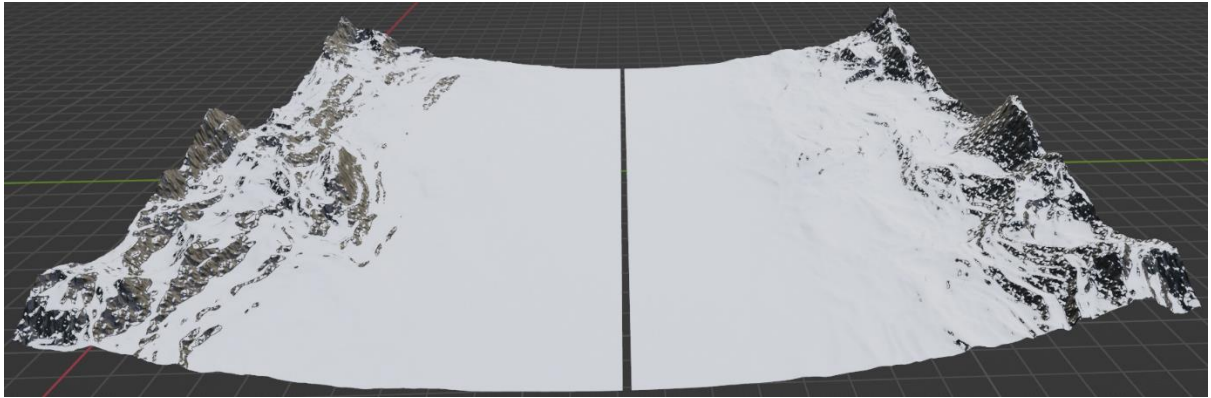












Edge

Extrude Edges

Bevel Edges

Ctrl B

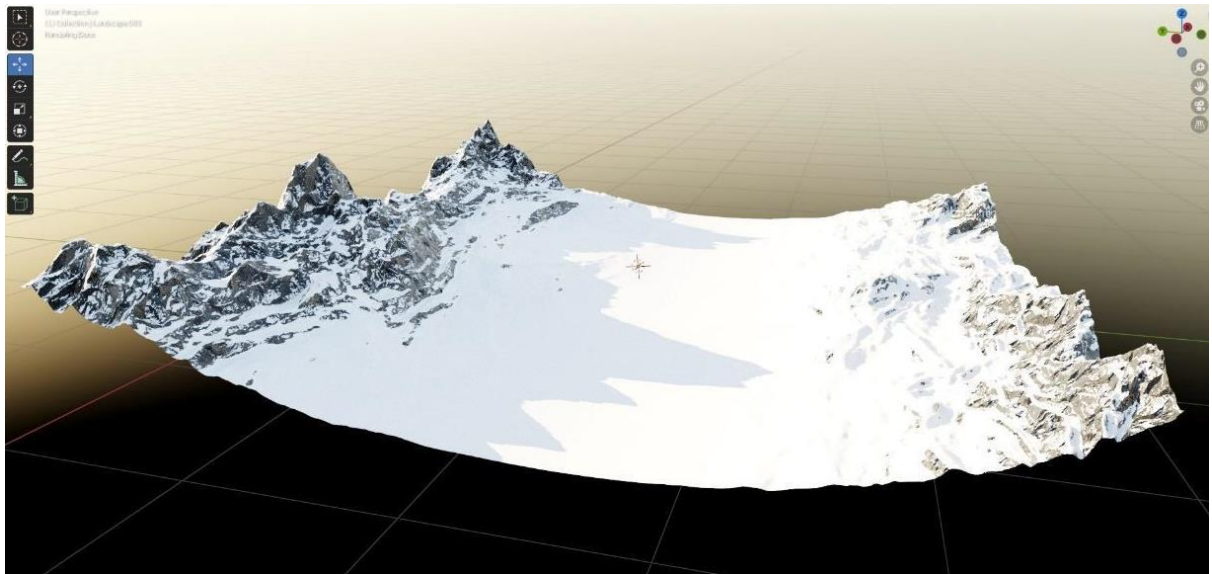
Bridge Edge Loops

Screw

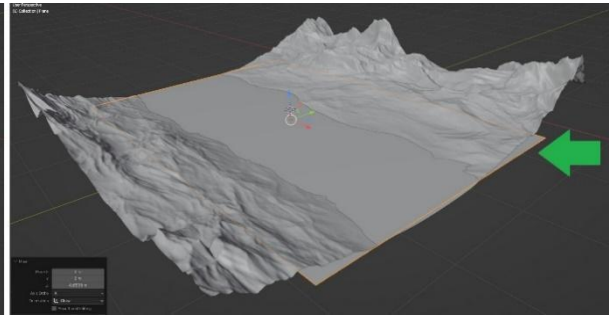
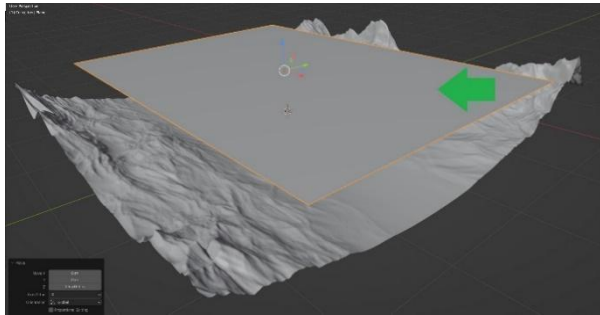
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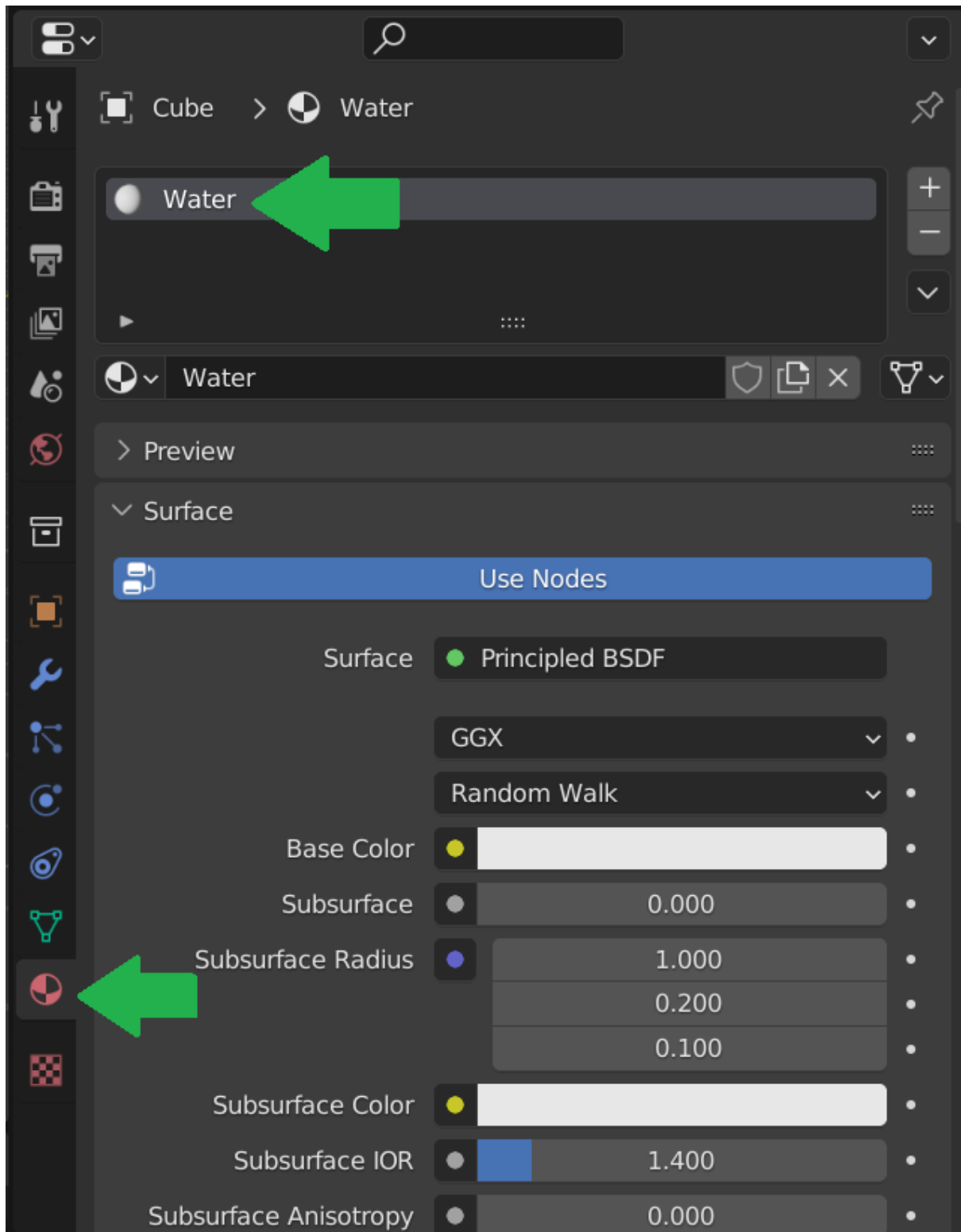
Subdivide Edge Ring

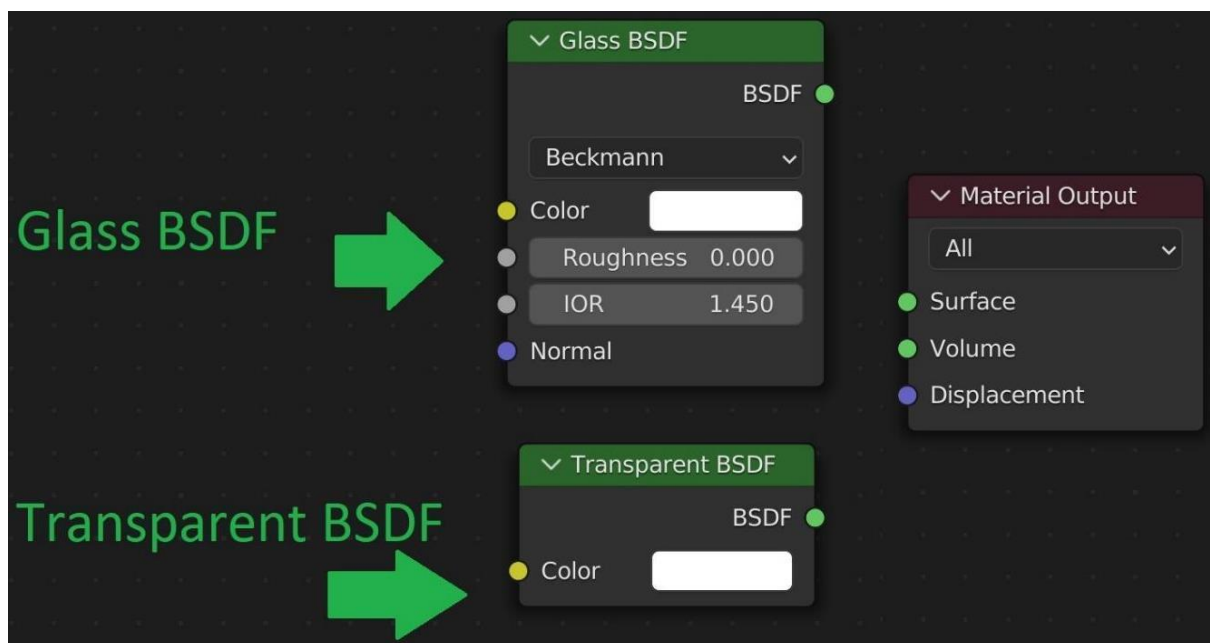
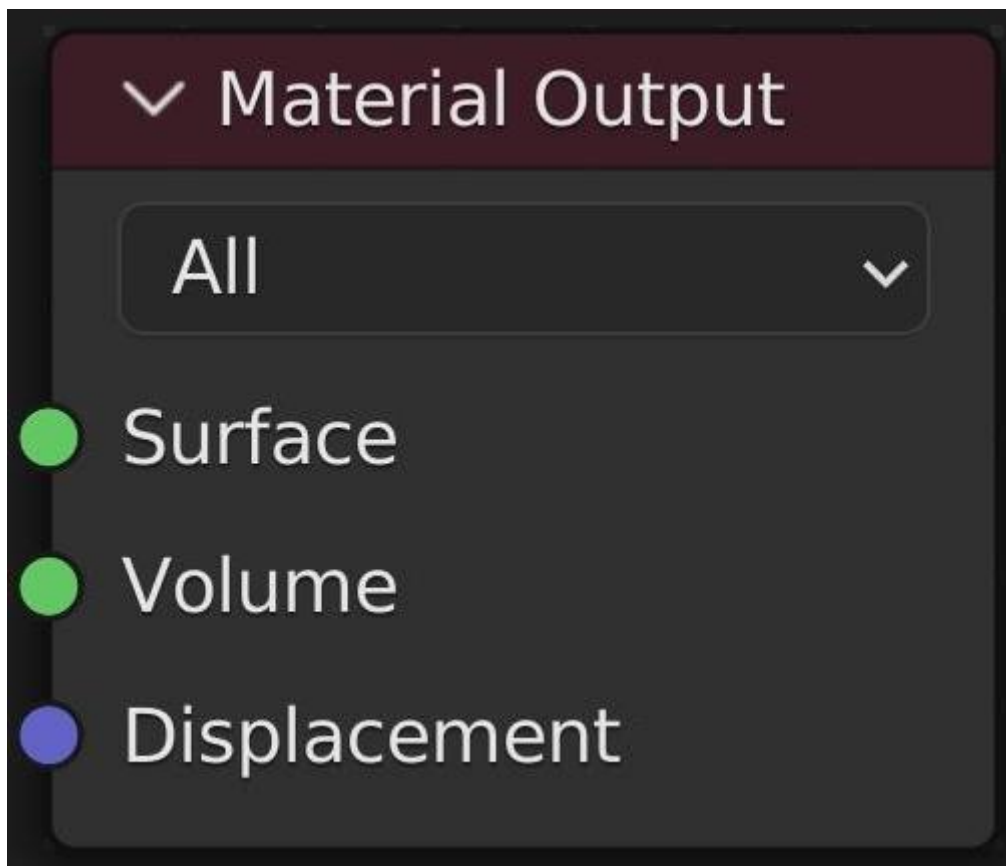
Un-Subdivide

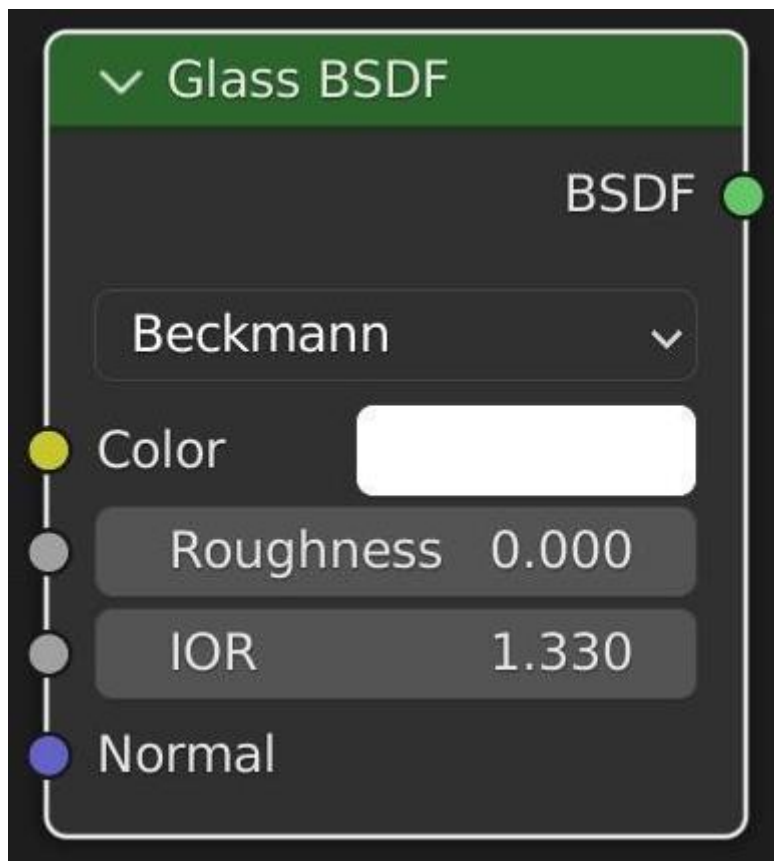


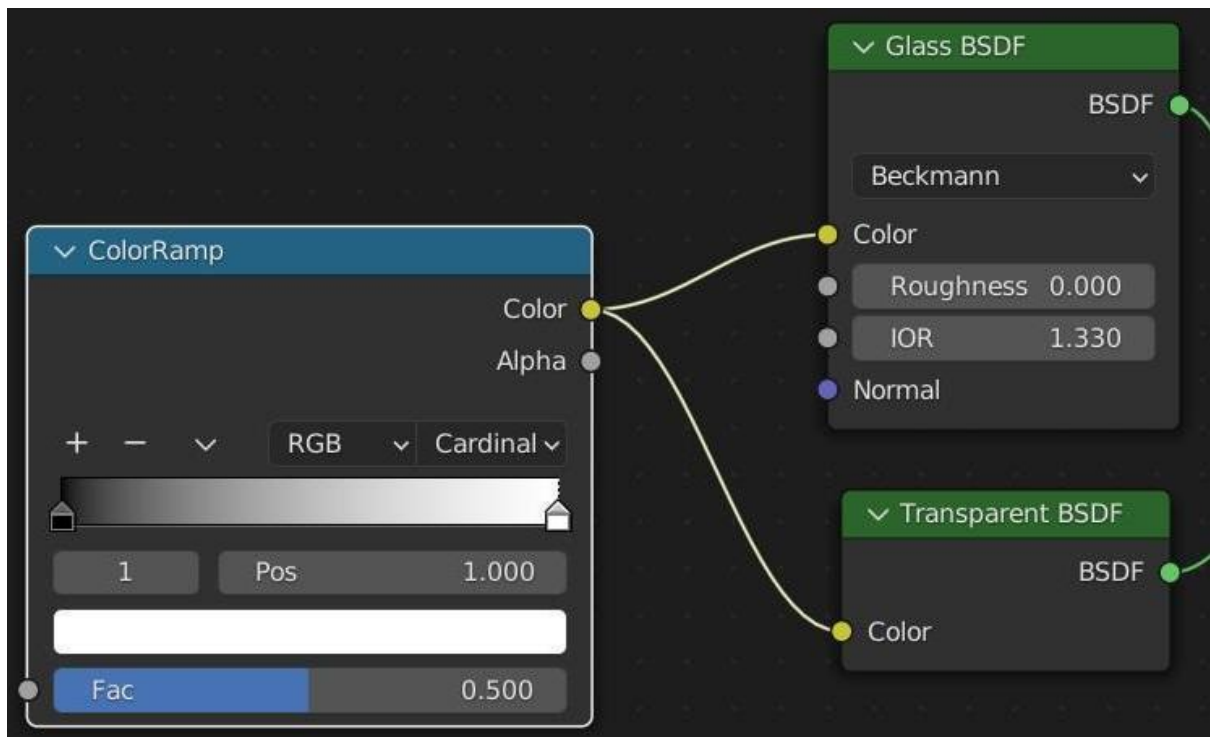
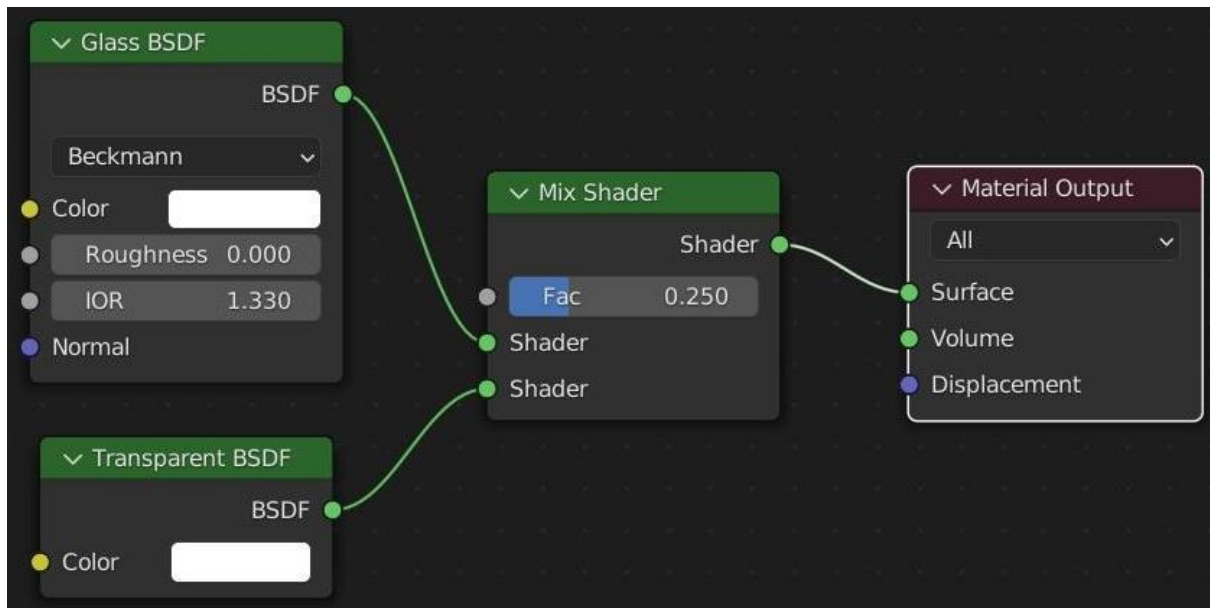
Chapter 07: Creating and Animating Realistic, Natural-Looking Water

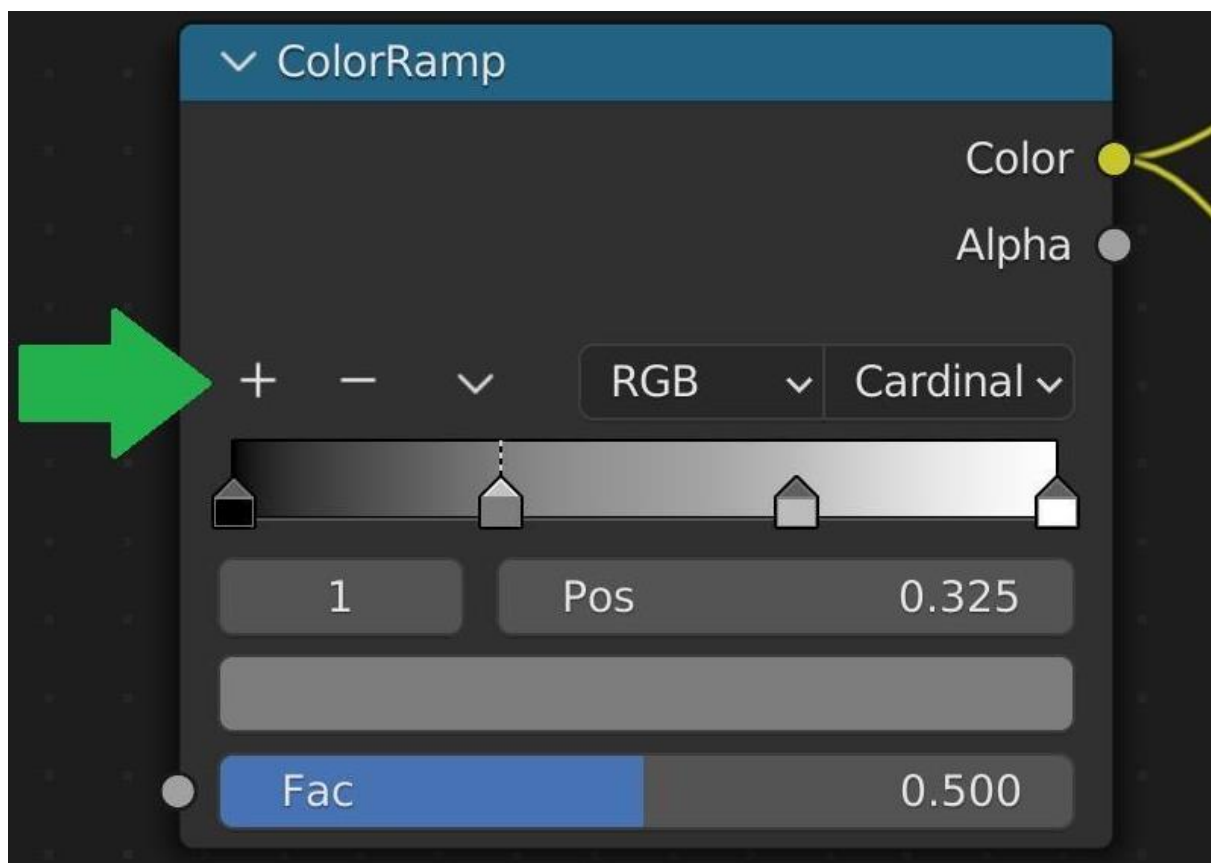


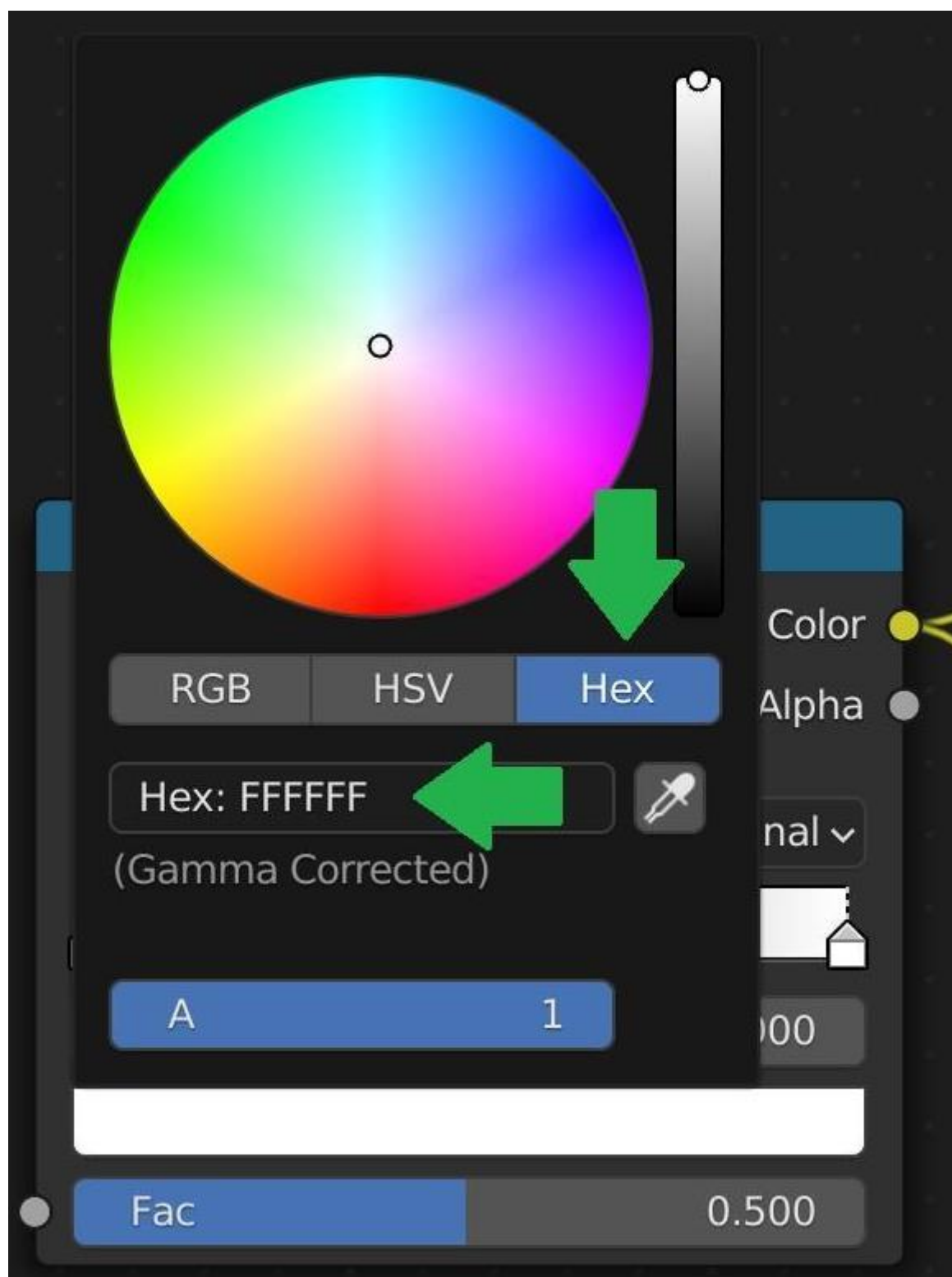


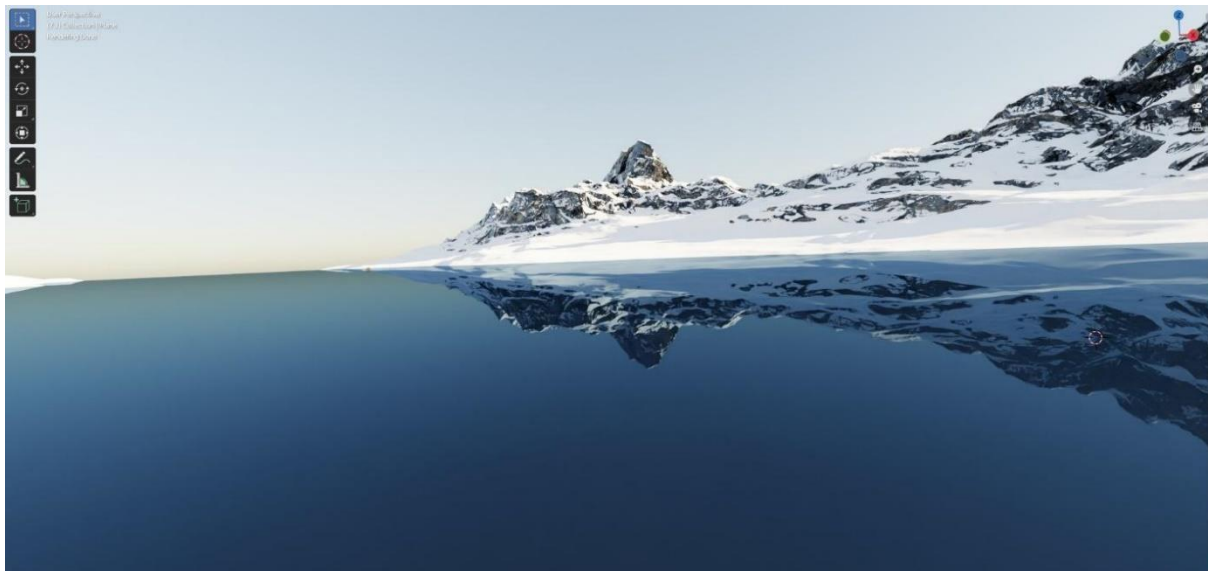
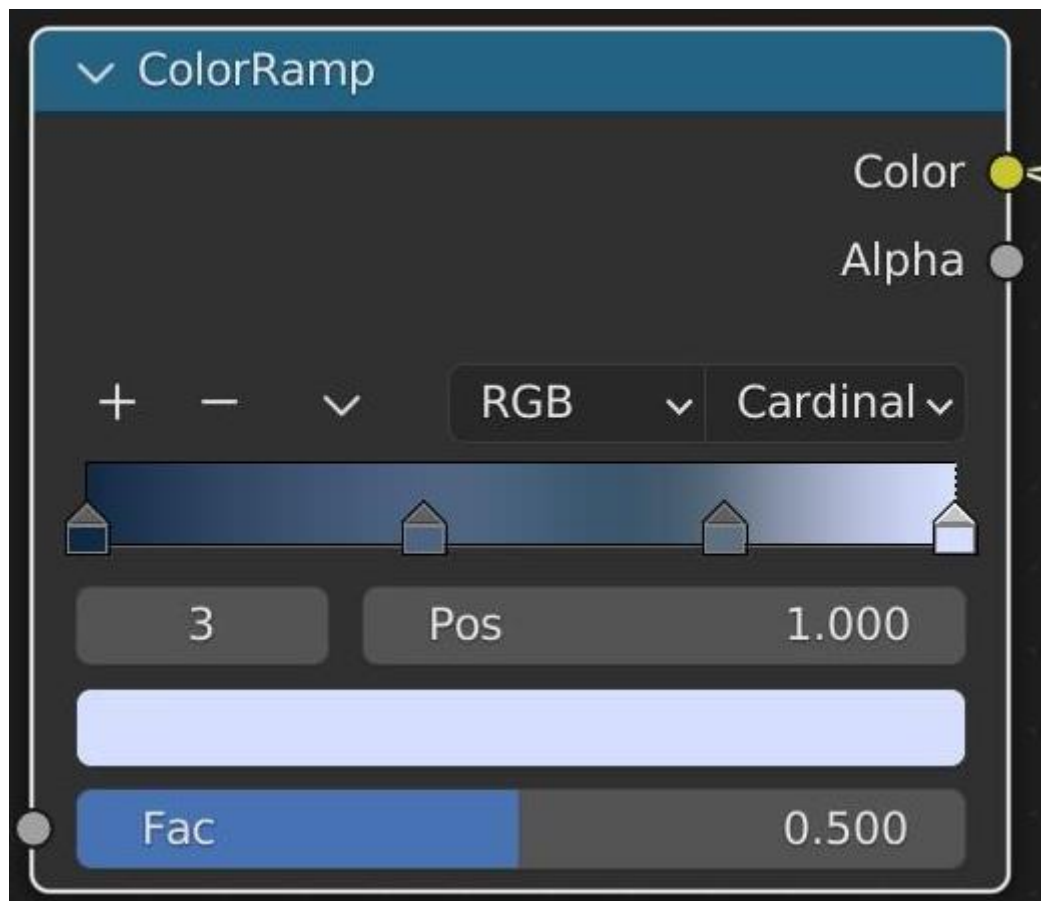












▽ Noise Texture

Fac ☐

Color ☒

3D



☒ Vector

☐ Scale 5.000

☐ Detail 2.000

☒ Roughne 0.500

☐ Distortion 0.000

▼ Displacement

Displacement

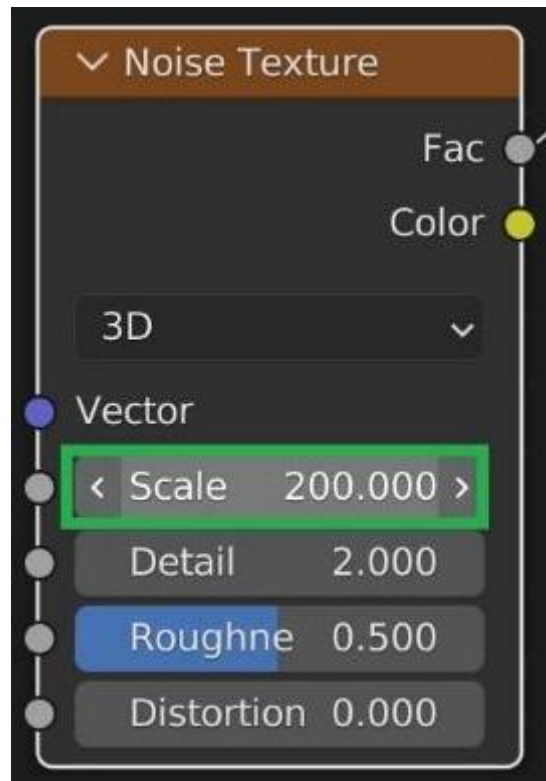
Object Space ▼

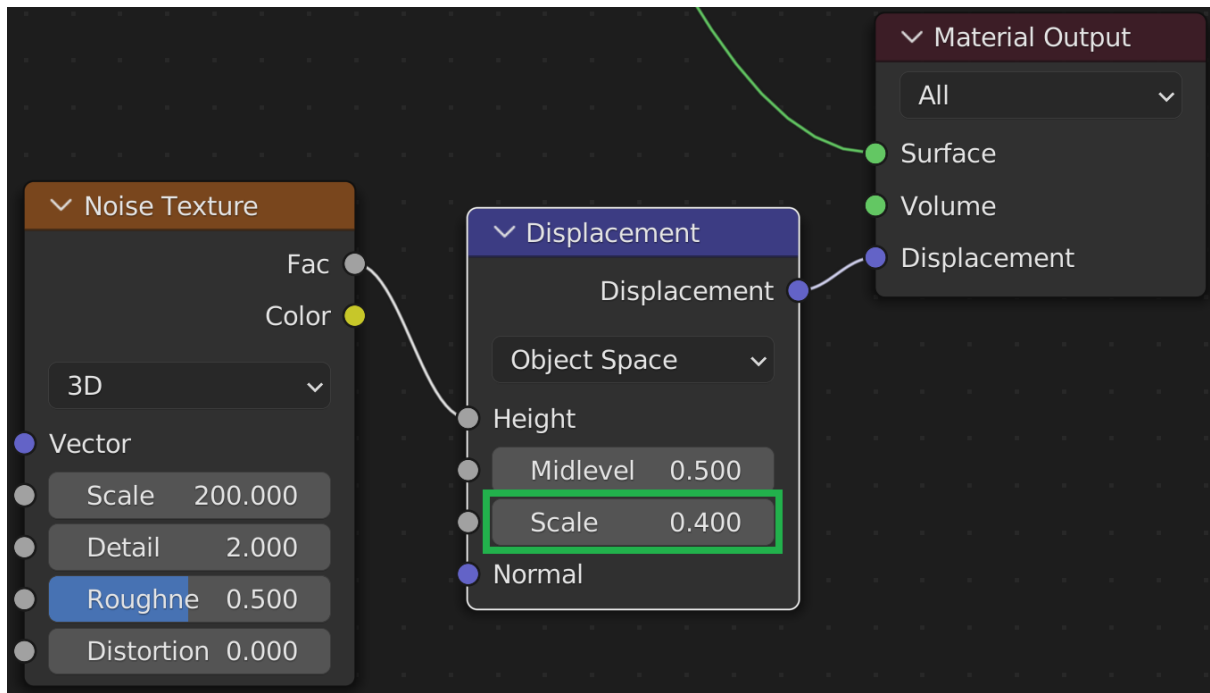
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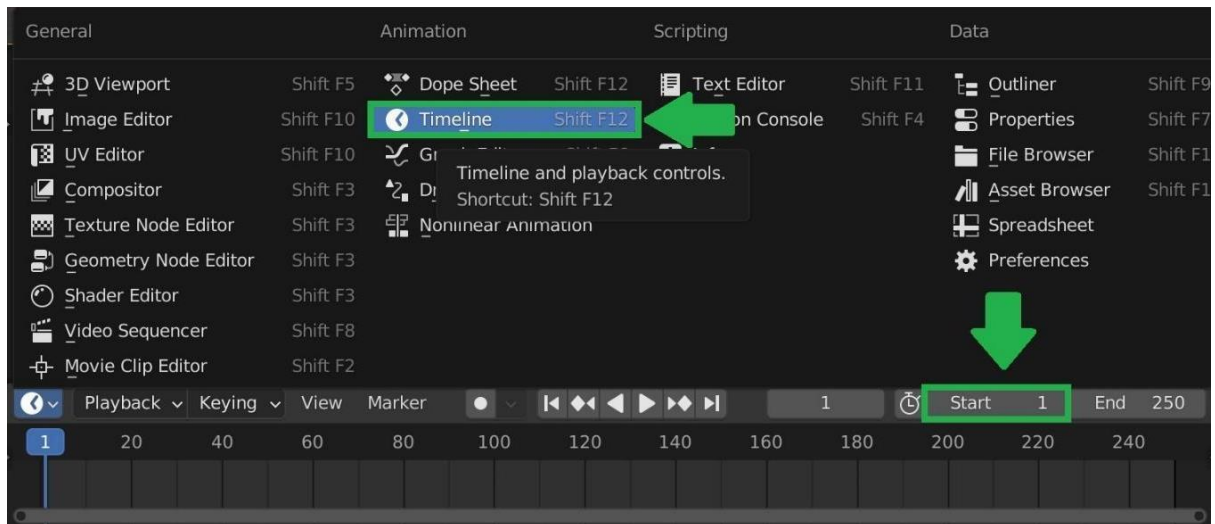
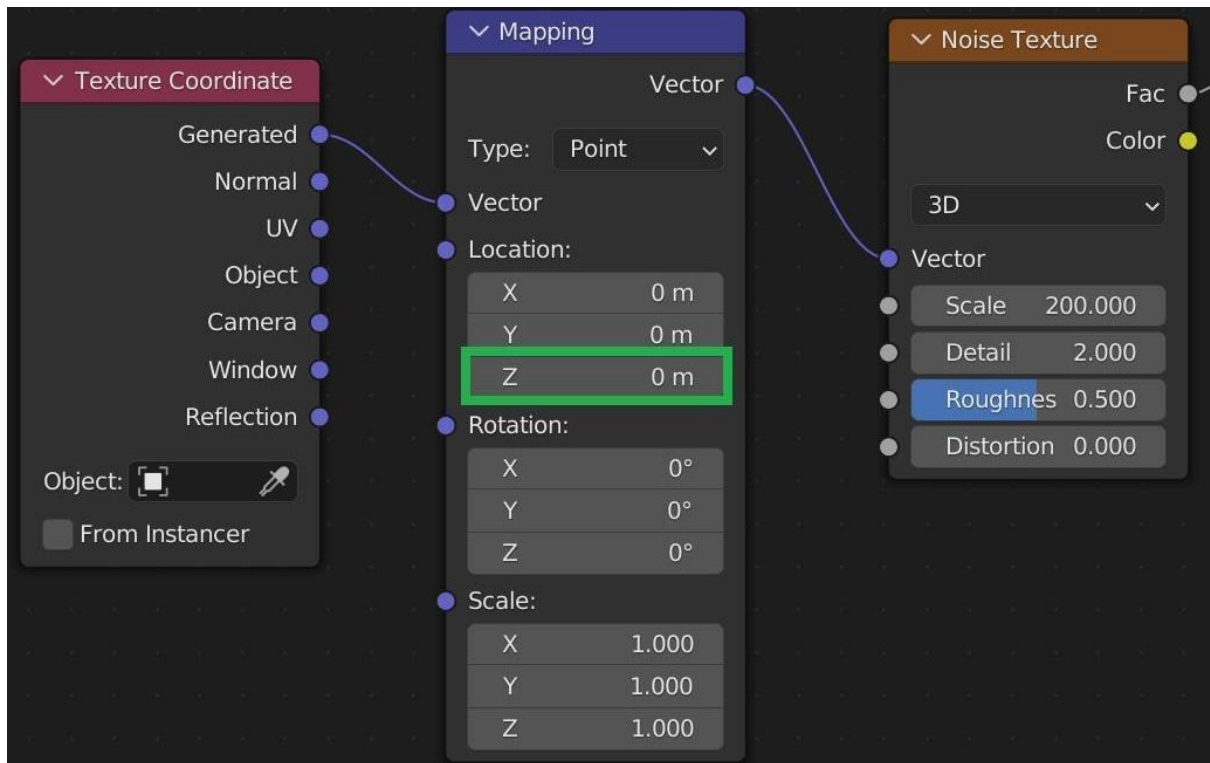
Midlevel 0.500

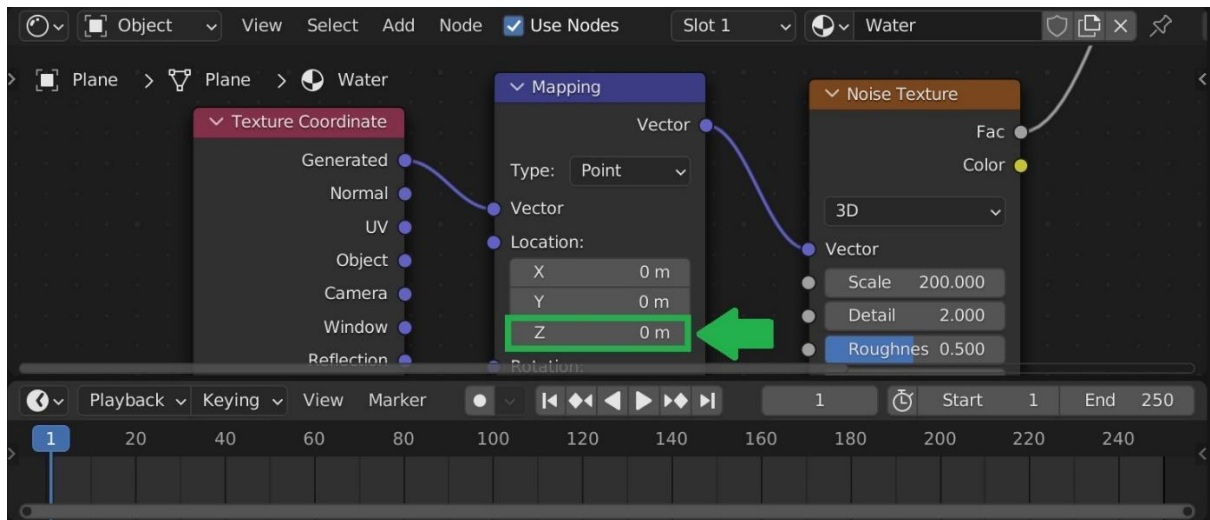
Scale 1.000

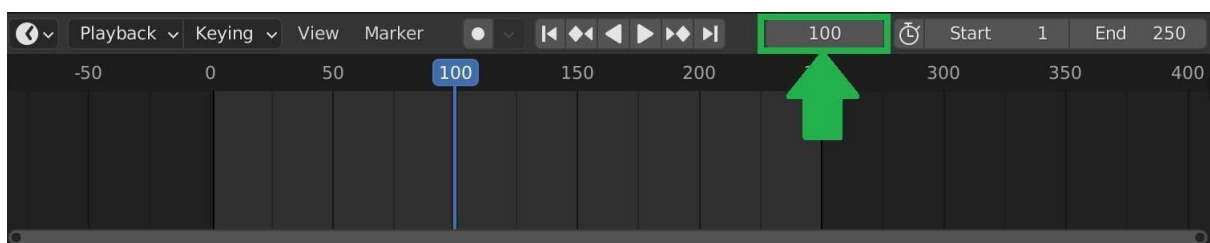
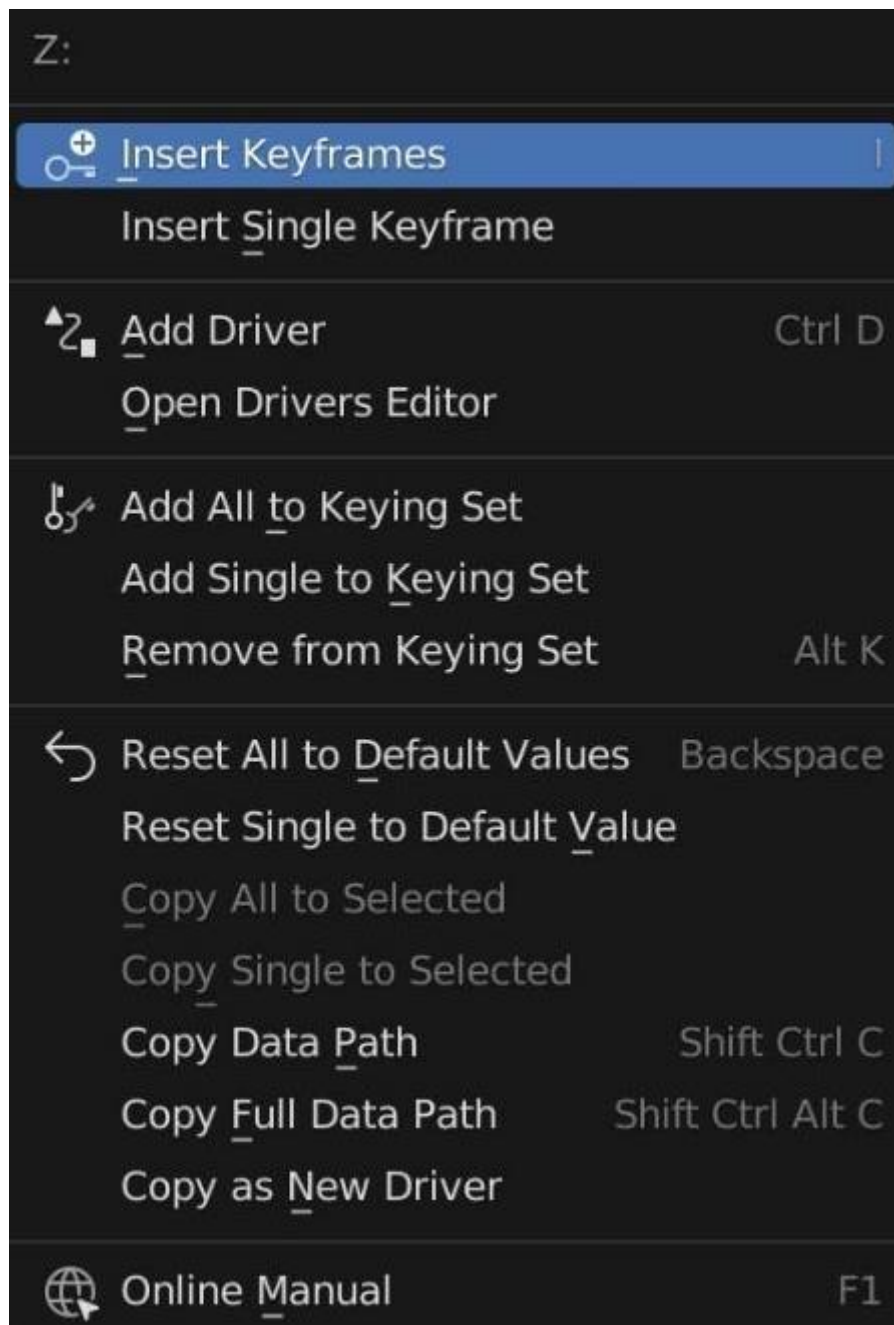
Normal

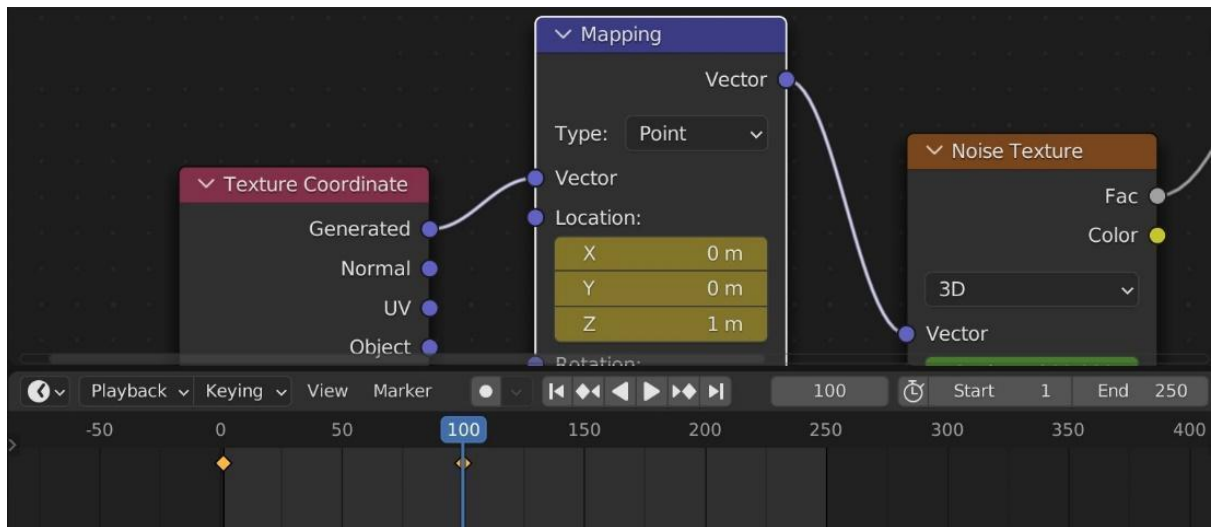






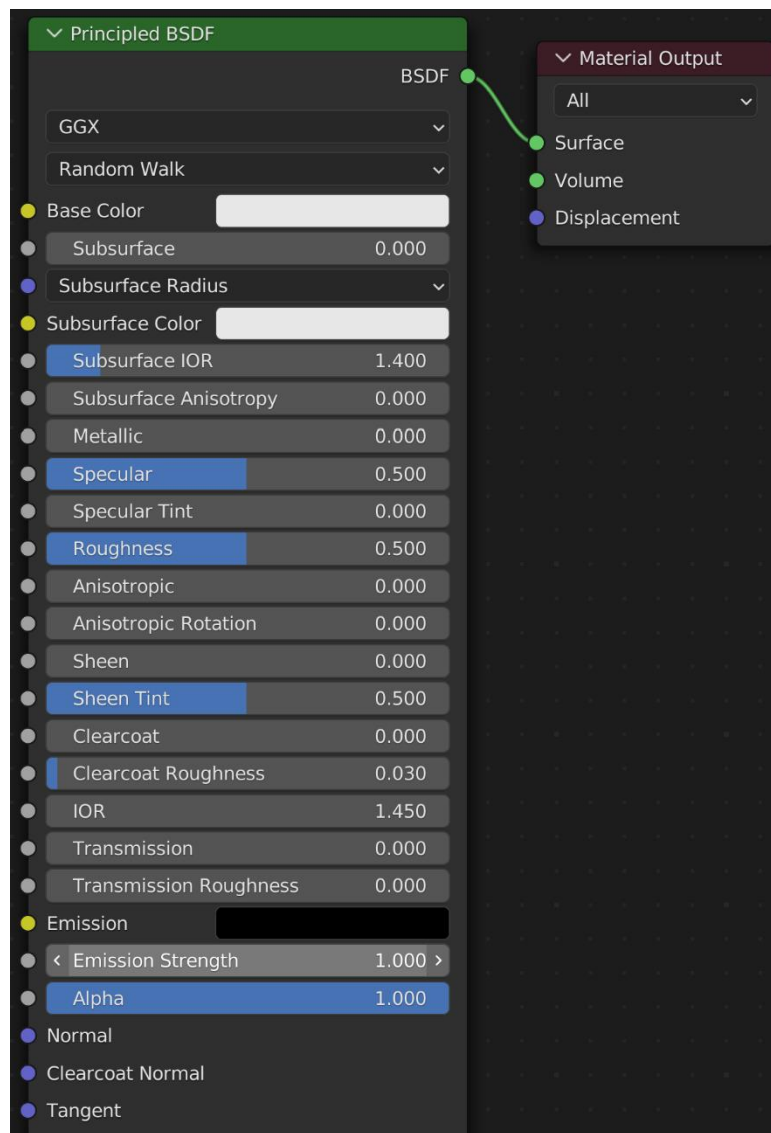
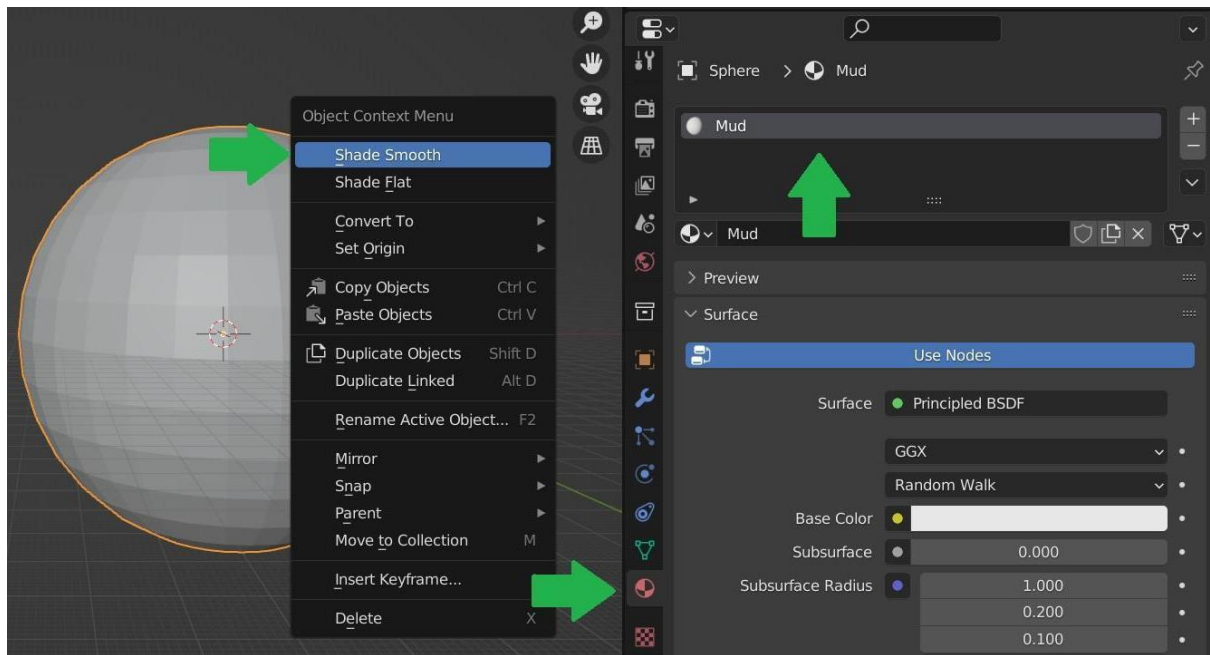


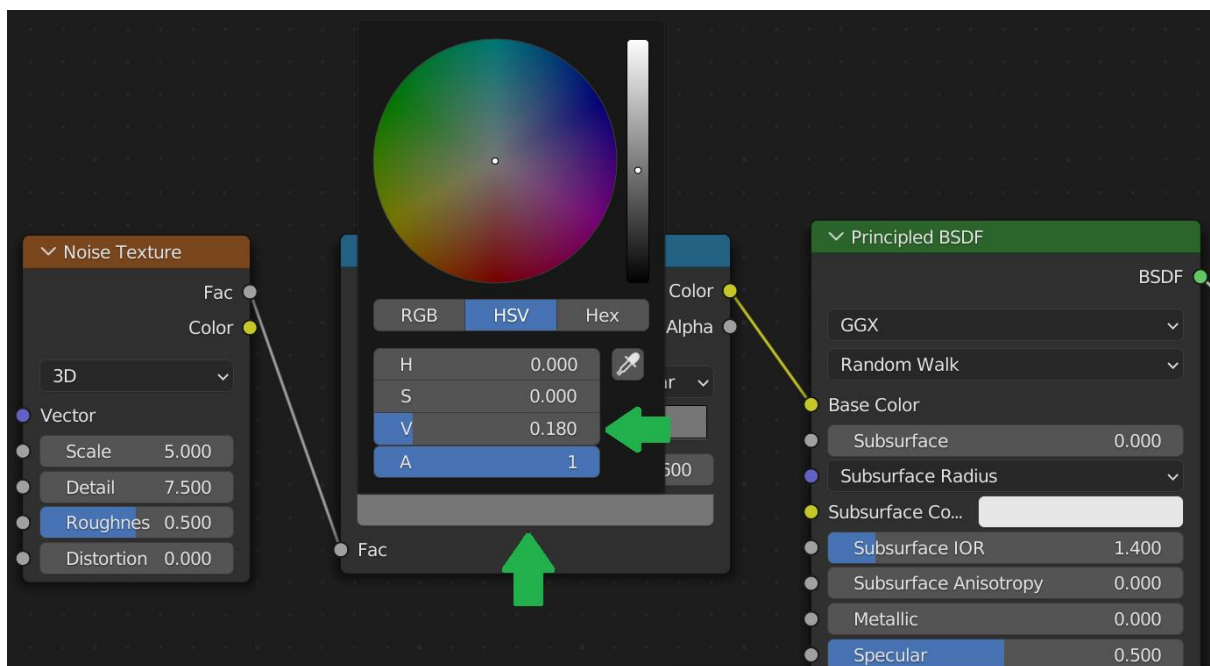
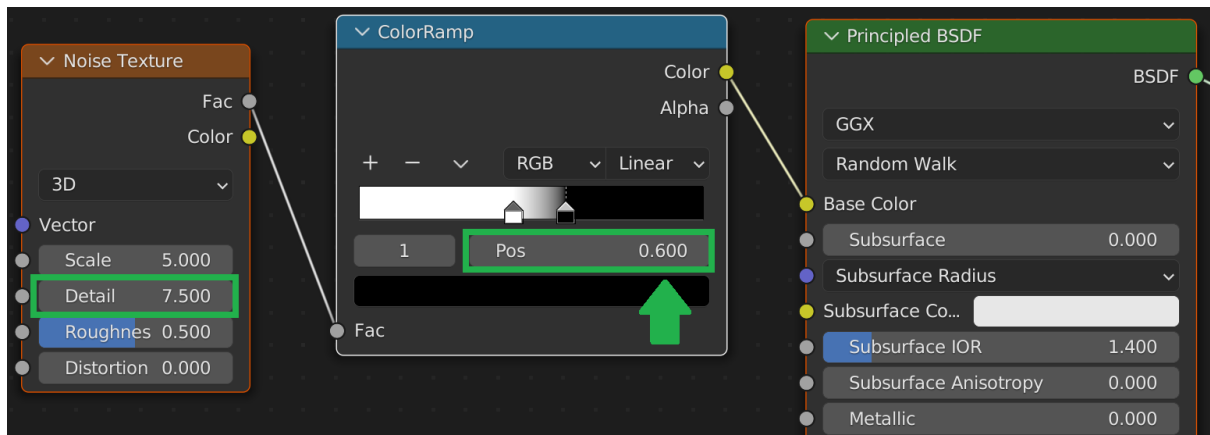


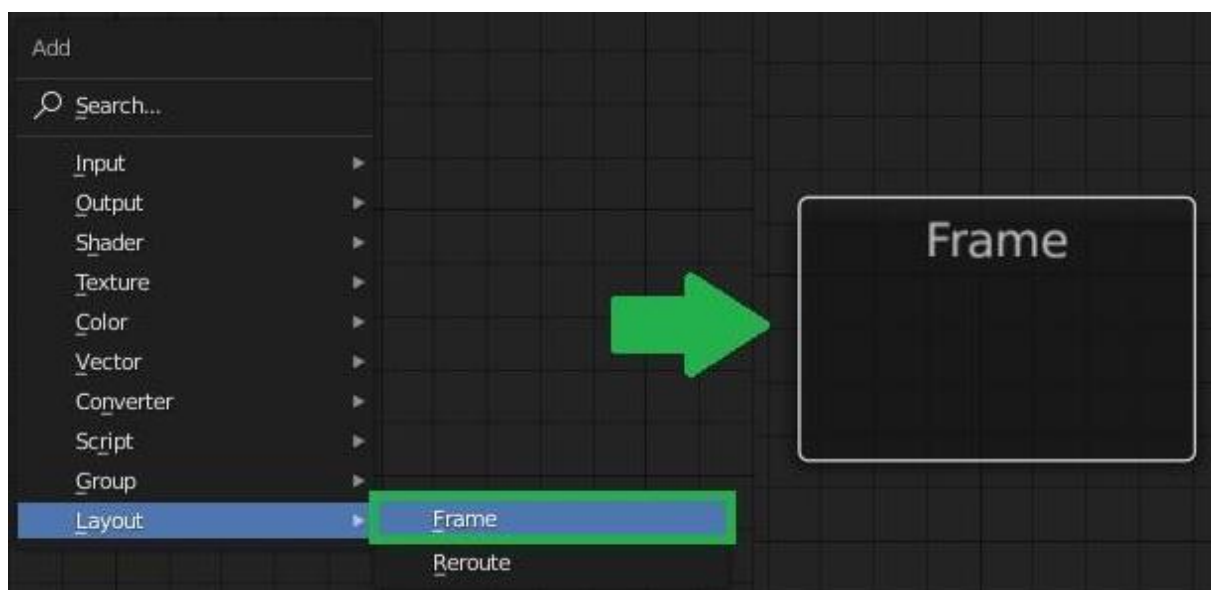


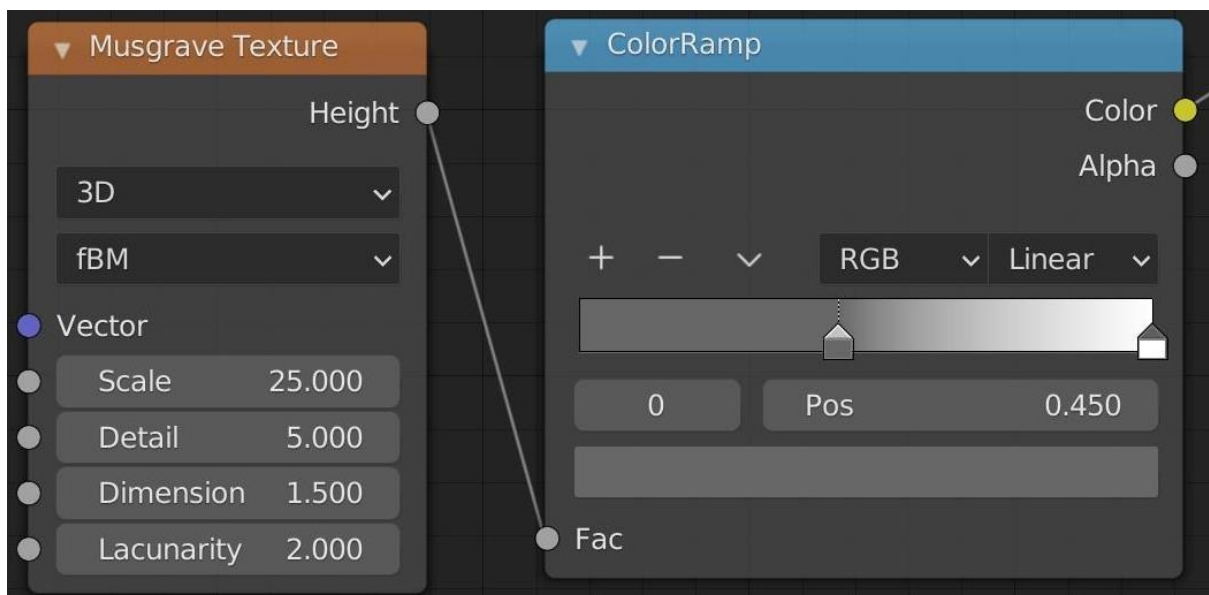
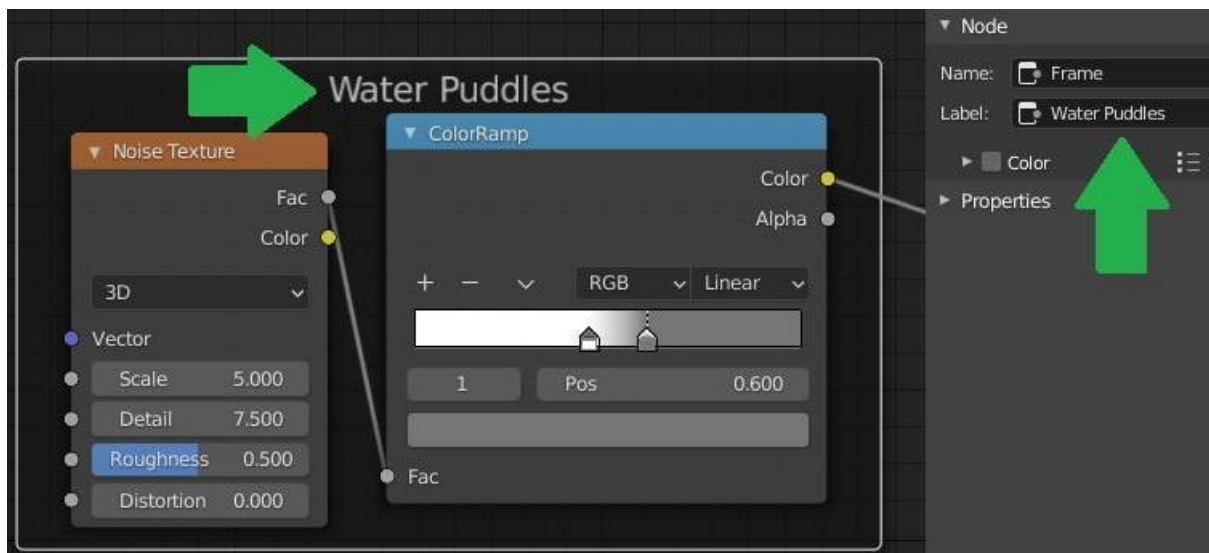
Chapter 08: Creating Procedural Mud Material



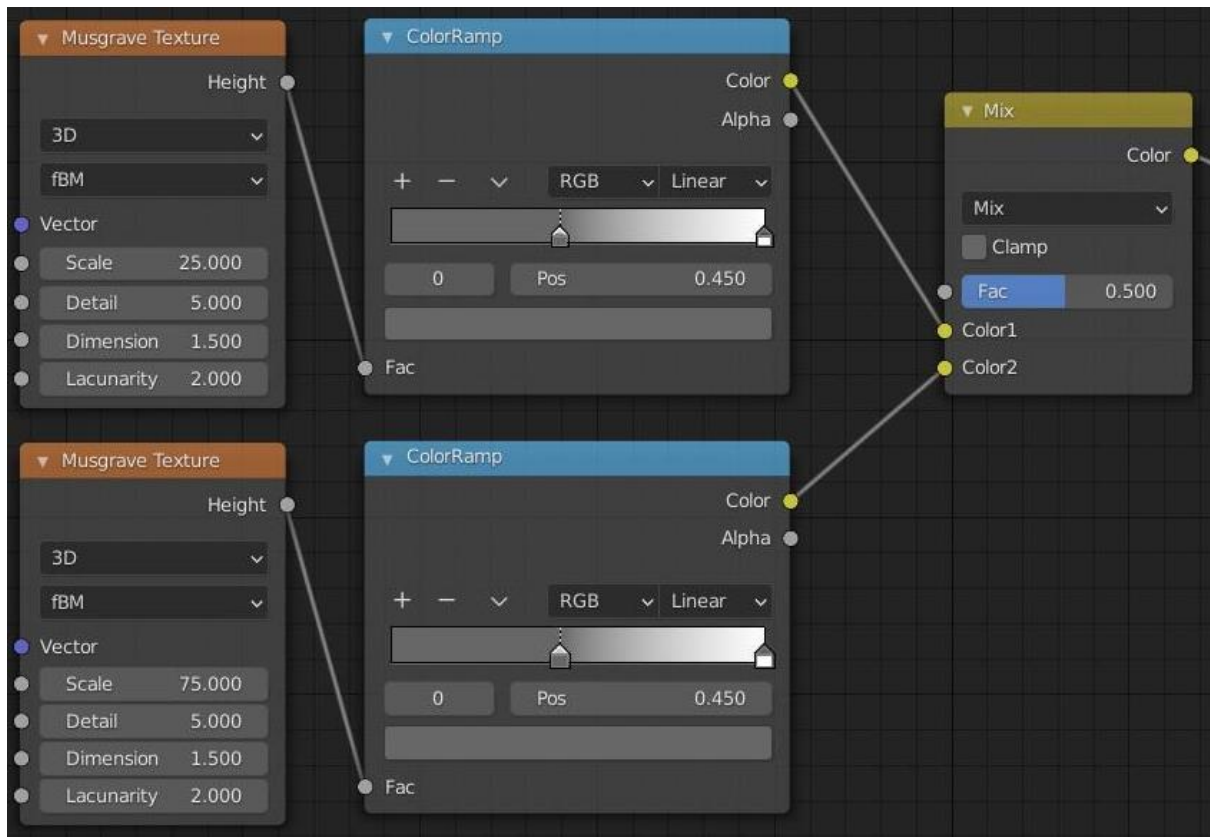


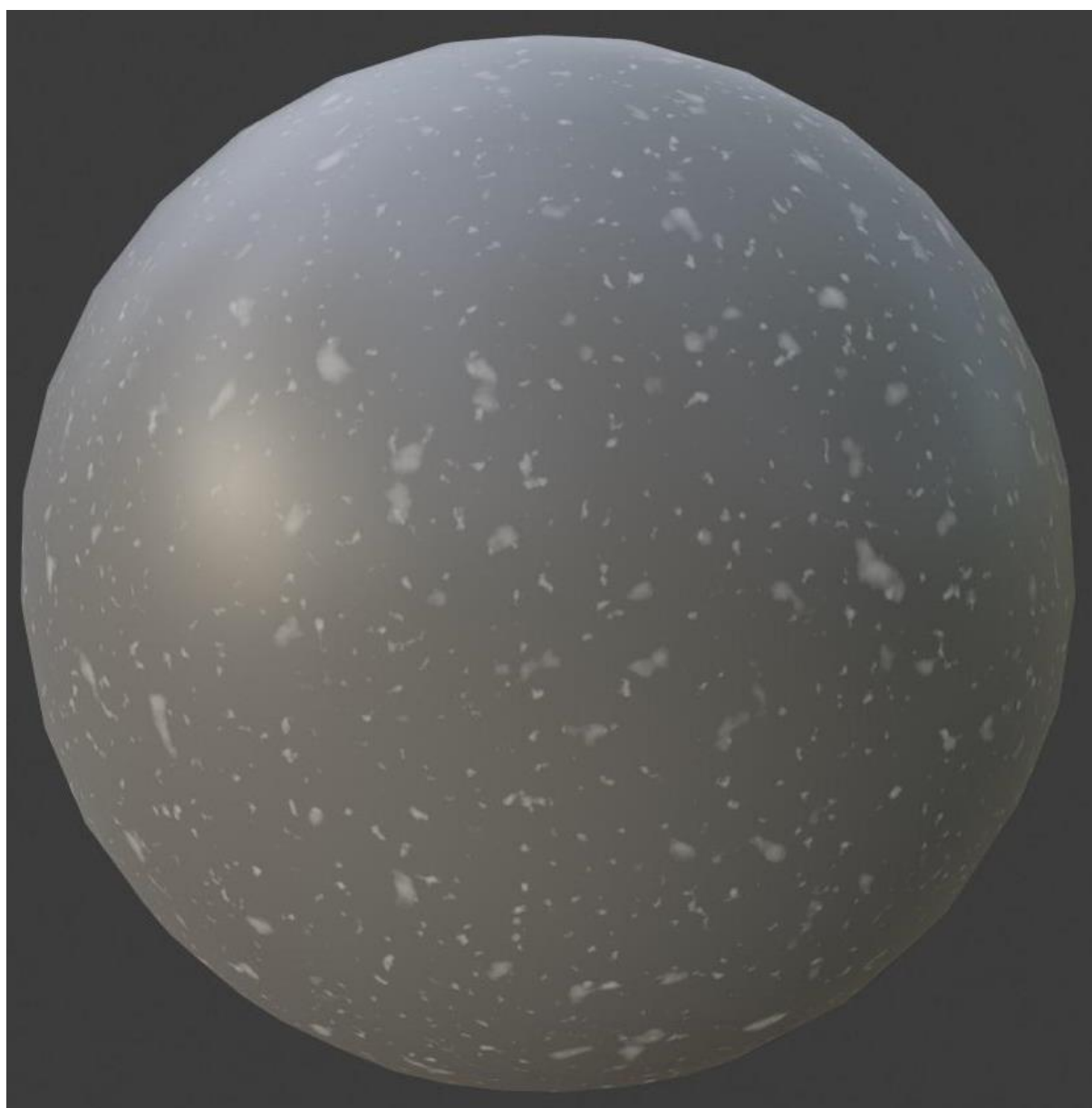


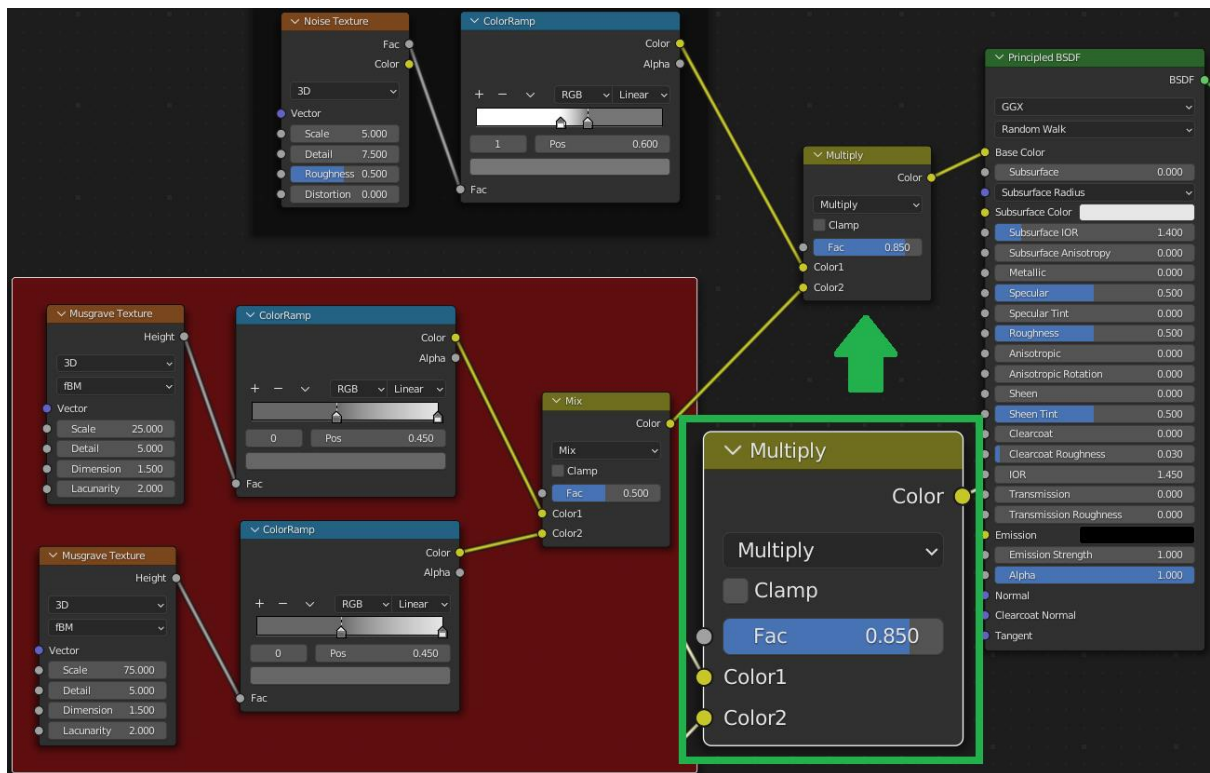
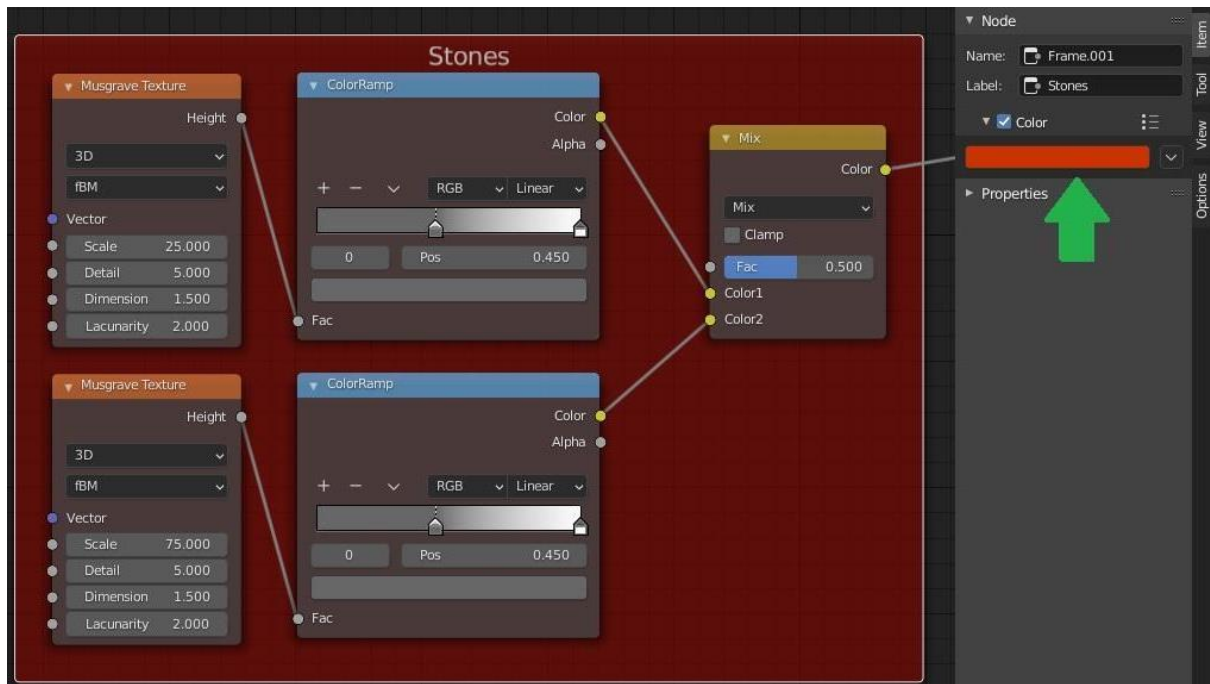


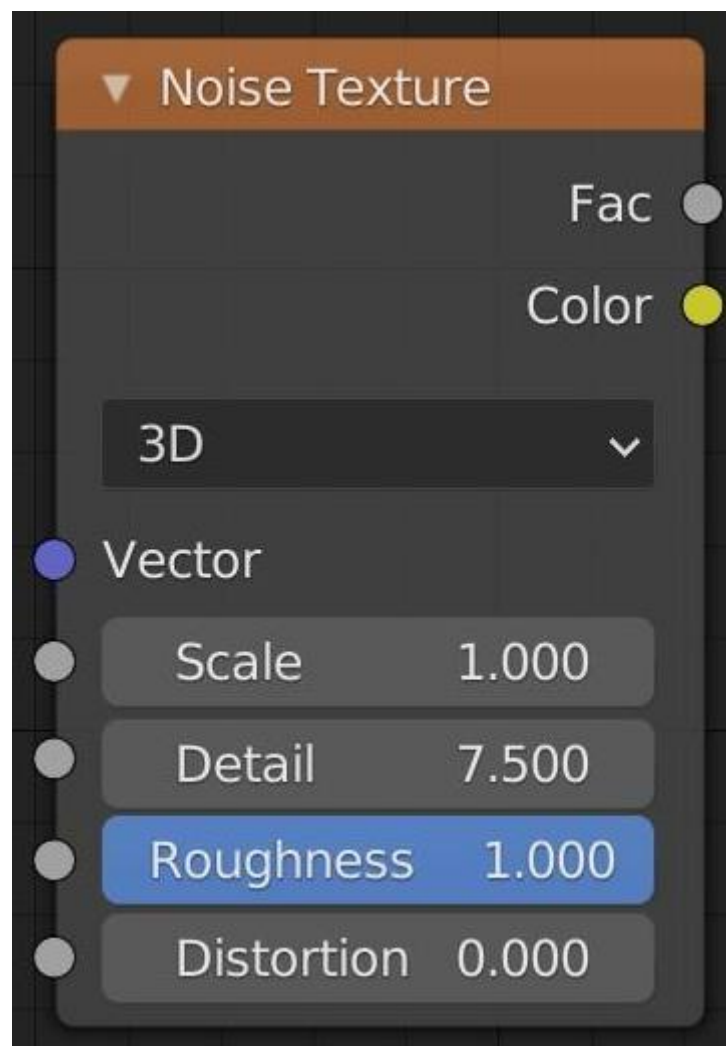


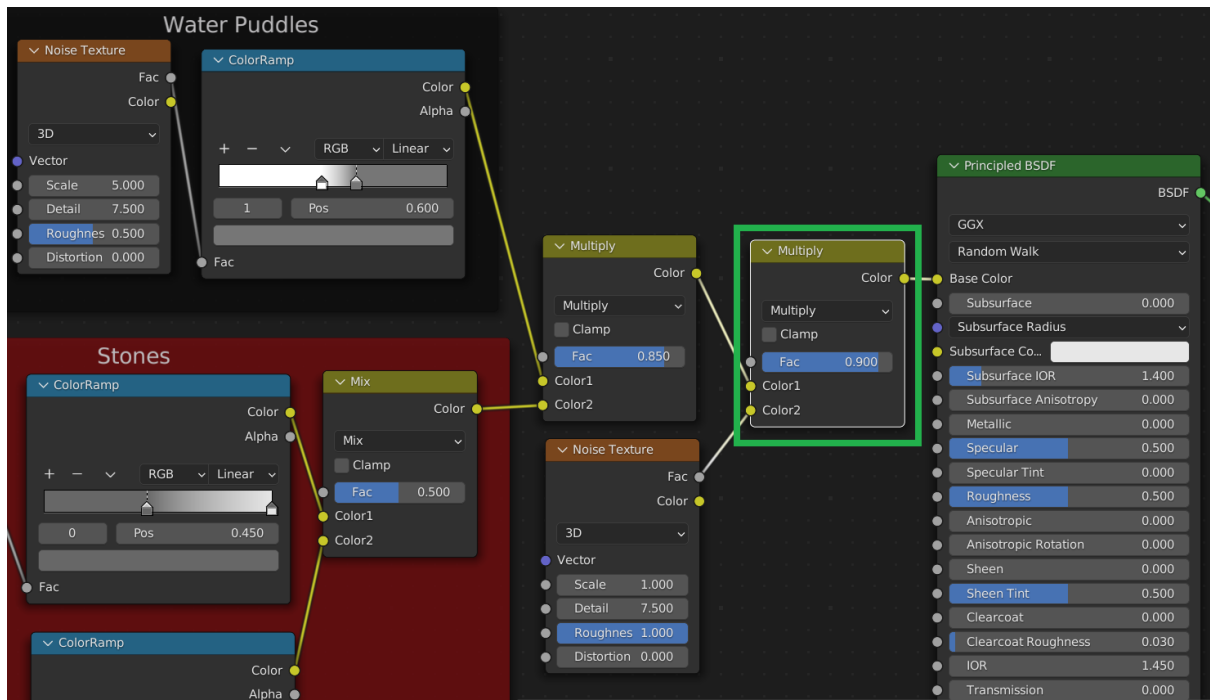


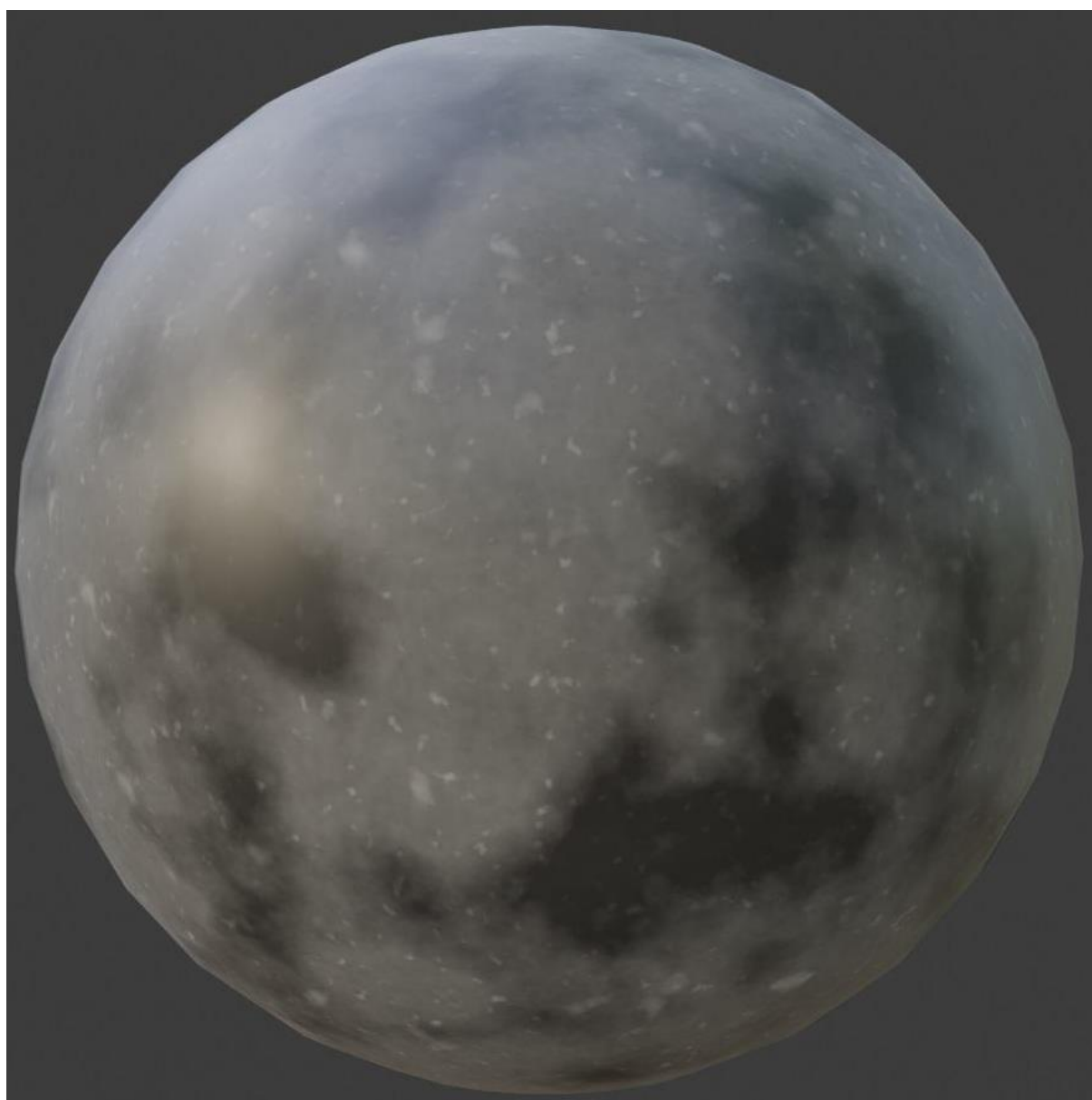


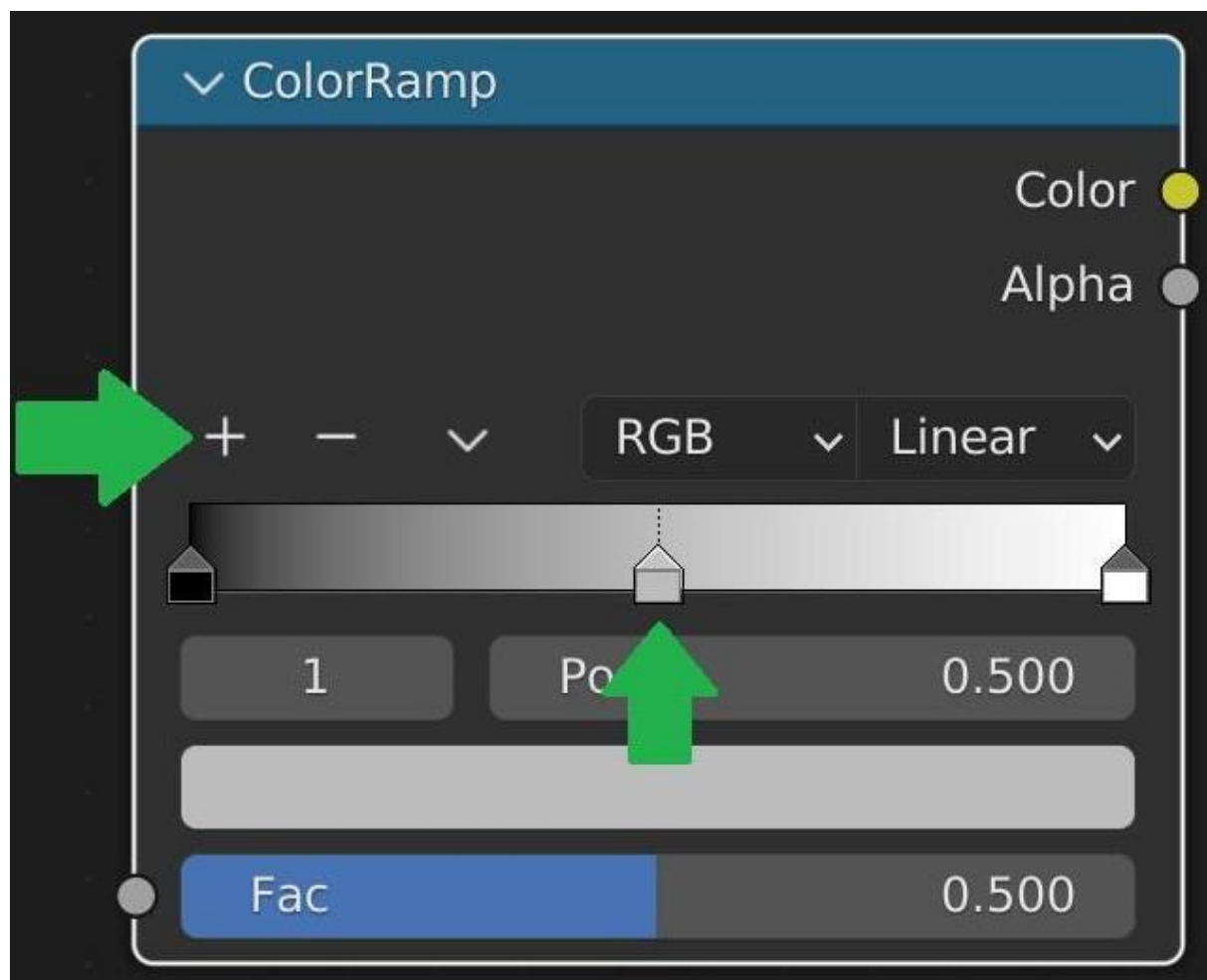


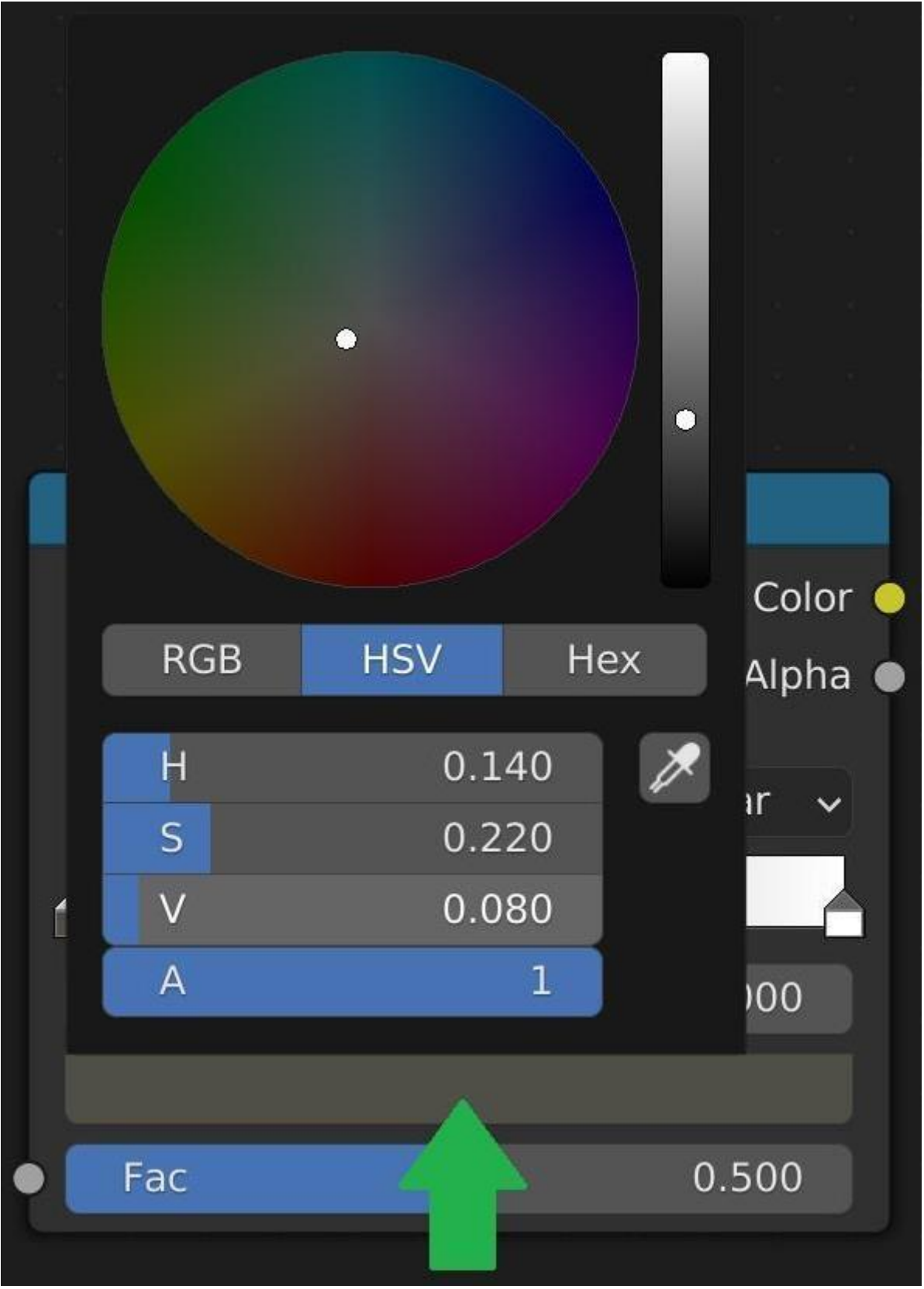












RGB HSV Hex

| | |
|---|-------|
| H | 0.140 |
| S | 0.220 |
| V | 0.080 |
| A | 1 |



Color Alpha

ar v

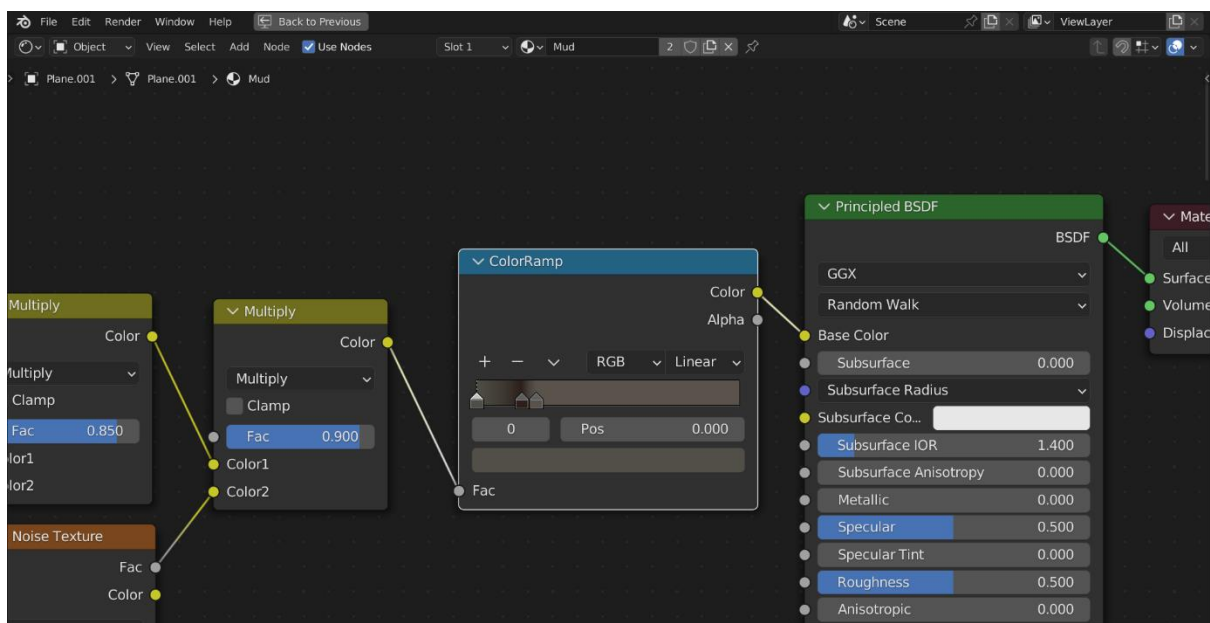
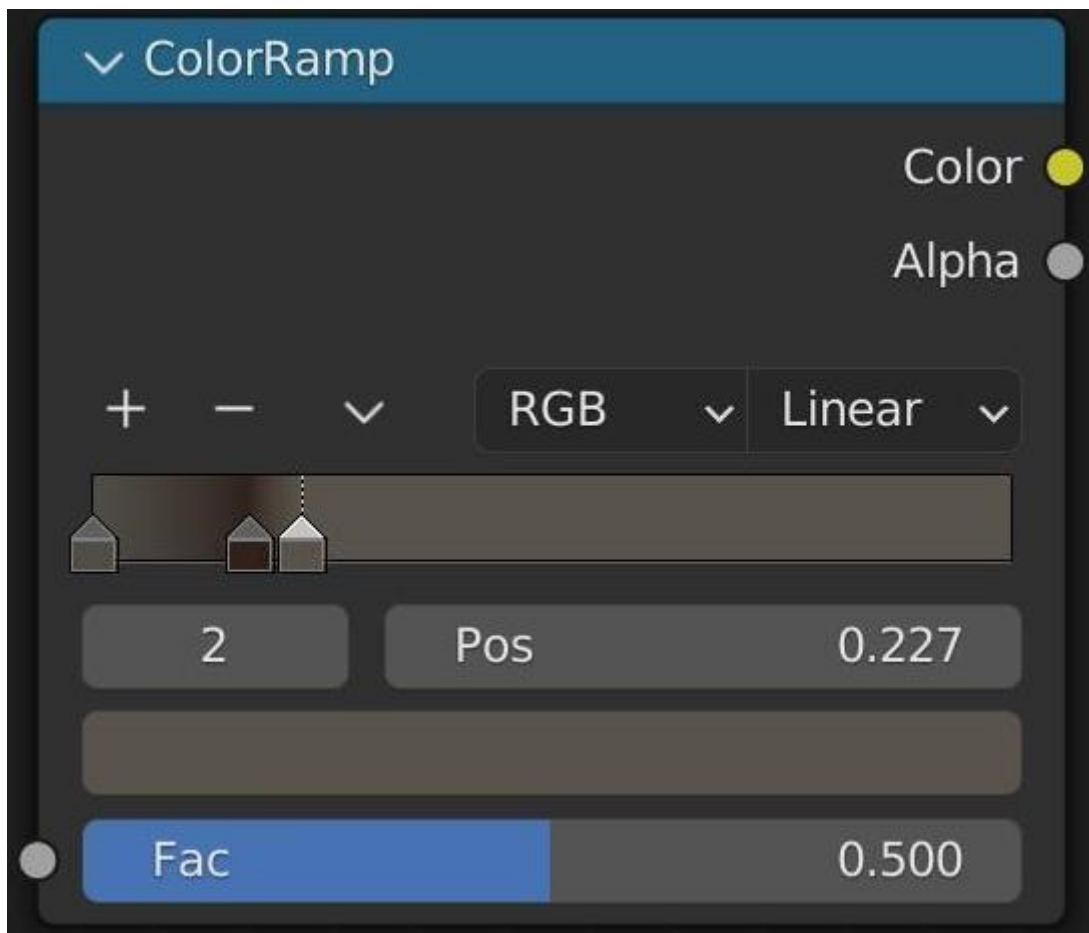


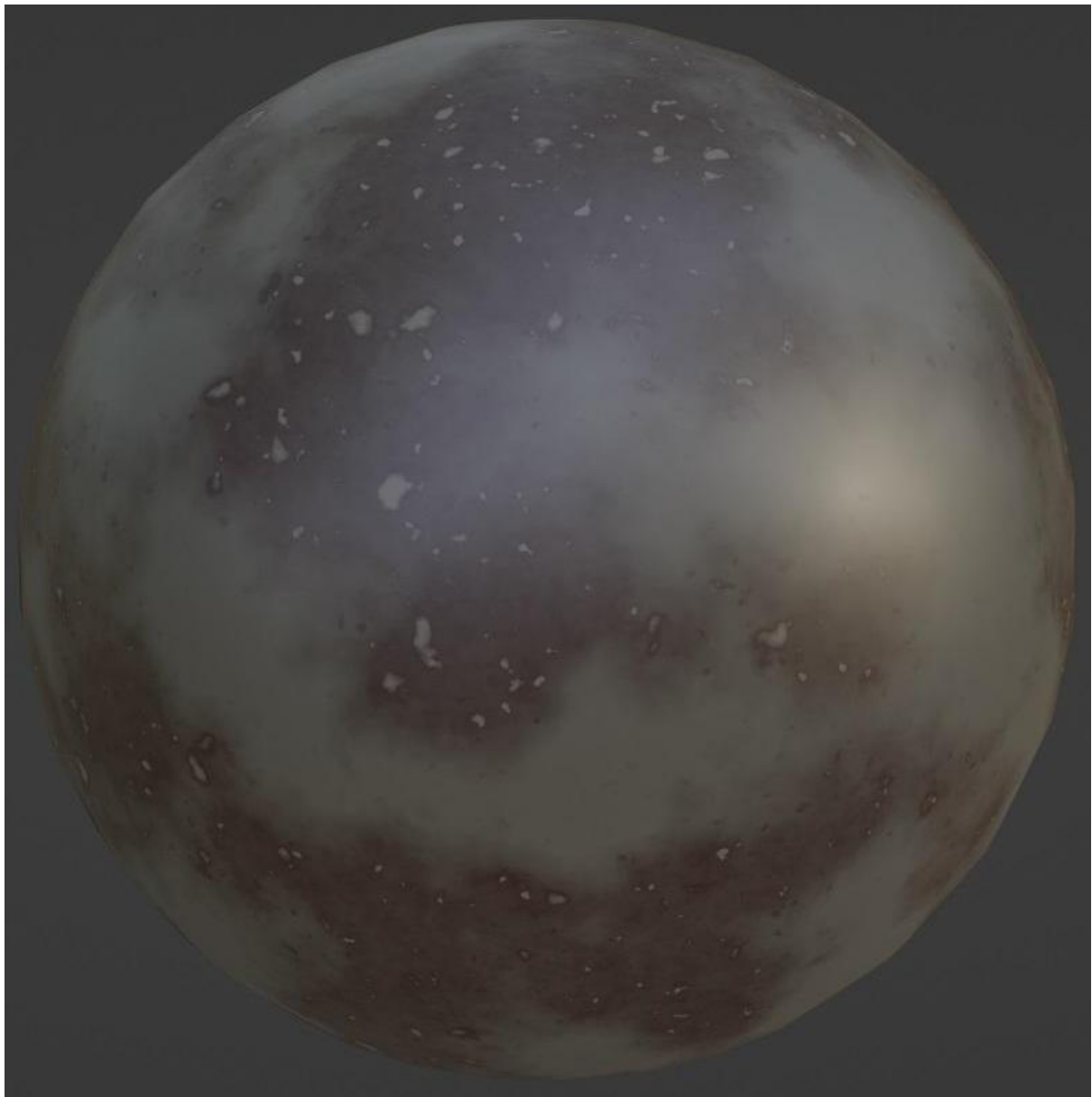
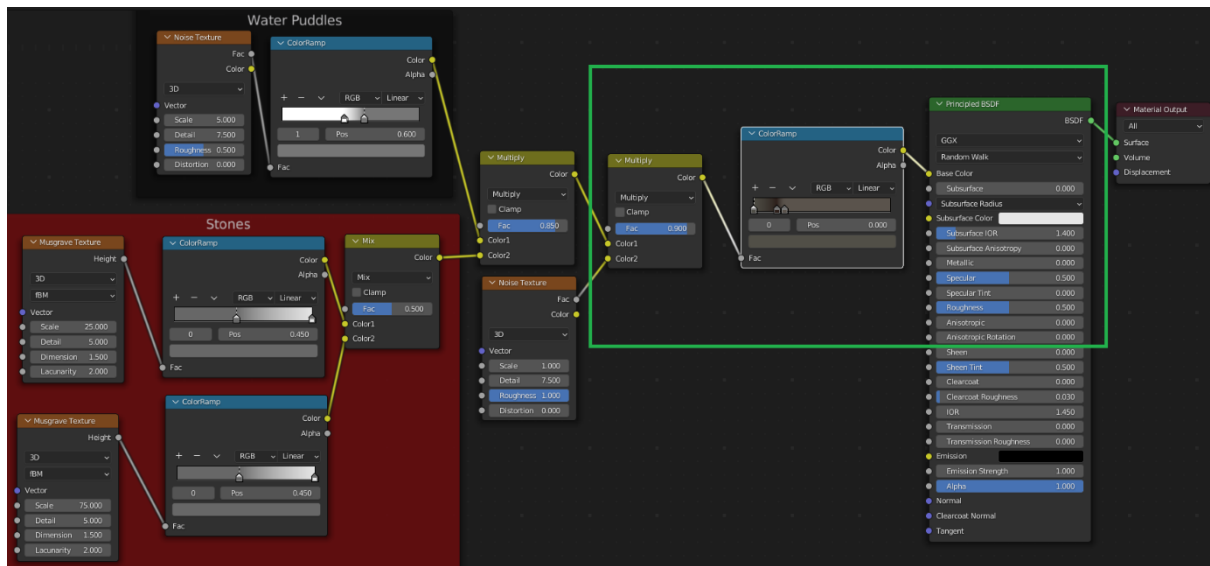
000



Fac 0.500







▼ ColorRamp

Color

Alpha

+

−

▼

RGB

▼

Linear

▼

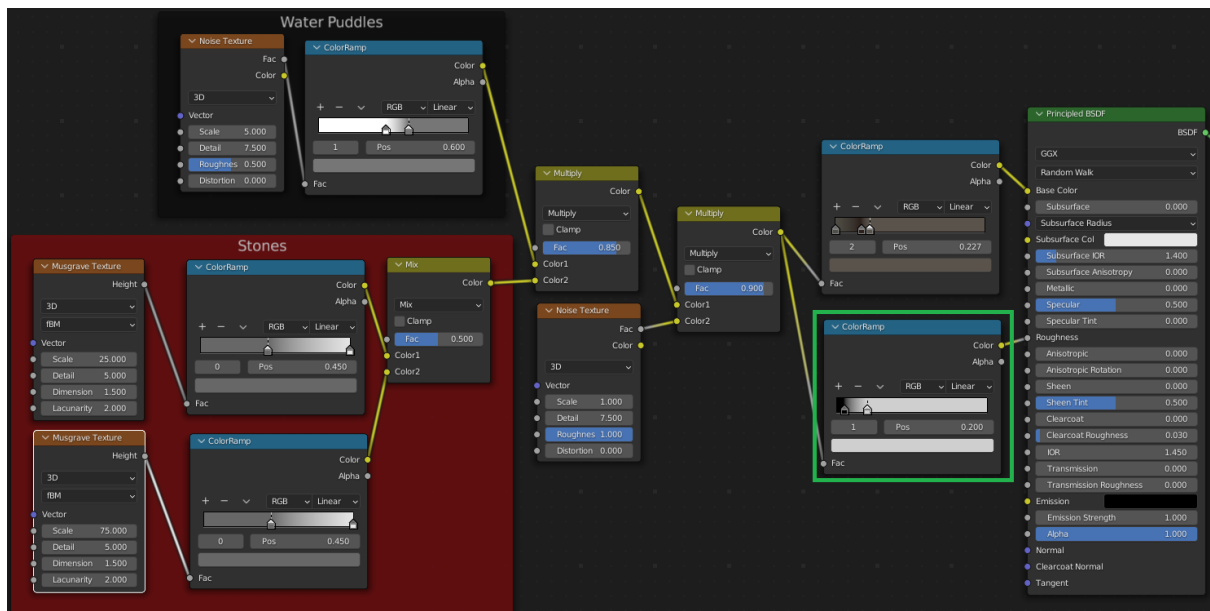
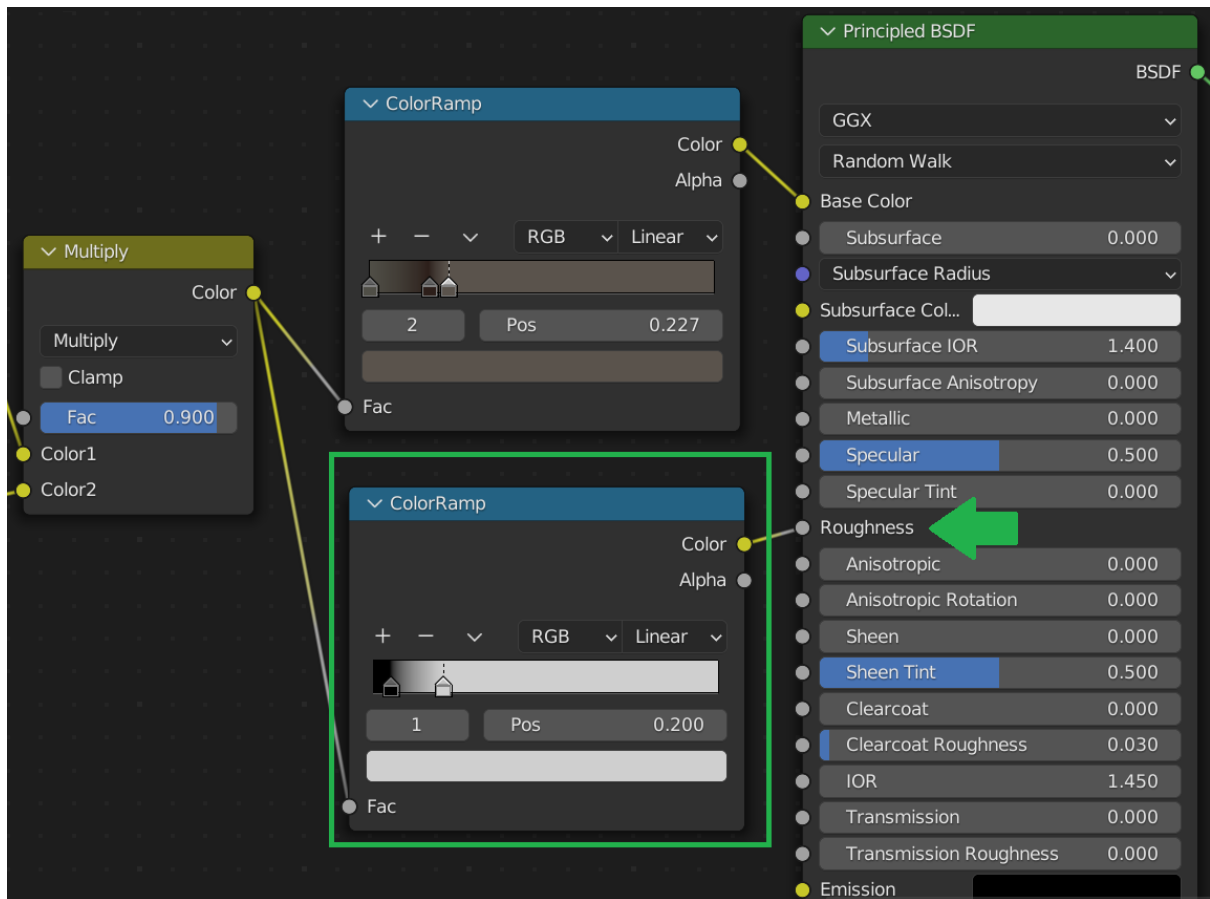
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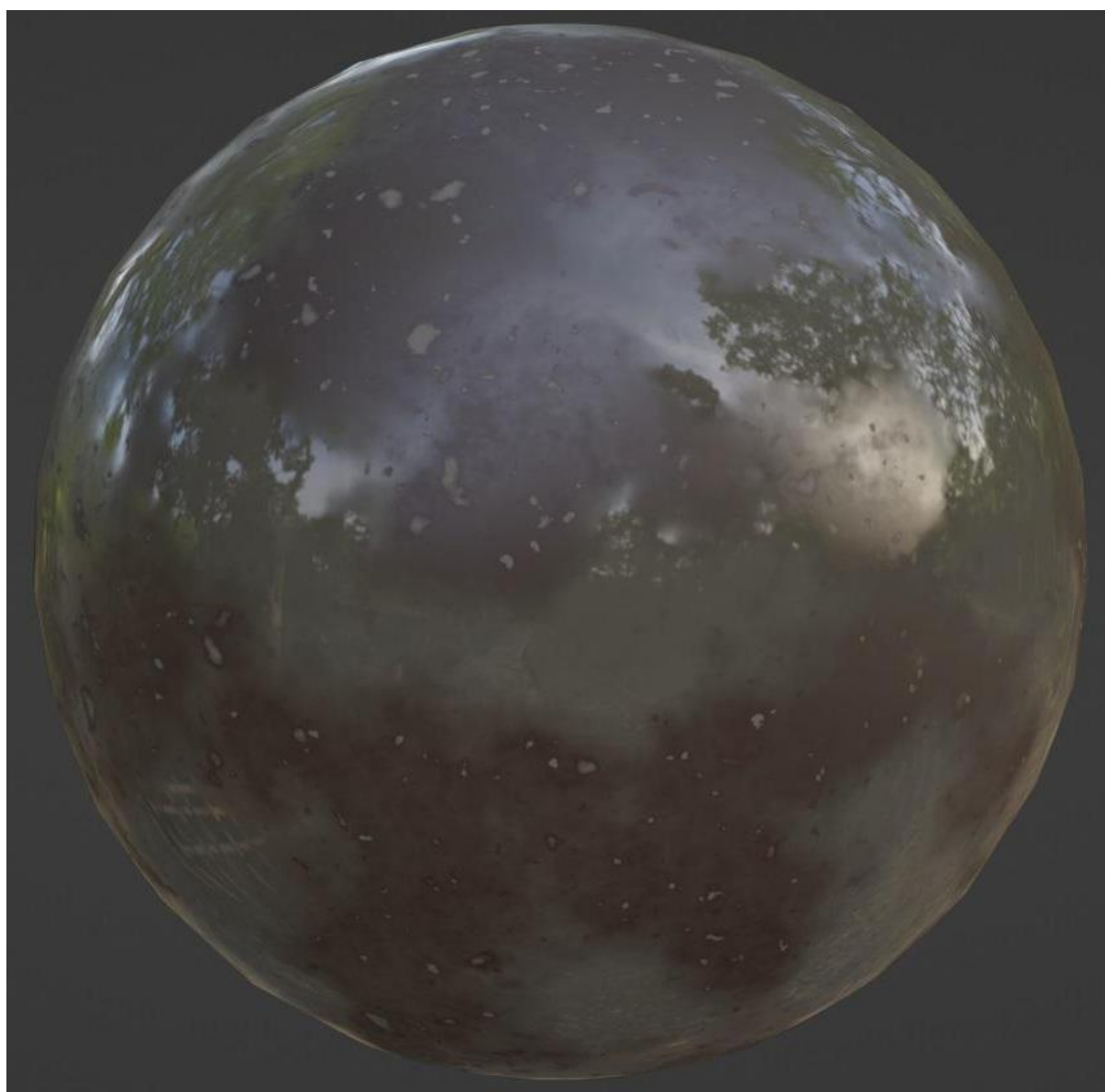
Pos

0.200

Fac

0.500





▼ ColorRamp

Color ●

Alpha ●

+

—

▼

RGB ▼

Linear ▼



1

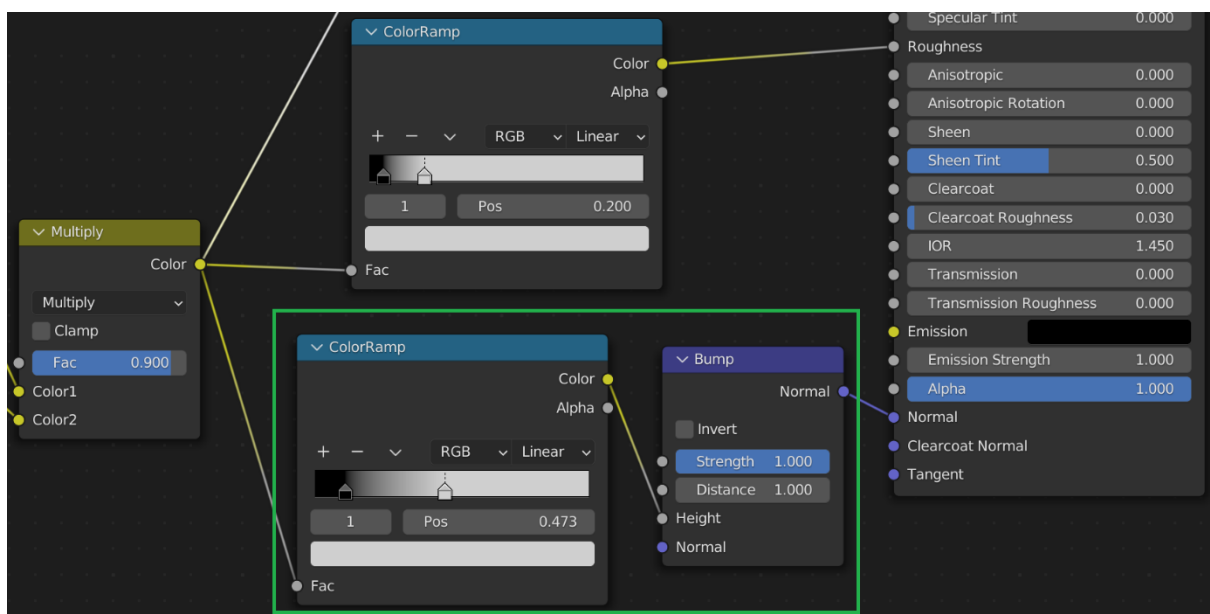
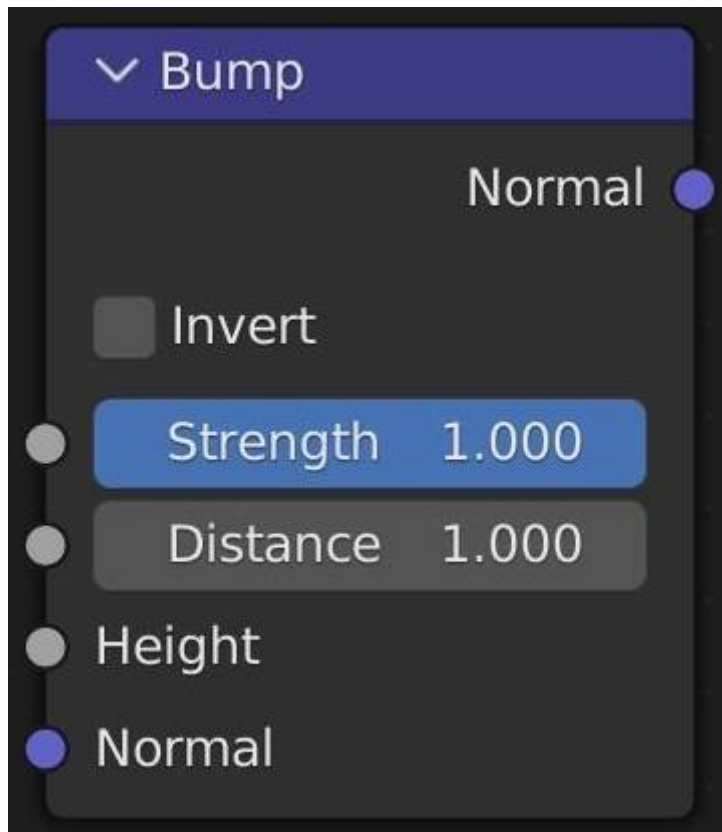
Pos

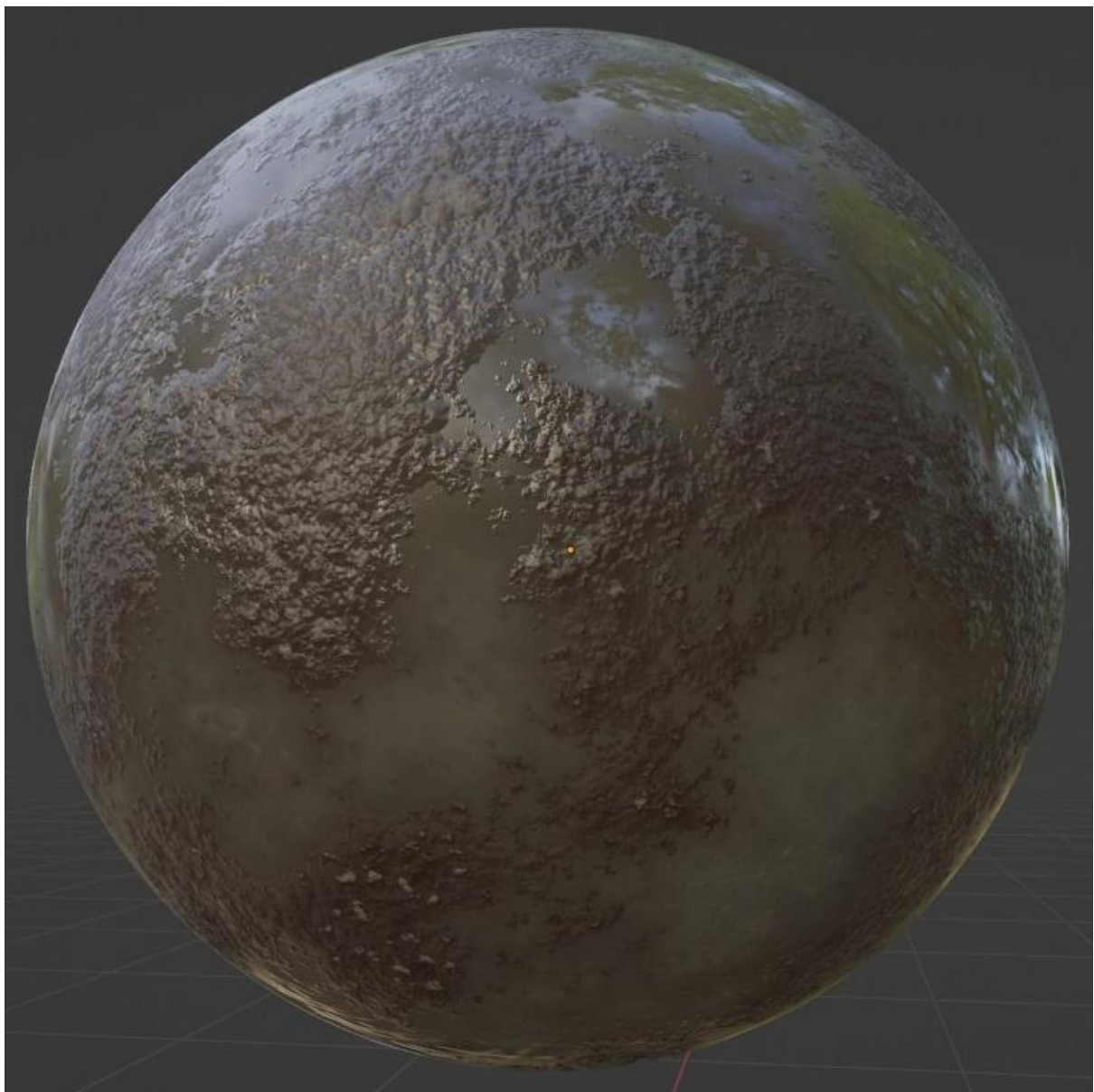
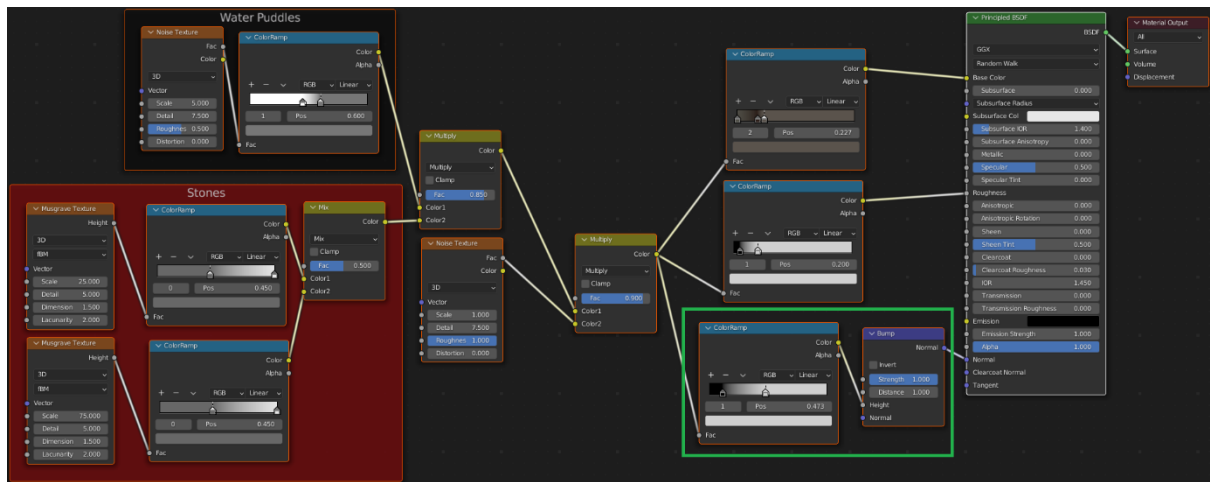
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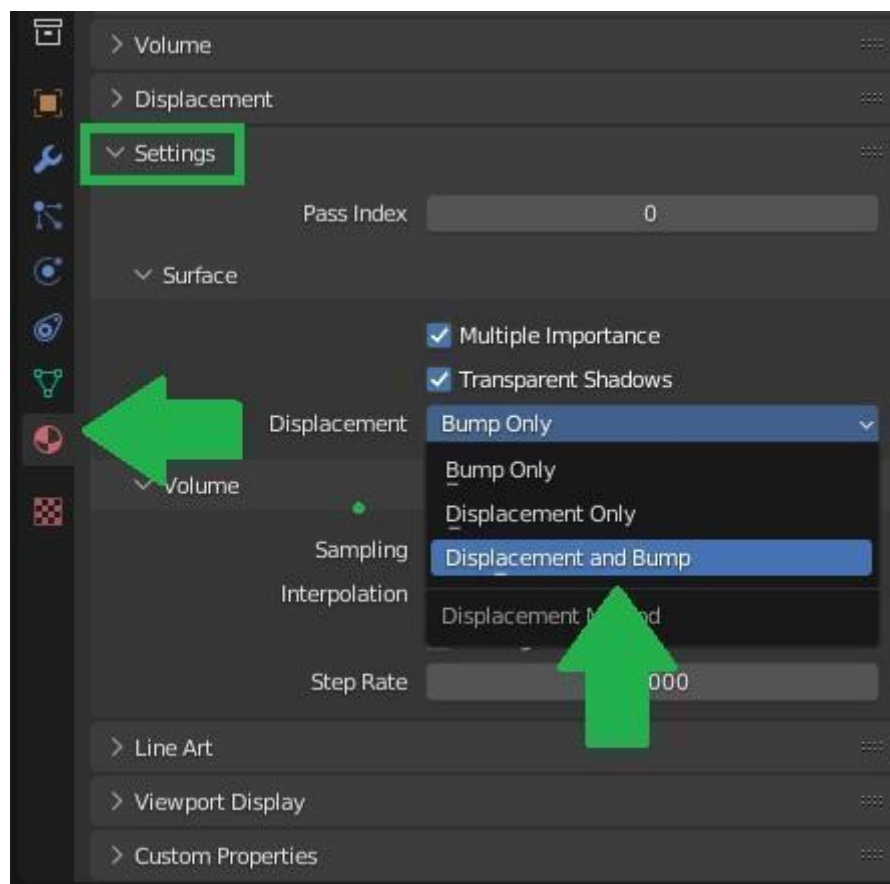
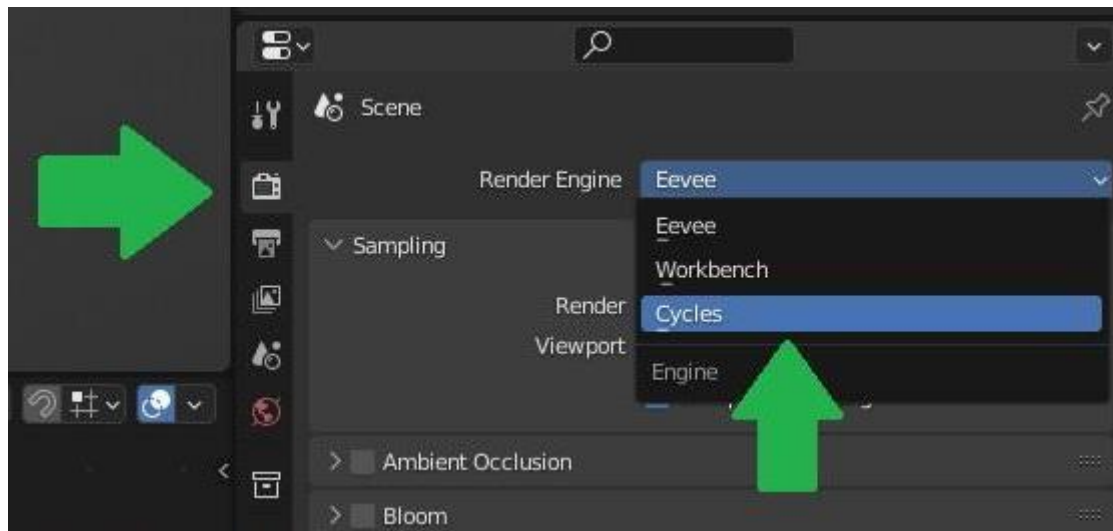


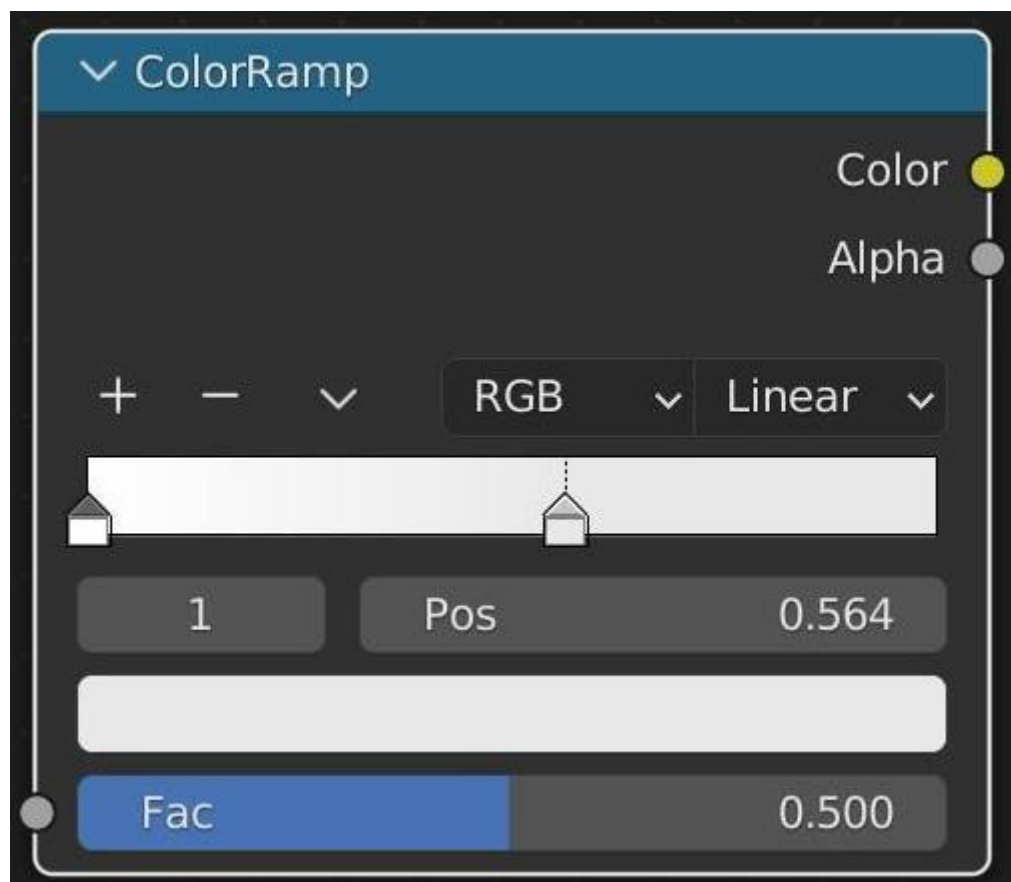
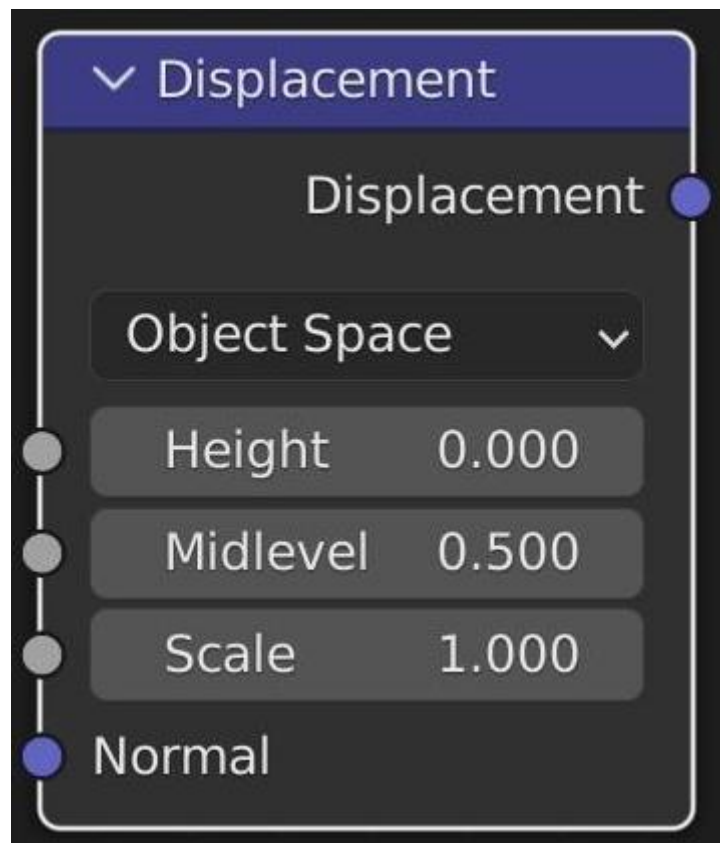
Fac

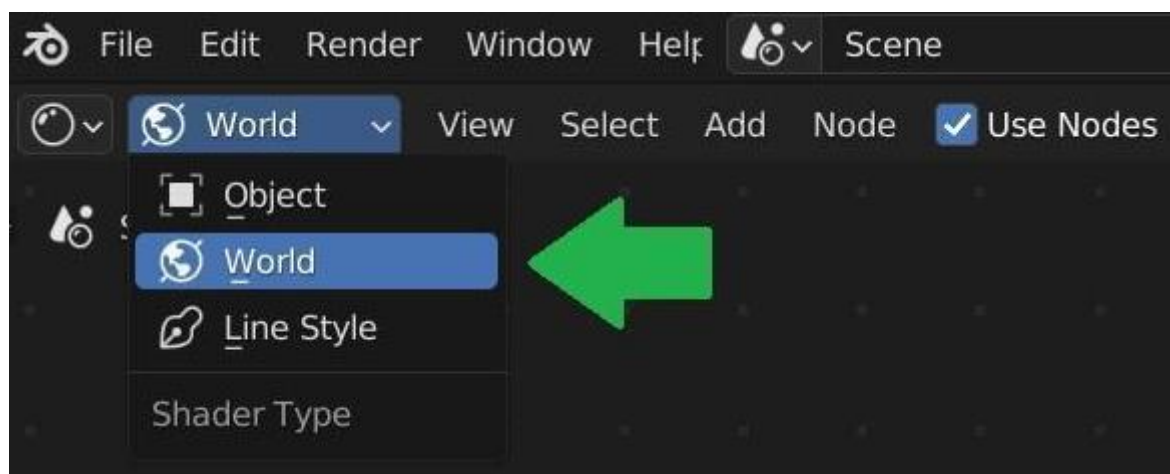
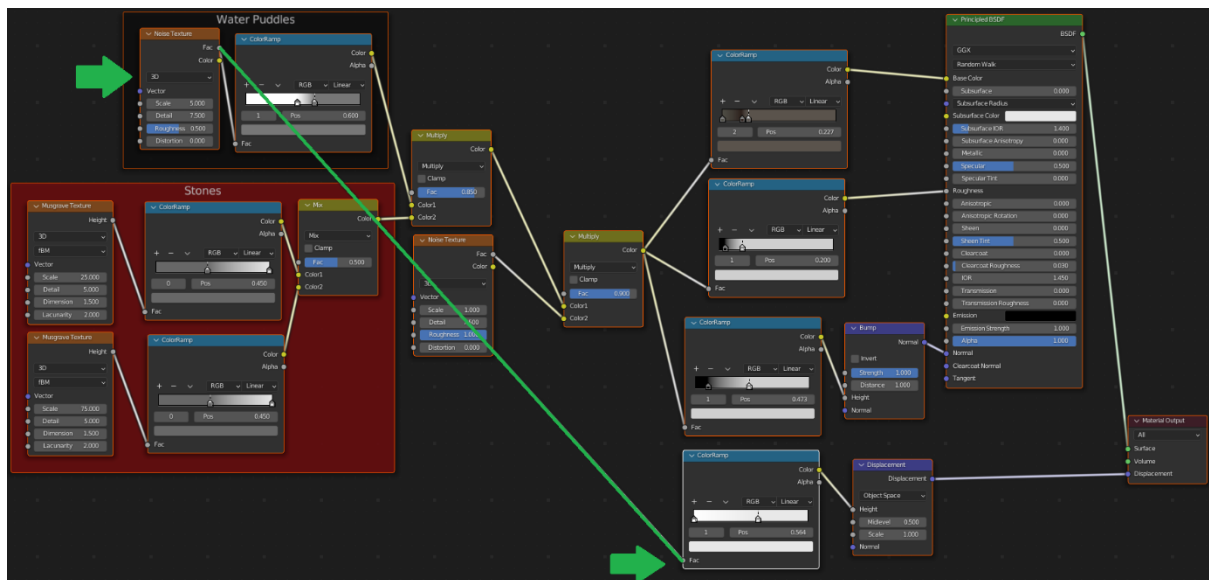
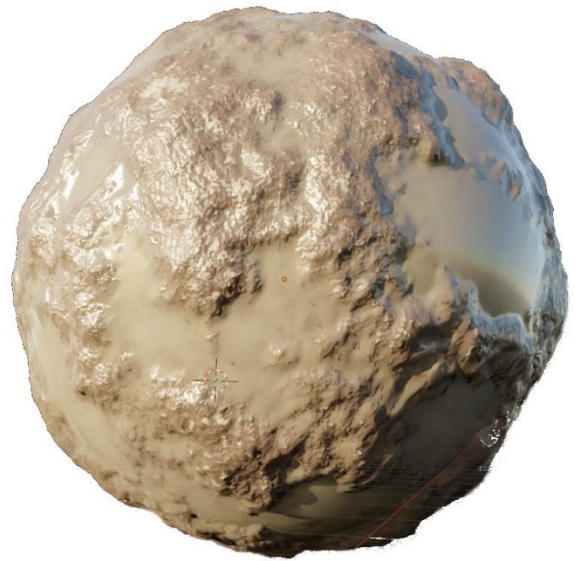
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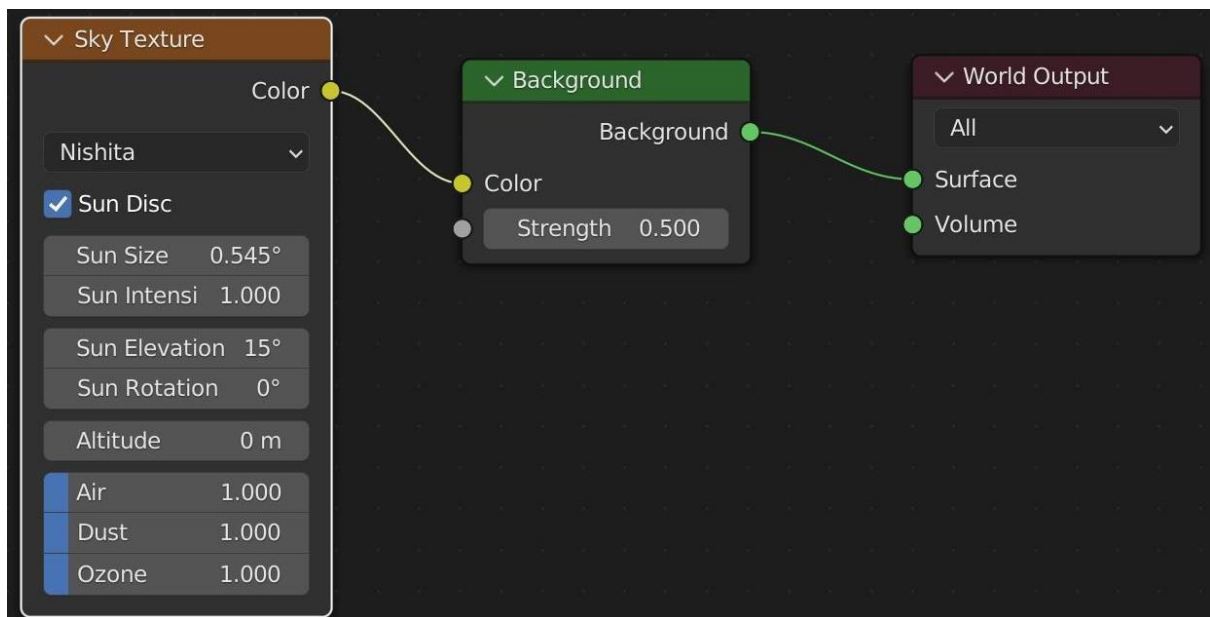


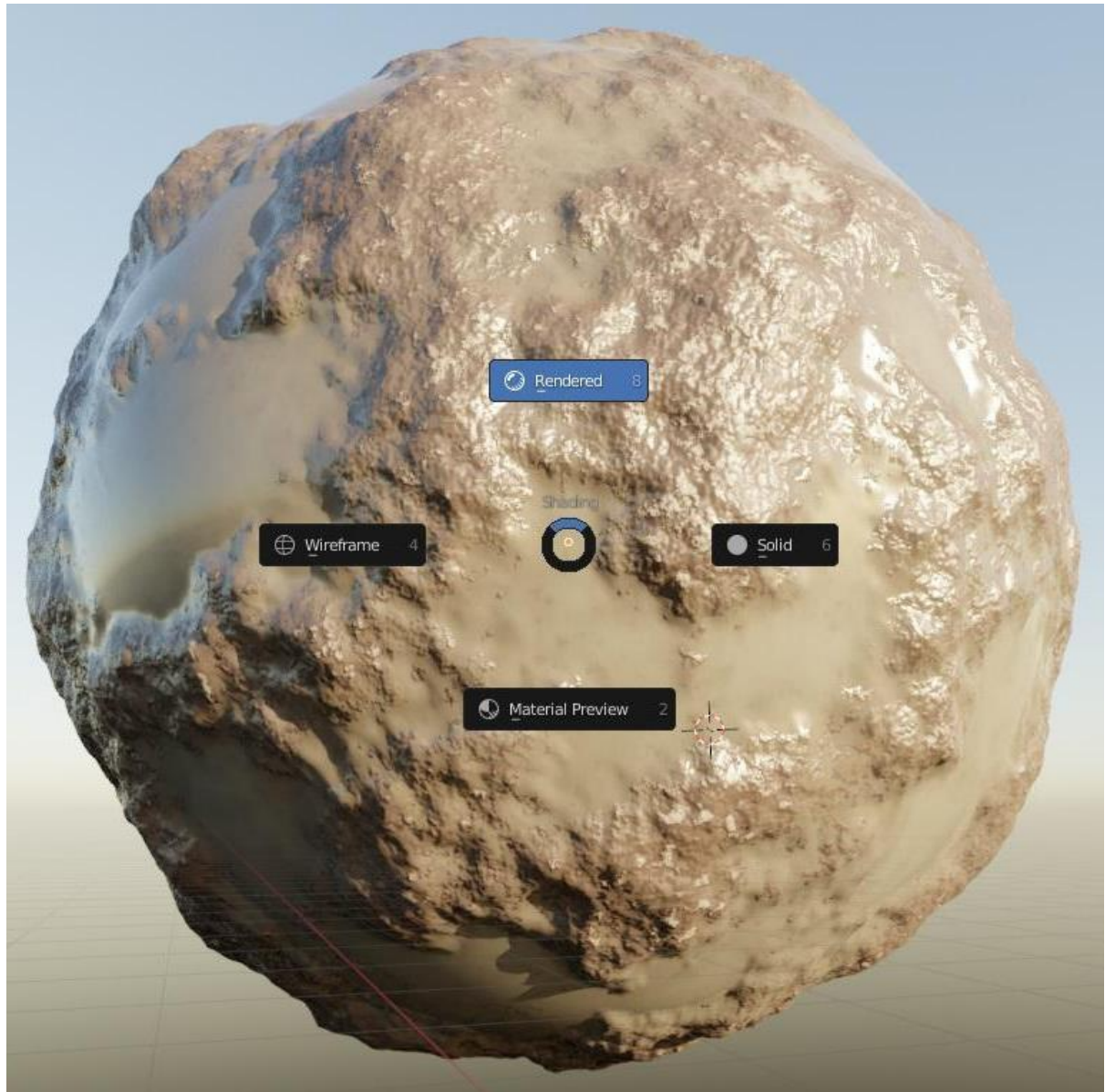




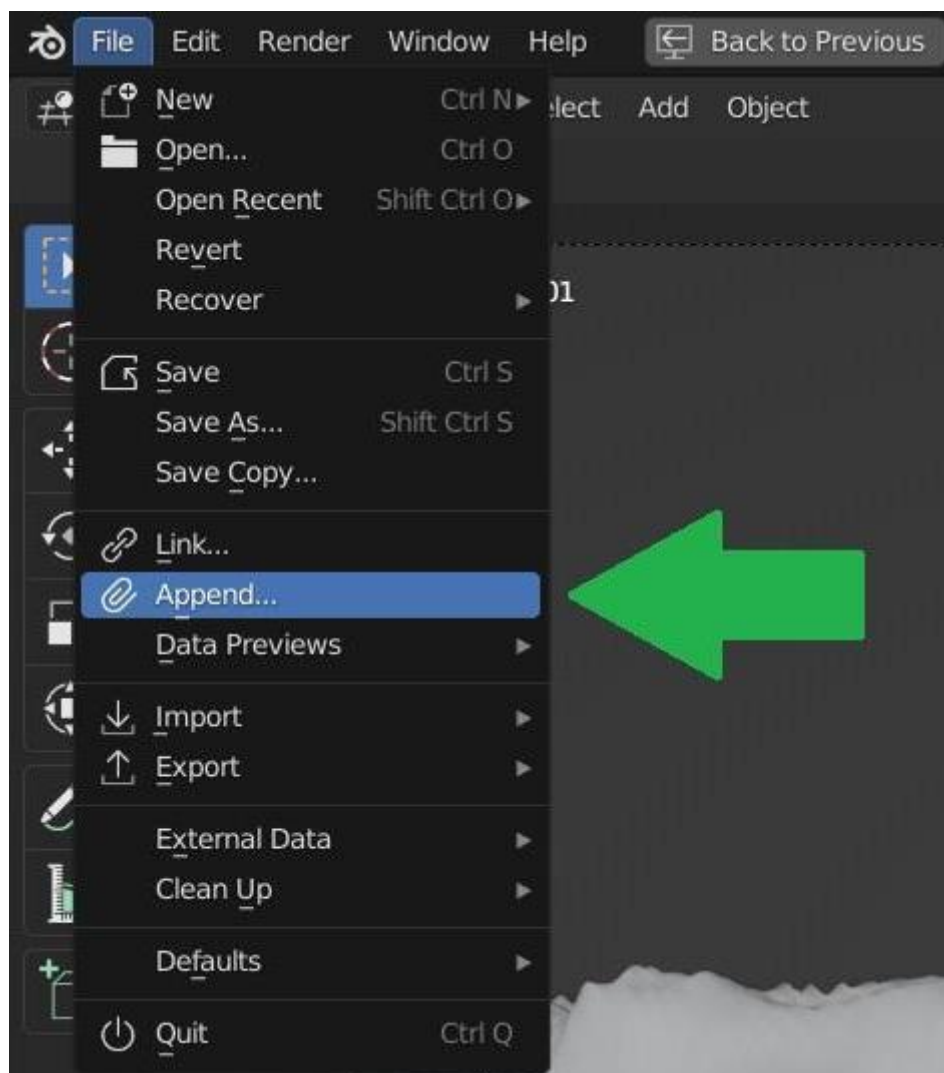


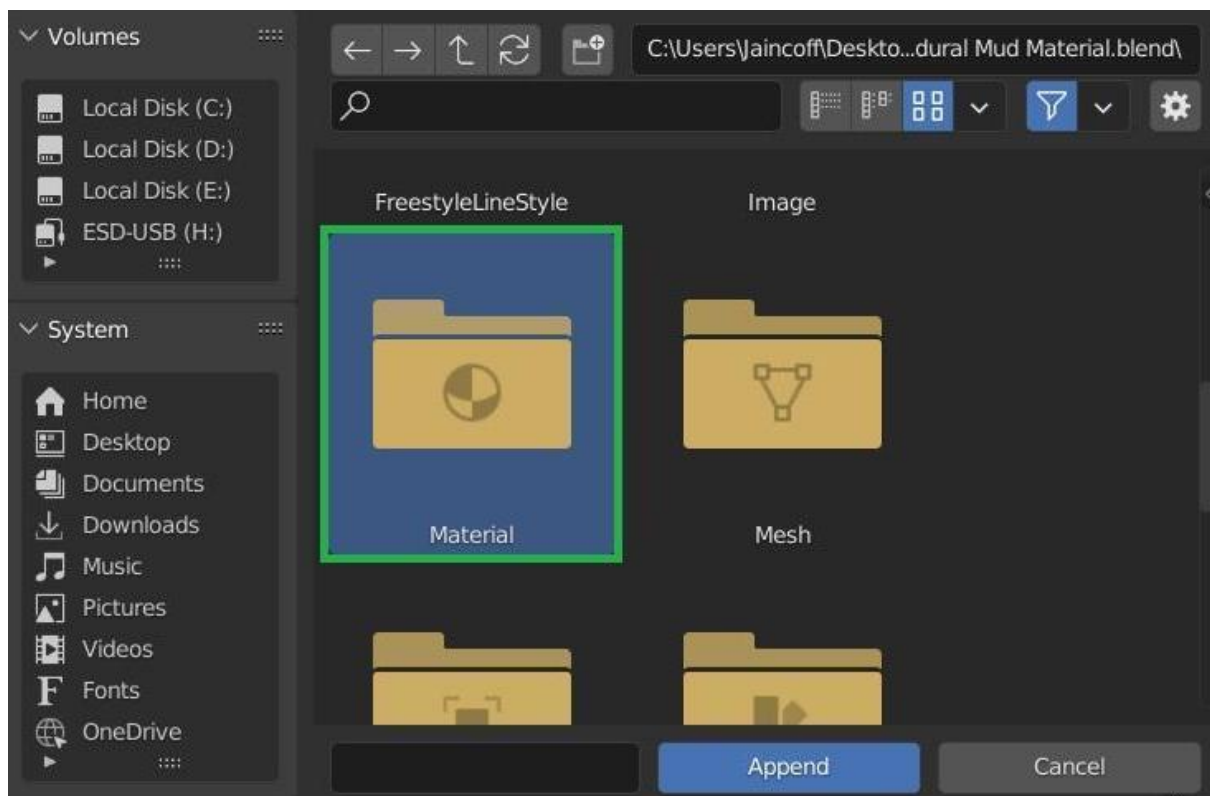
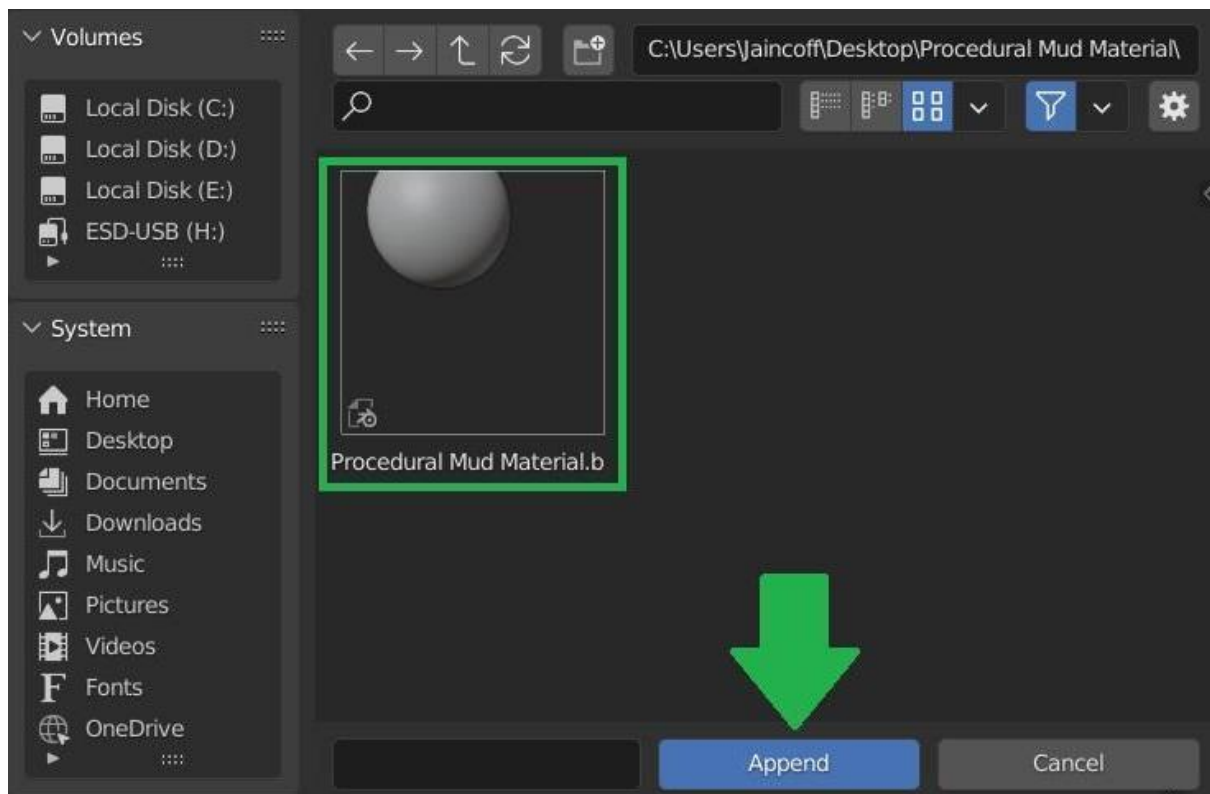


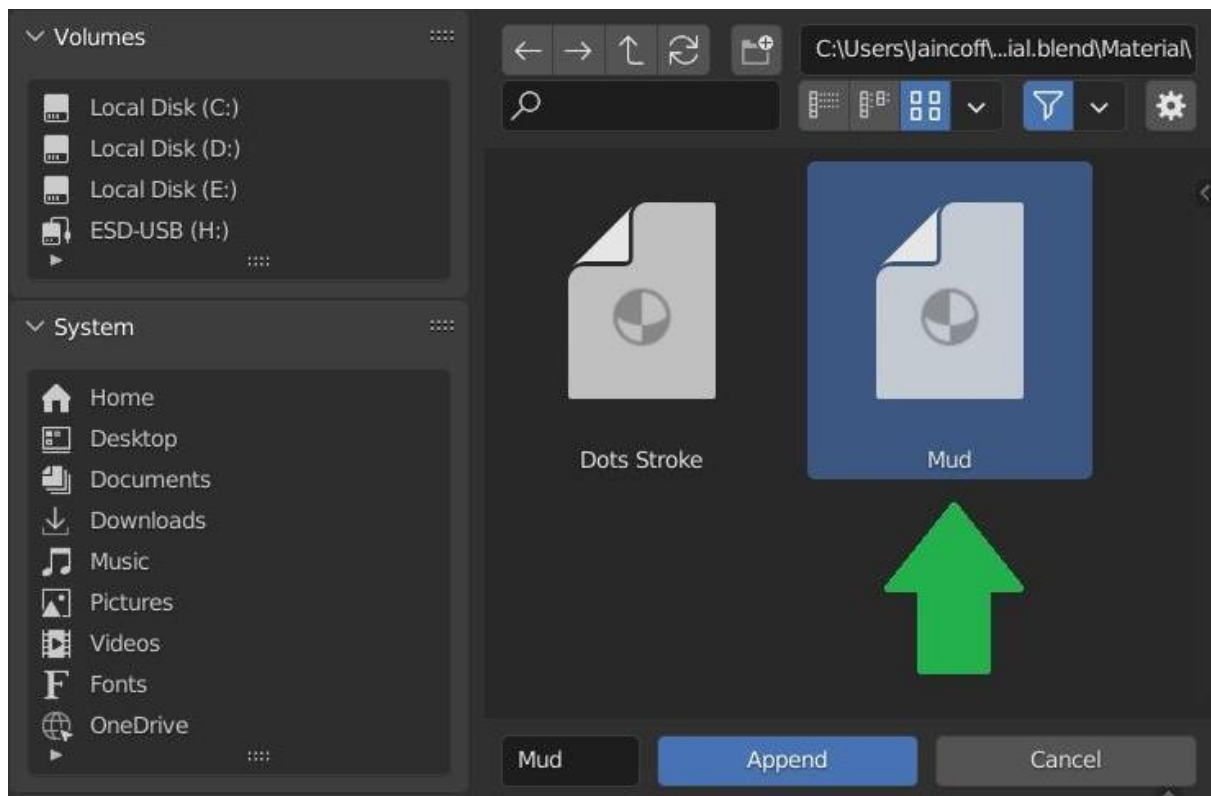


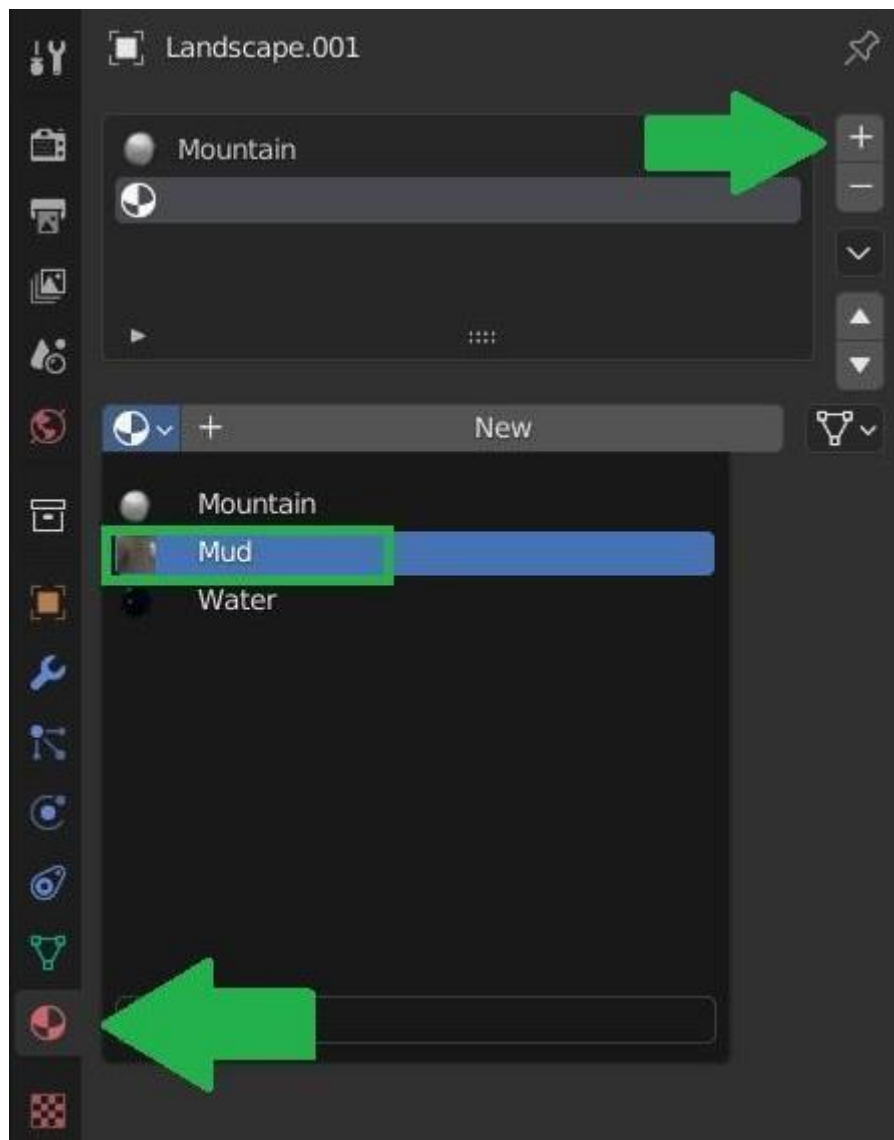


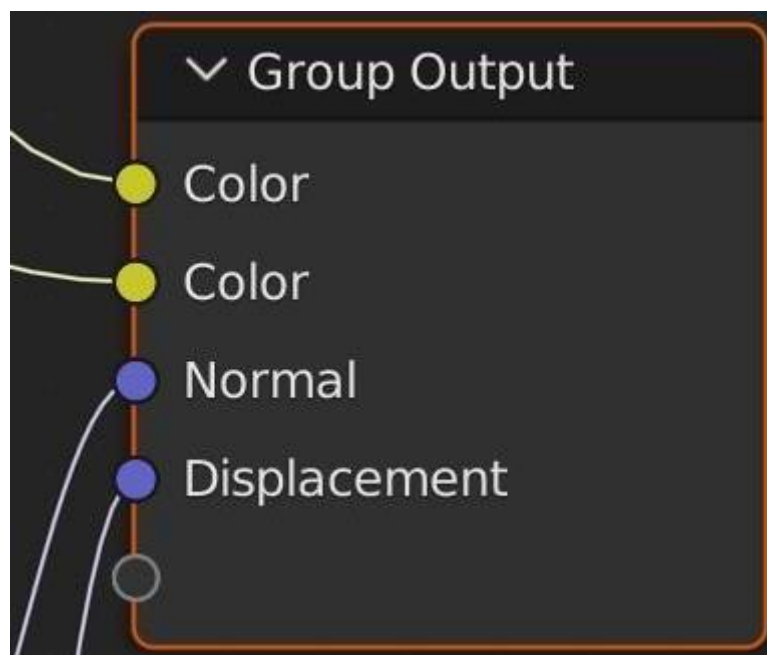
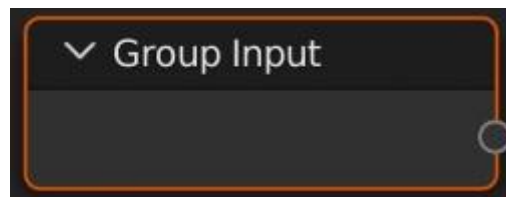
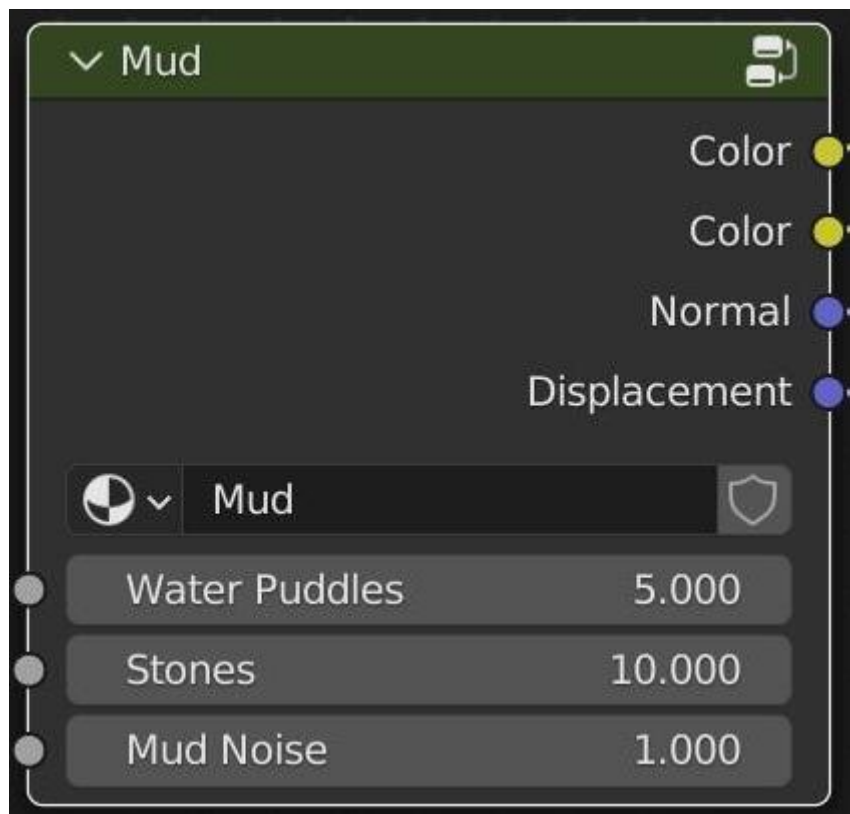
Chapter 09: Texturing the Landscape with Mud Material

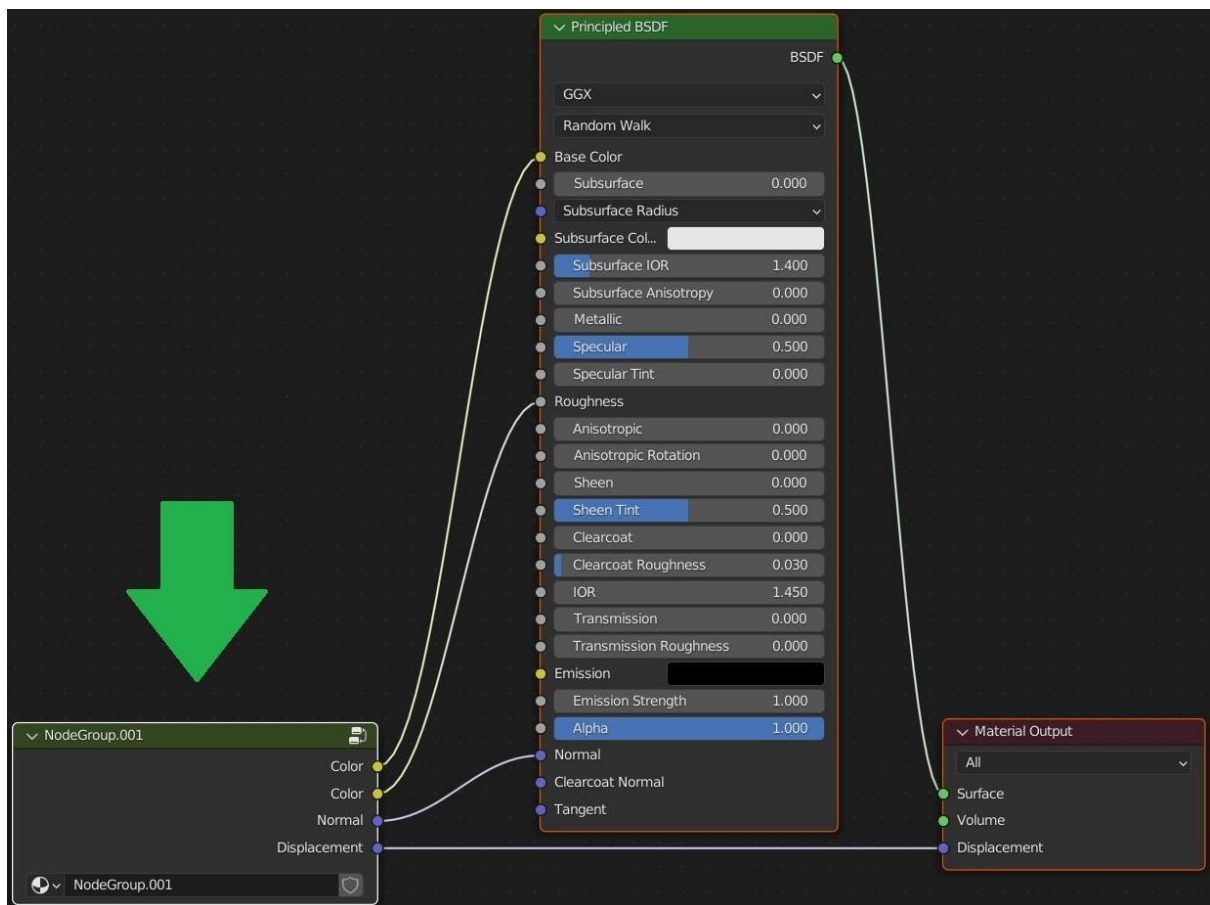
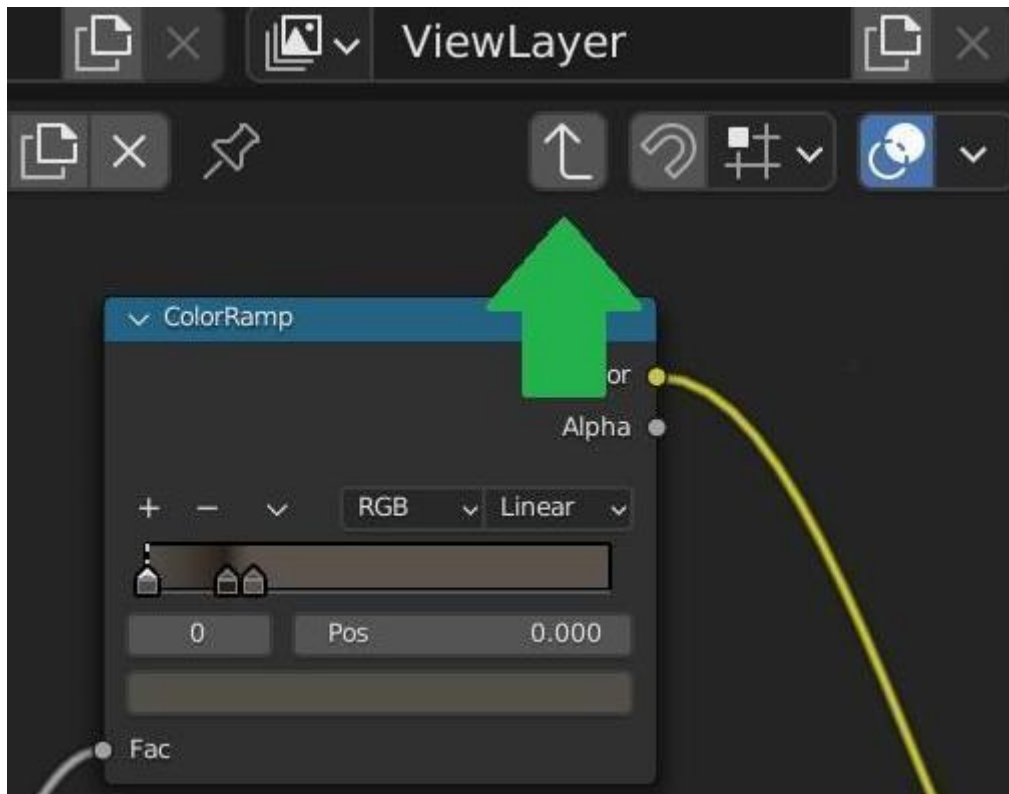


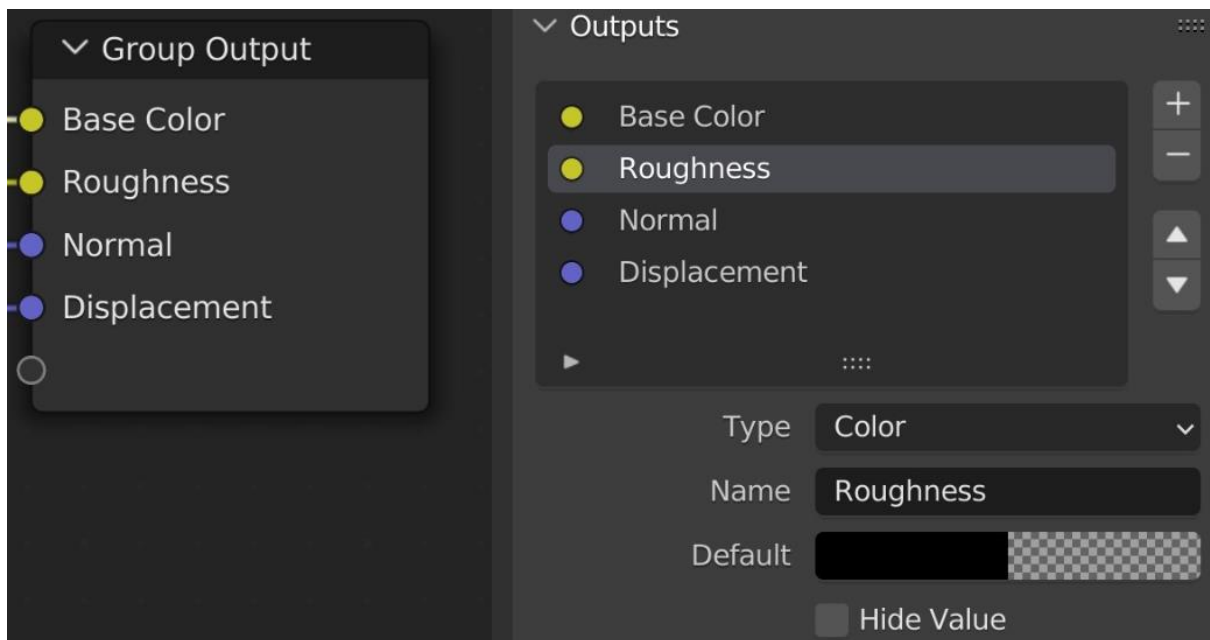
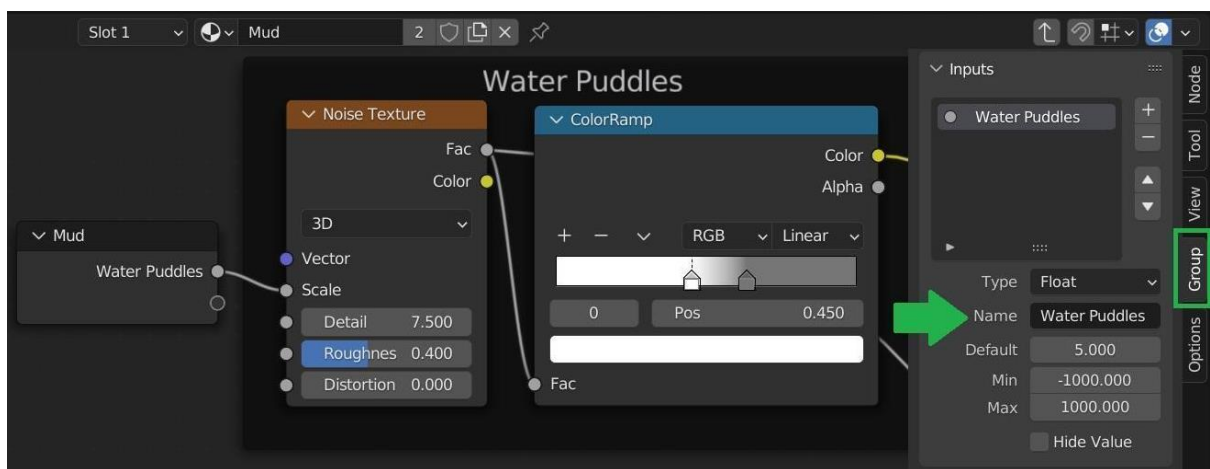
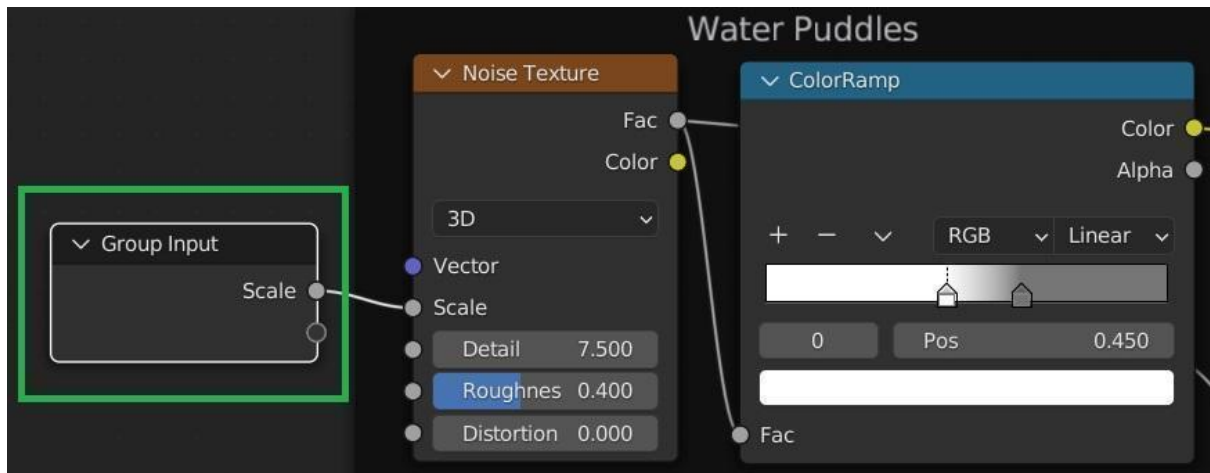


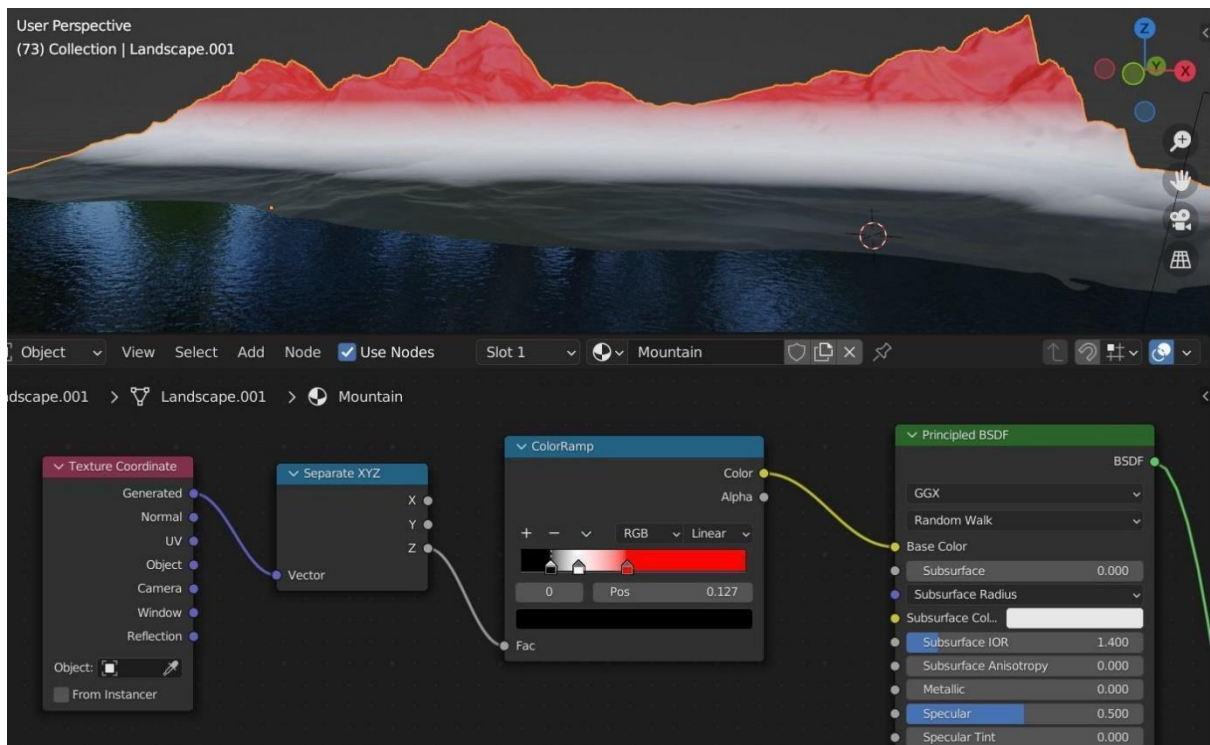
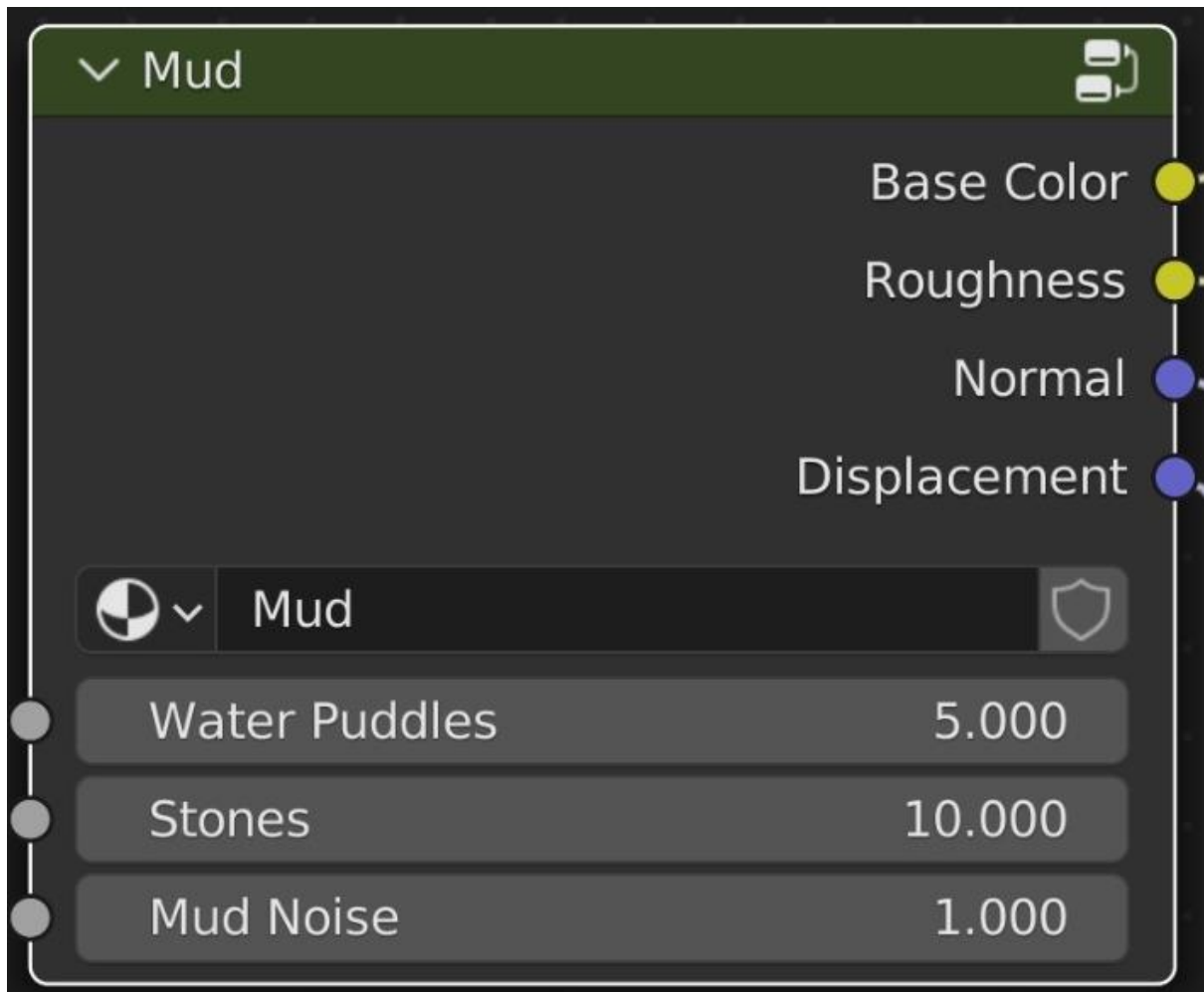


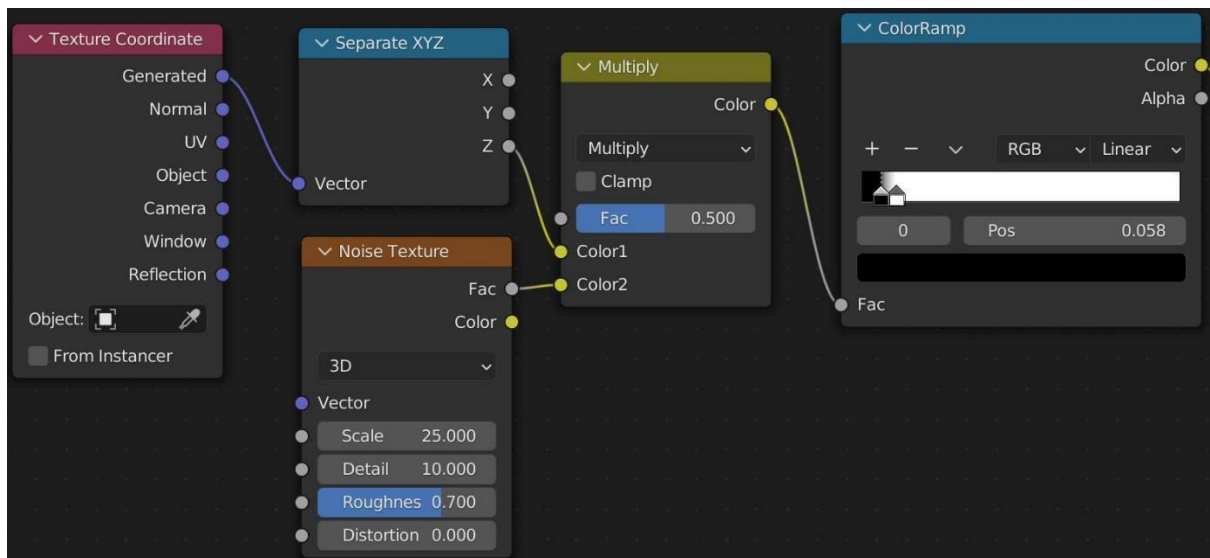
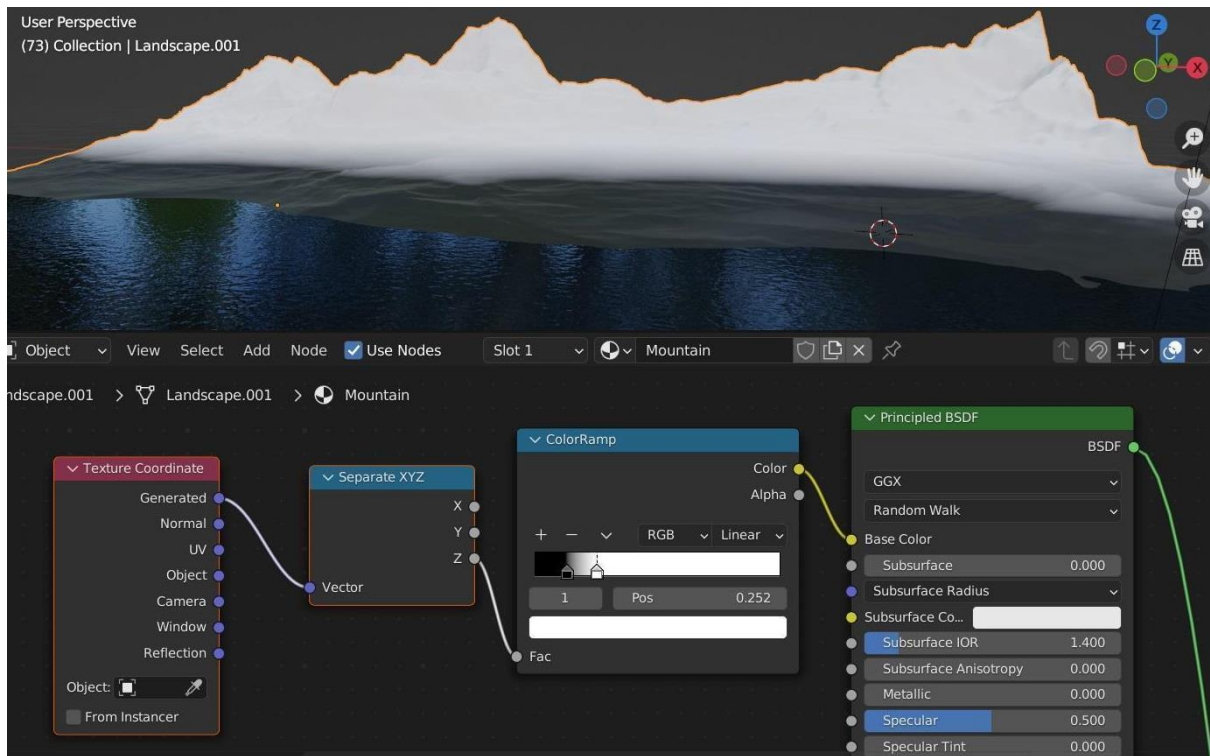


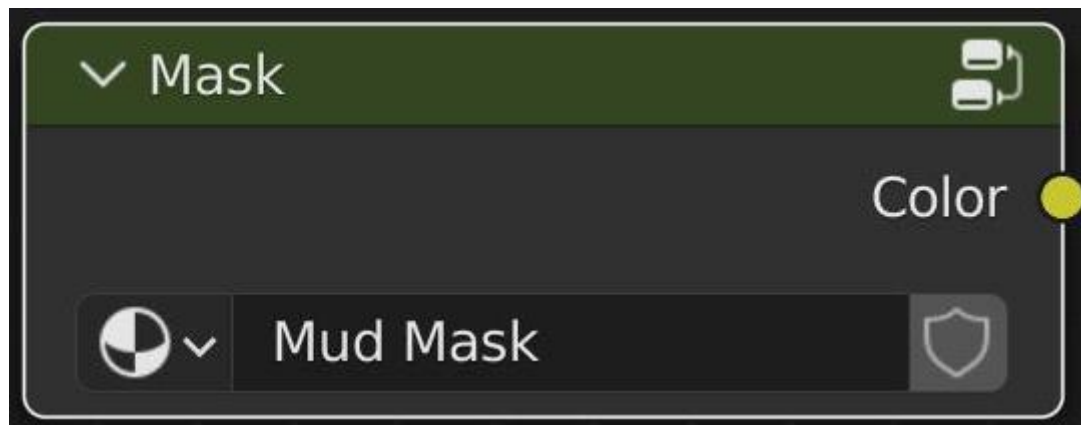
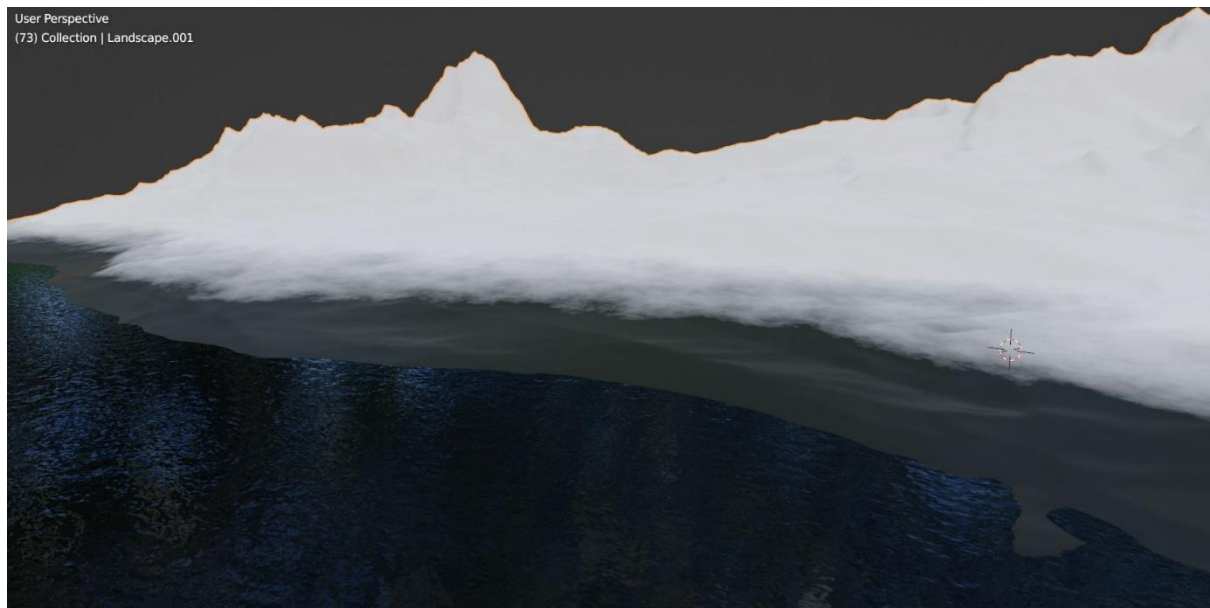


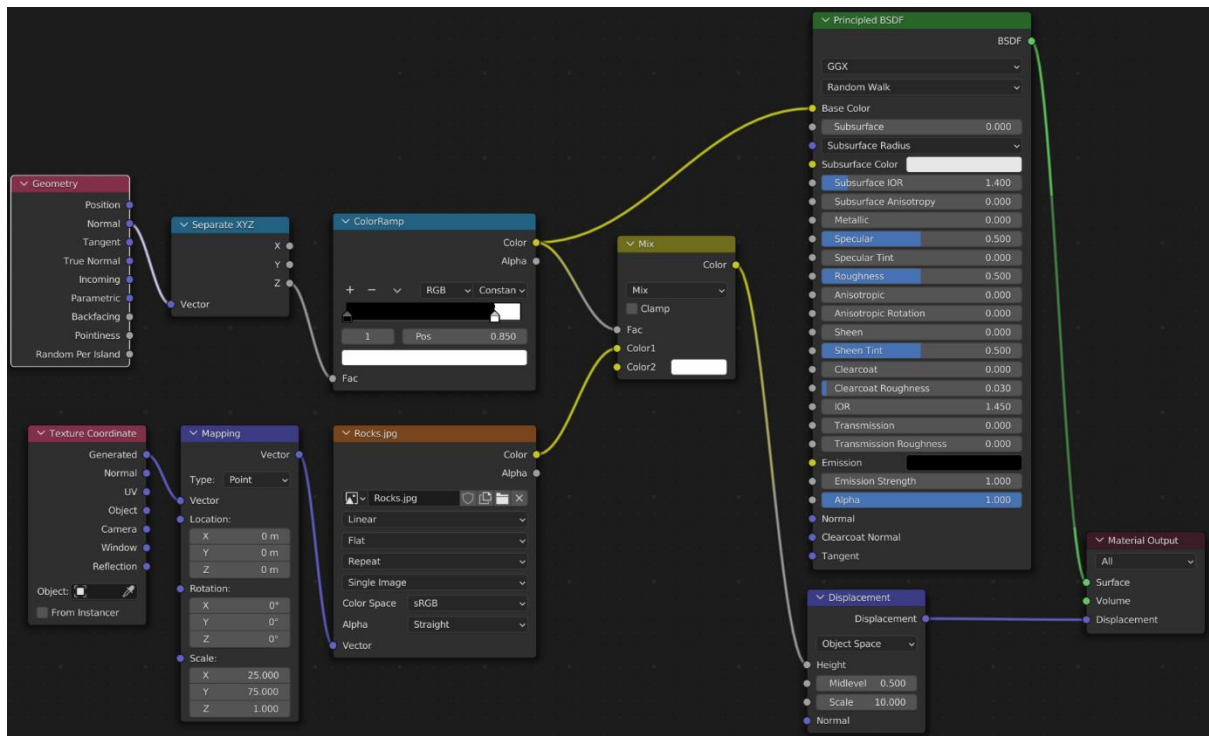


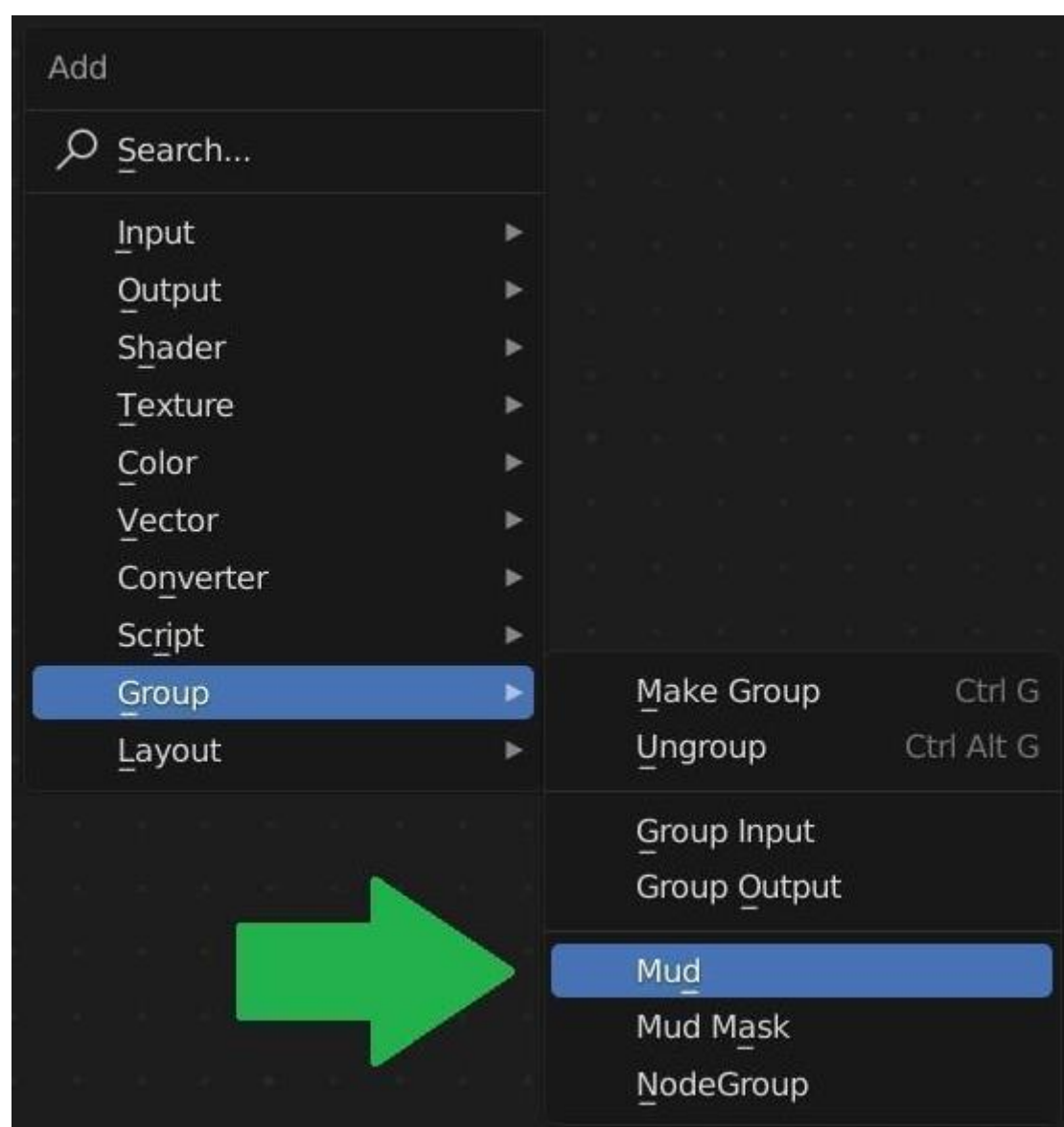












Mask

▼ Mud Mask

Color

▼ Mud Mask

Mud Material

▼ Mud

Base Color

Roughness

Normal

Displacement

▼ Mud

Water Puddles 5.000

Stones 10.000

Mud Noise 1.000

Rock & Snow Material

▼ Mountain

Base Color

Roughness

Normal Map

Displacement

▼ Mountain

▼ Principled BSDF

BSDF

GGX

Random Walk

Base Color

Subsurface 0.000

Subsurface Radius

Subsurface Col...

Subsurface IOR 1.400

Subsurface Anisotropy 0.000

Metallic 0.000

Specular 0.500

Specular Tint 0.000

Roughness 0.400

Anisotropic 0.000

Anisotropic Rotation 0.000

Sheen 0.000

Sheen Tint 0.500

Clearcoat 0.000

Clearcoat Roughness 0.030

IOR 1.450

Transmission 0.000

Transmission Roughness 0.000

Emission

Emission Strength 1.000

Alpha 1.000

Normal

Clearcoat Normal

Tangent

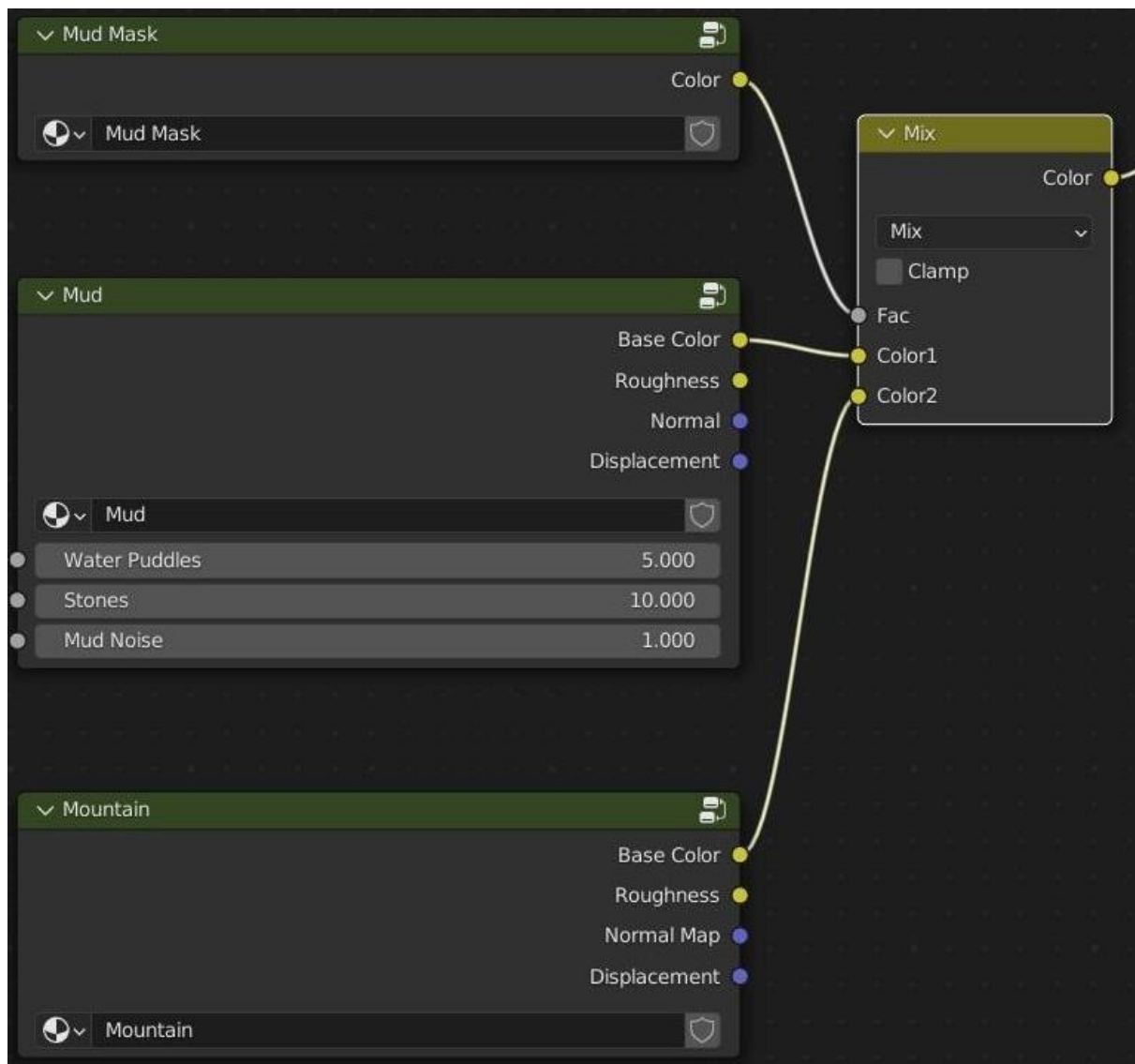
▼ Material Output

All

Surface

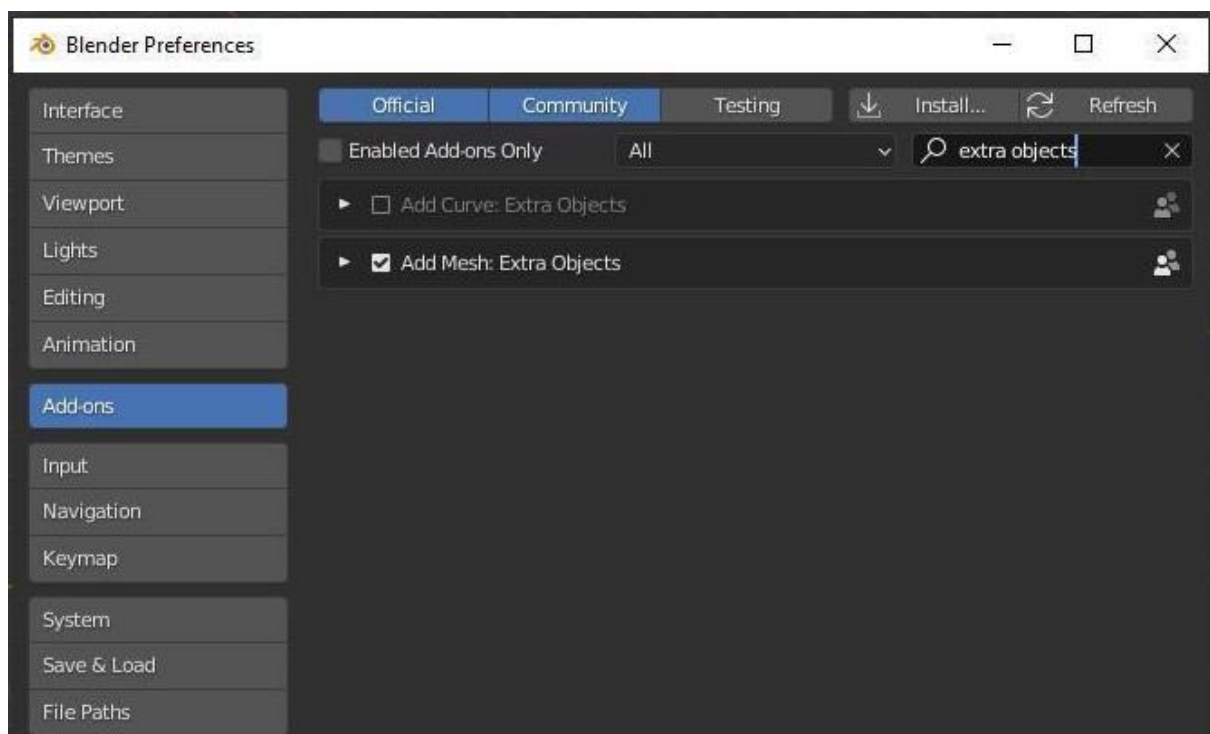
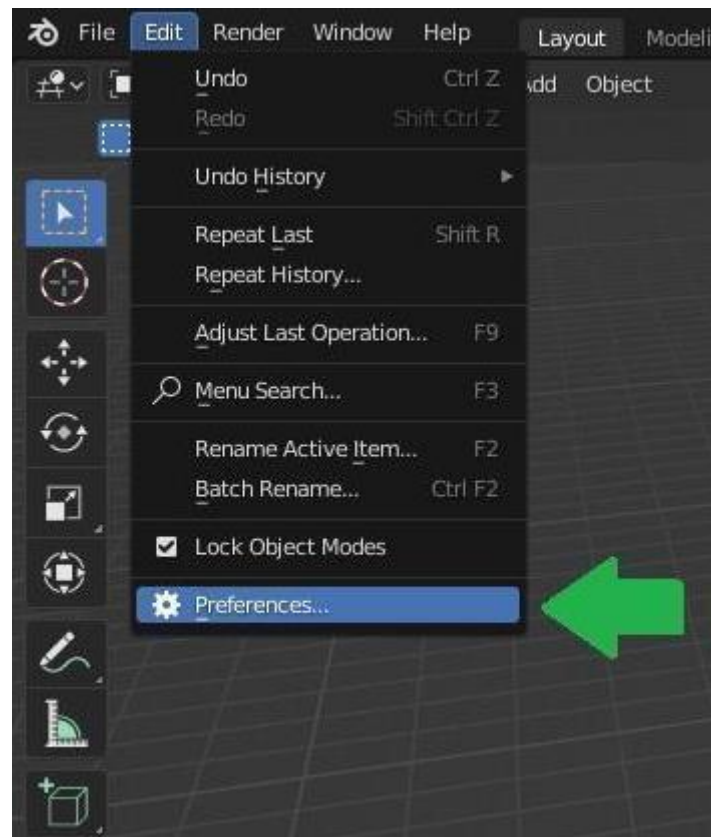
Volume

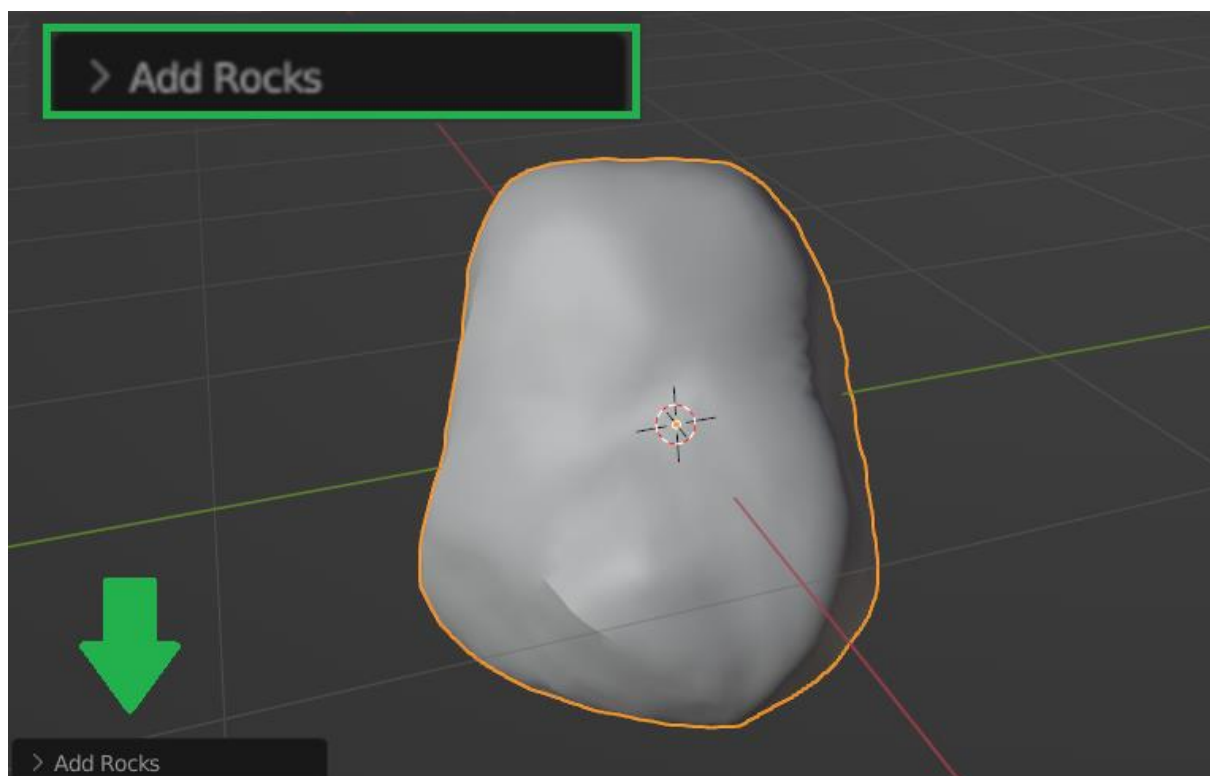
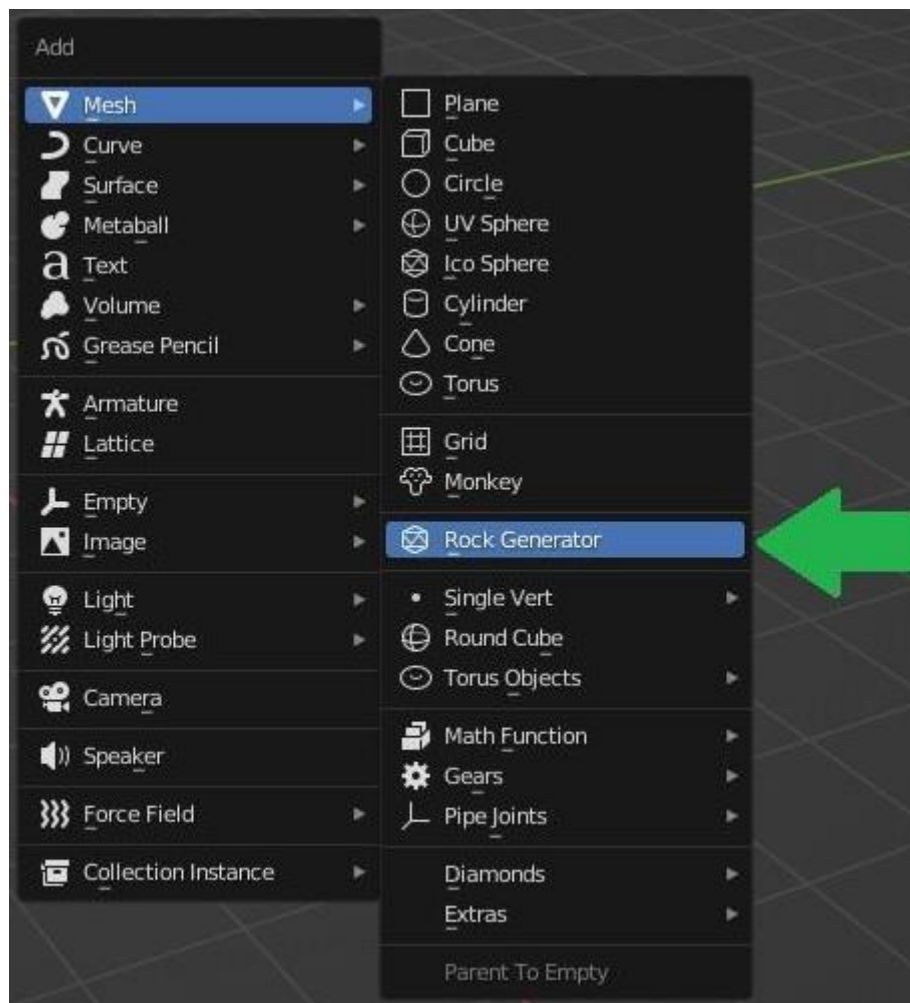
Displacement

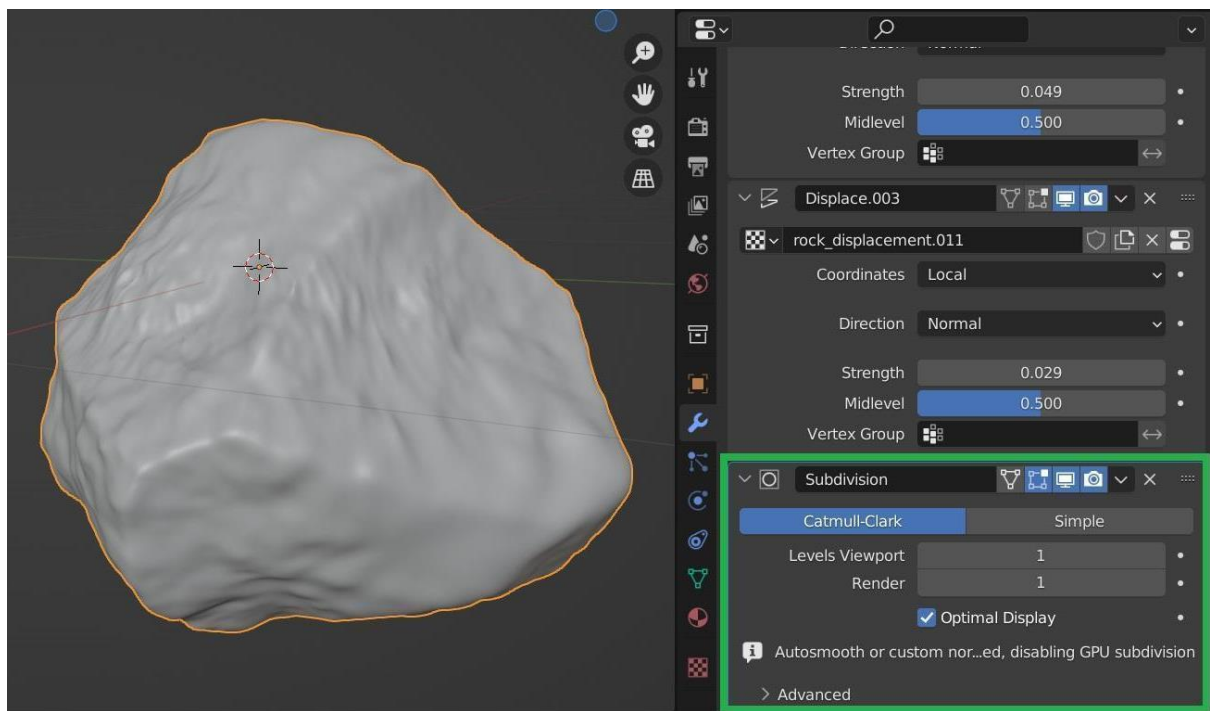
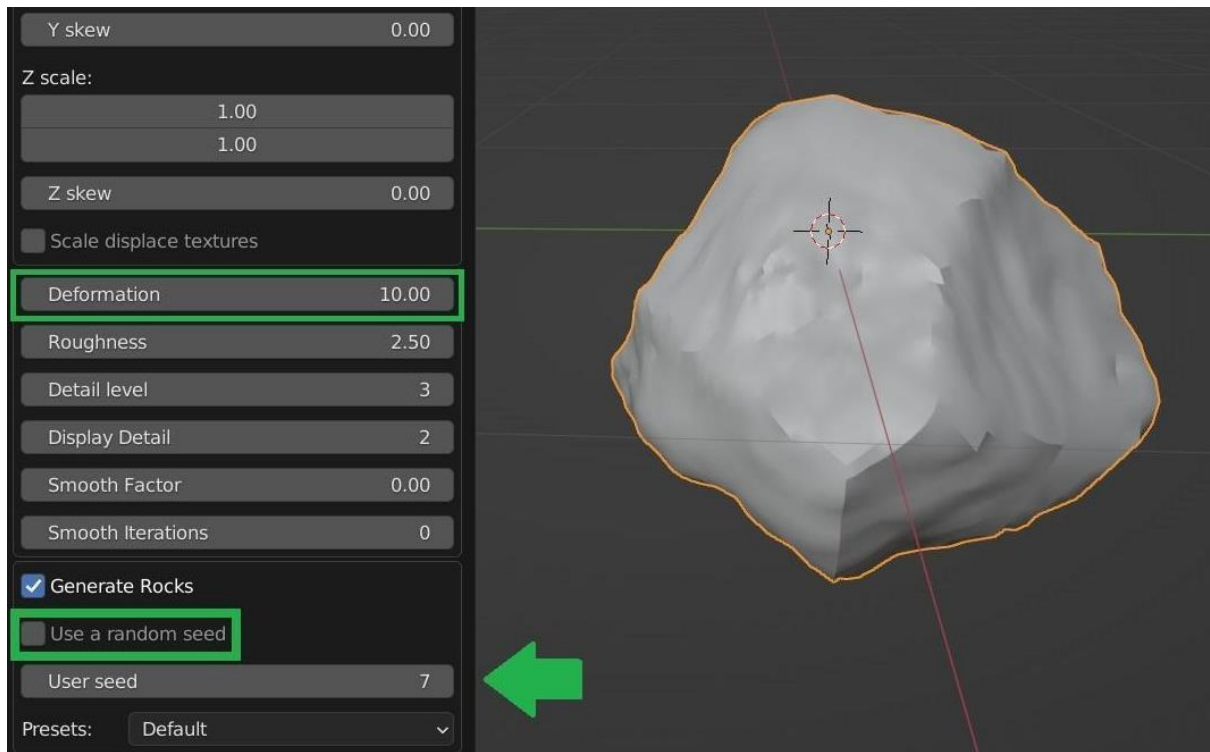


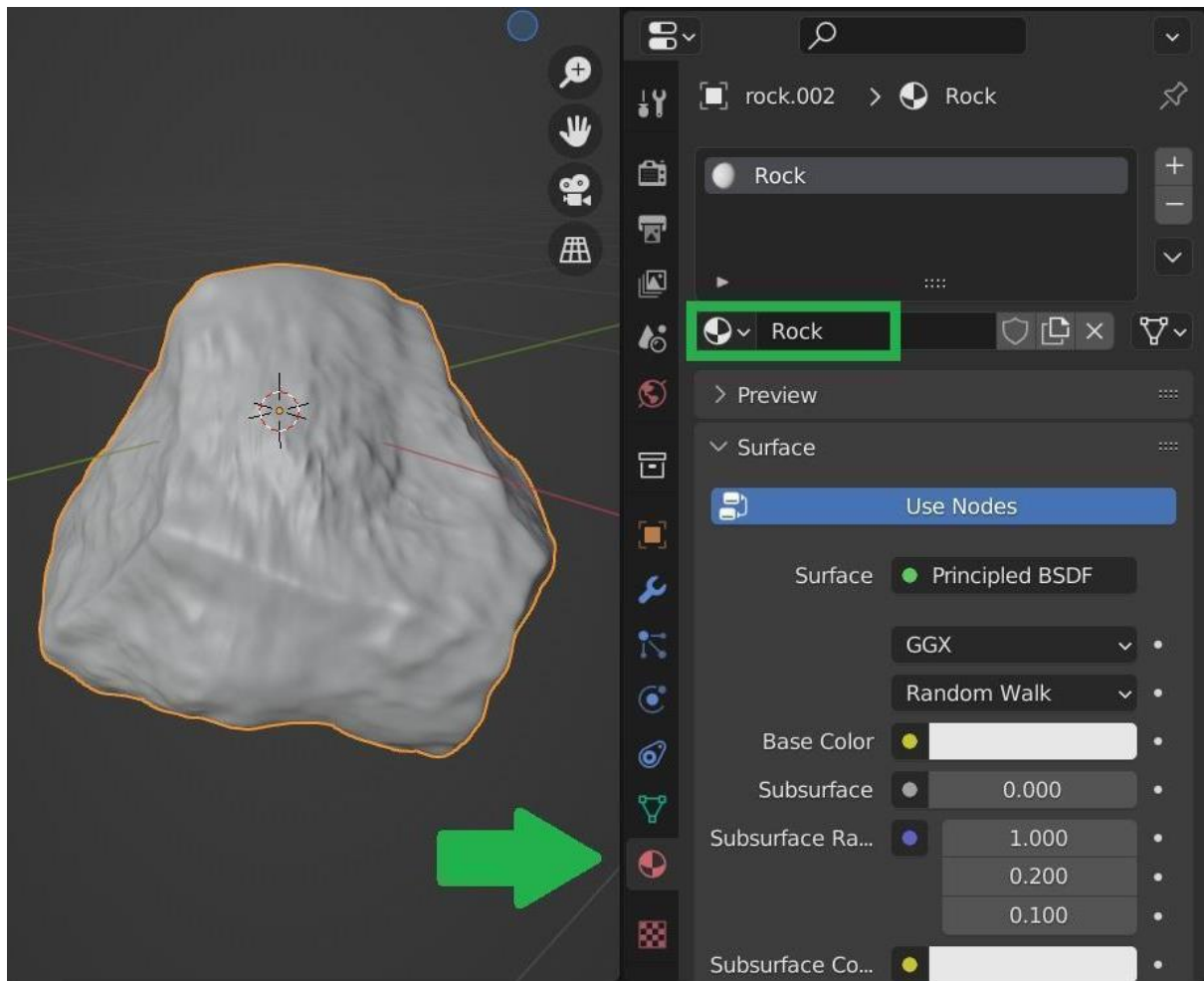


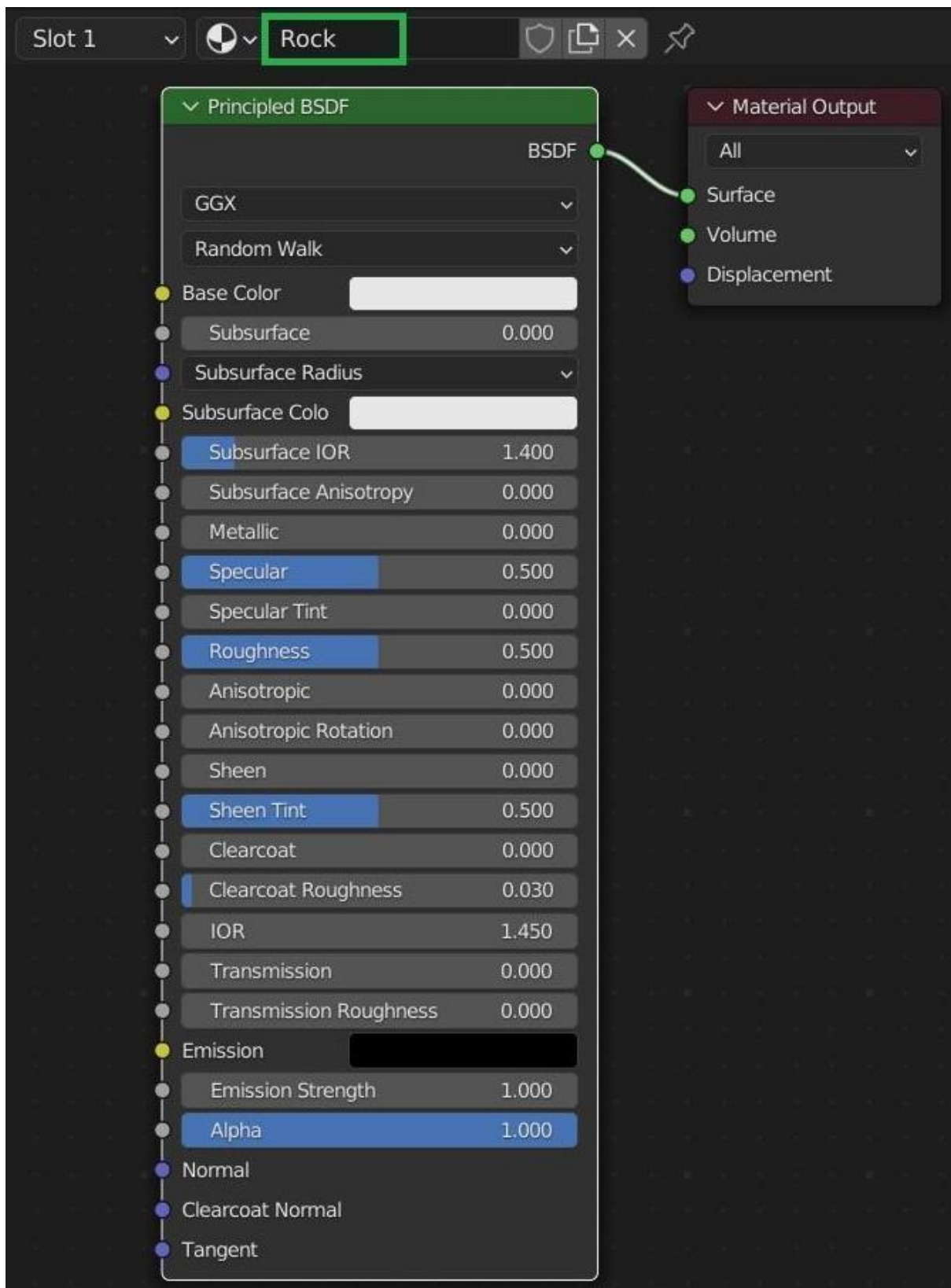
Chapter 10: Creating Natural Assets: Rock

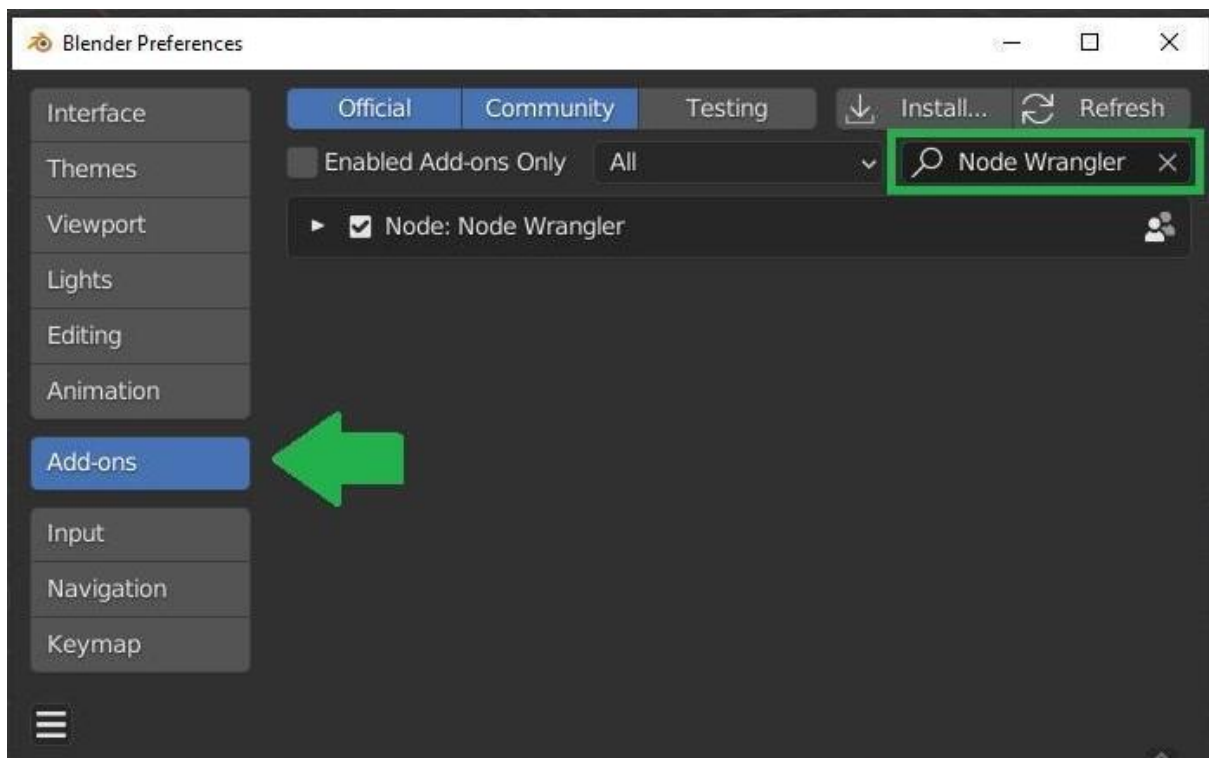
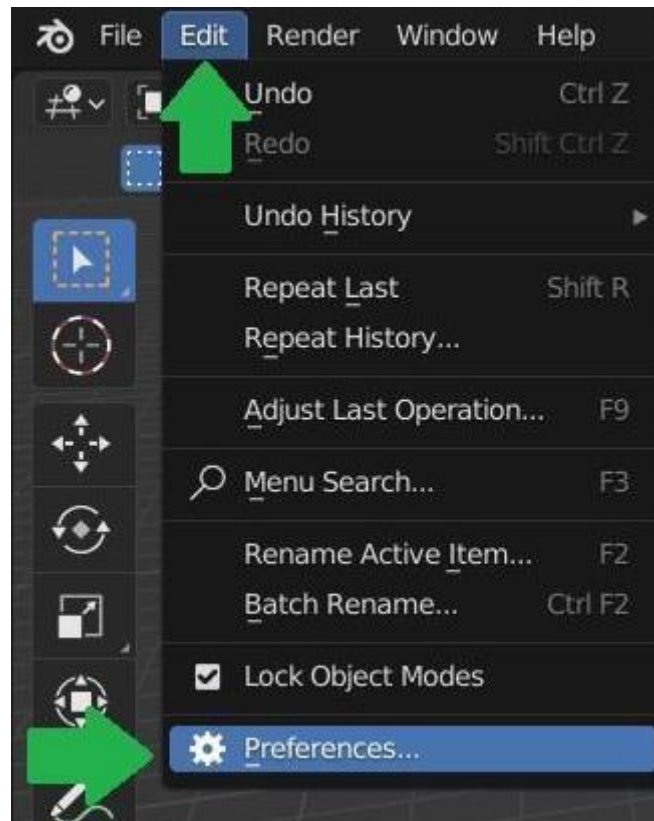


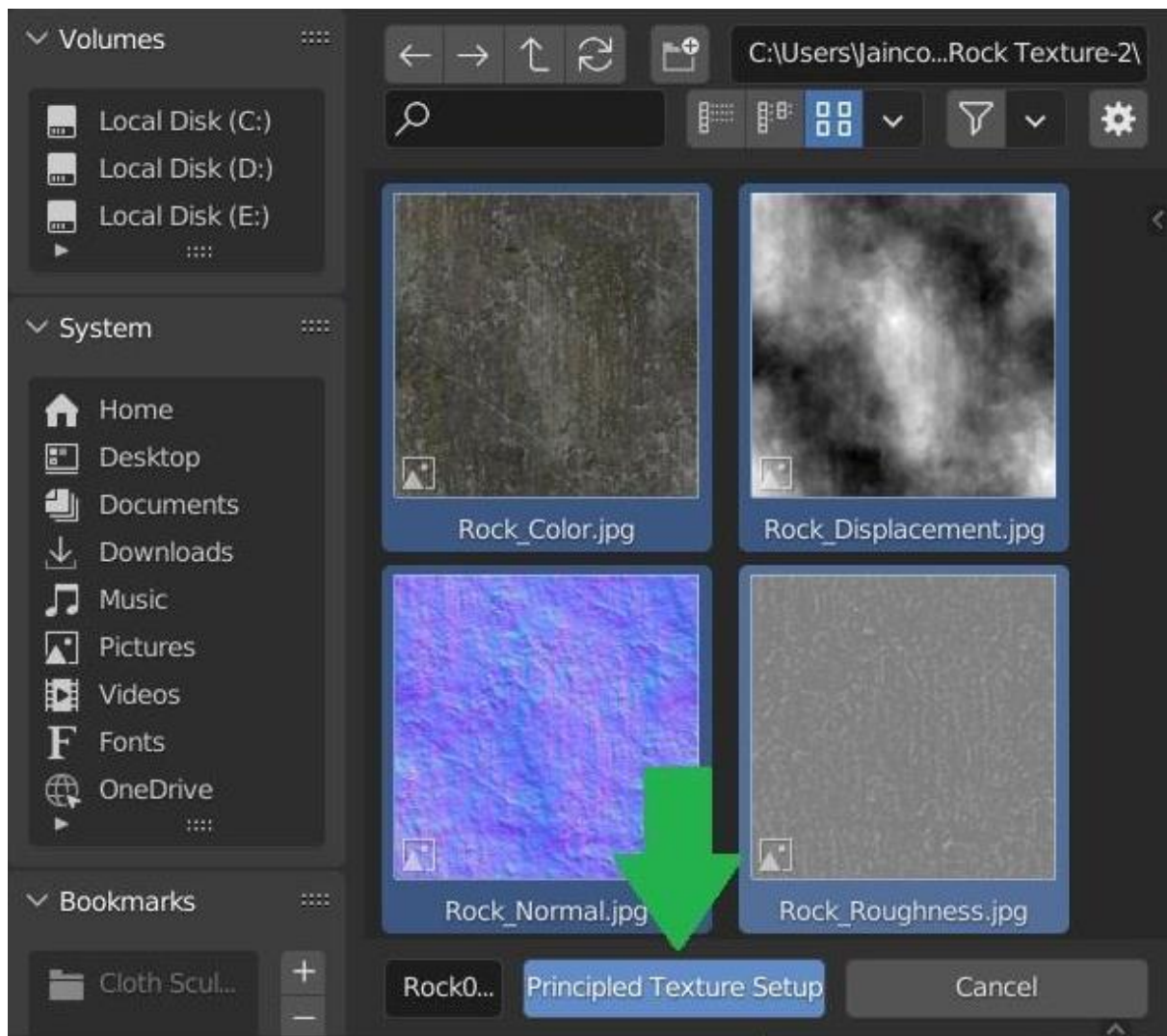


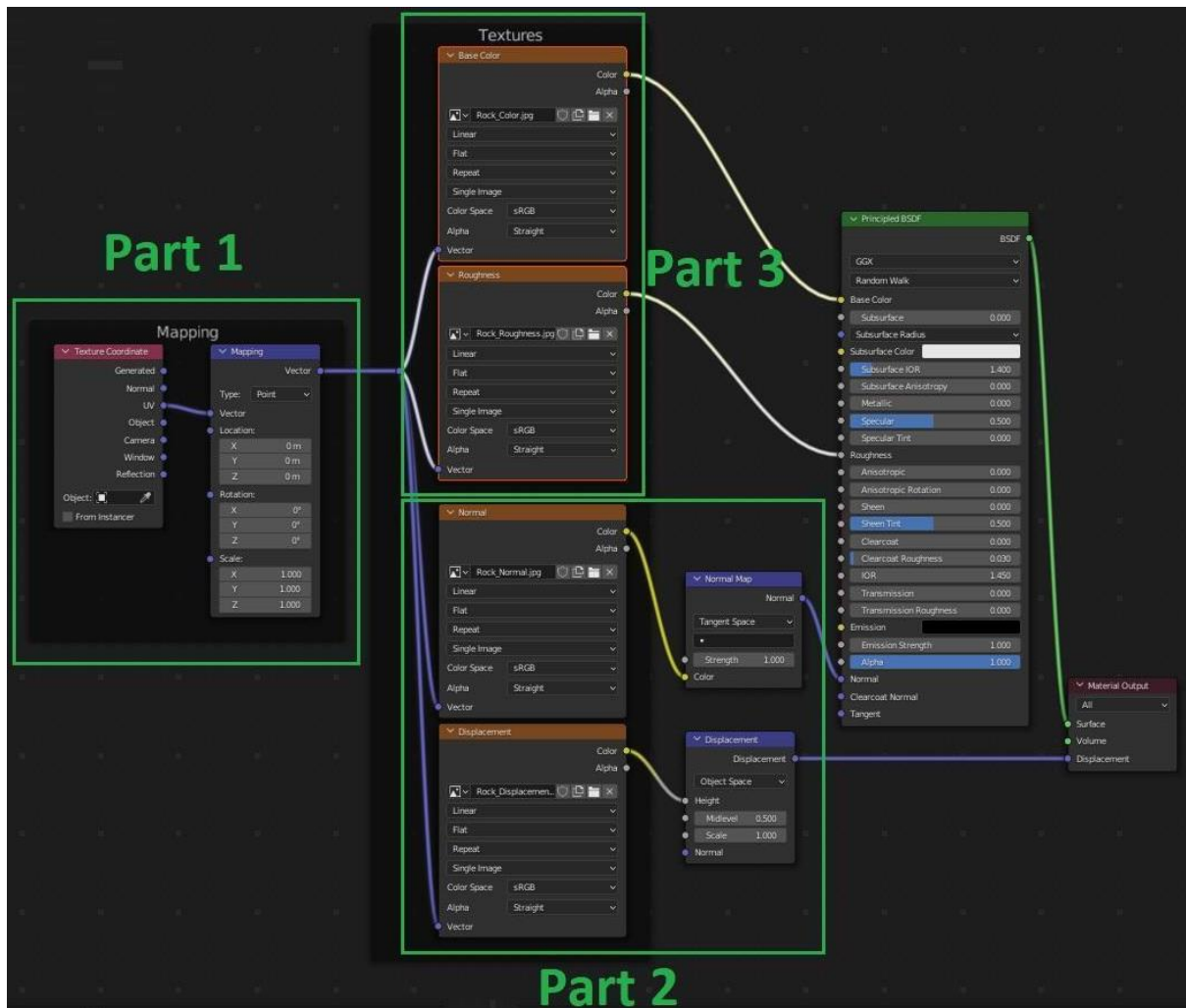












Mapping

Texture Coordinate

Generated

Normal

UV

Object

Camera

Window

Reflection

Object:  

☐ From Instancer

Mapping

Vector

Type: Point

Vector

Location:

X 0 m

Y 0 m

Z 0 m

Rotation:

X 0°

Y 0°

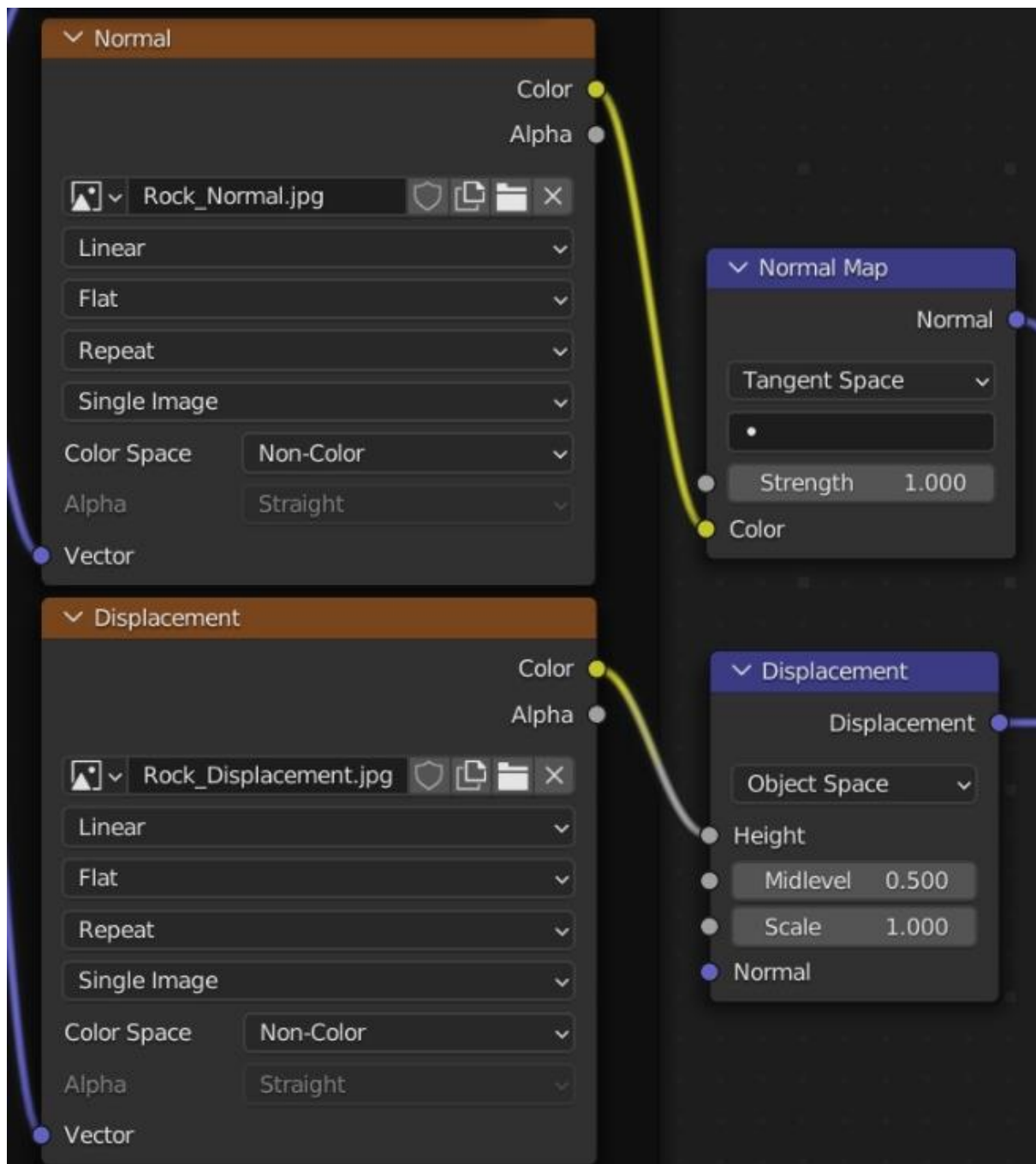
Z 0°

Scale:

X 1.000

Y 1.000

Z 1.000






Textures

Base Color

Color

Alpha

 Rock_Color.jpg    

Linear

Flat

Repeat

Single Image

Color Space sRGB


Alpha Straight

Vector

Roughness

Color

Alpha

 Rock_Roughness....    

Linear

Flat

Repeat

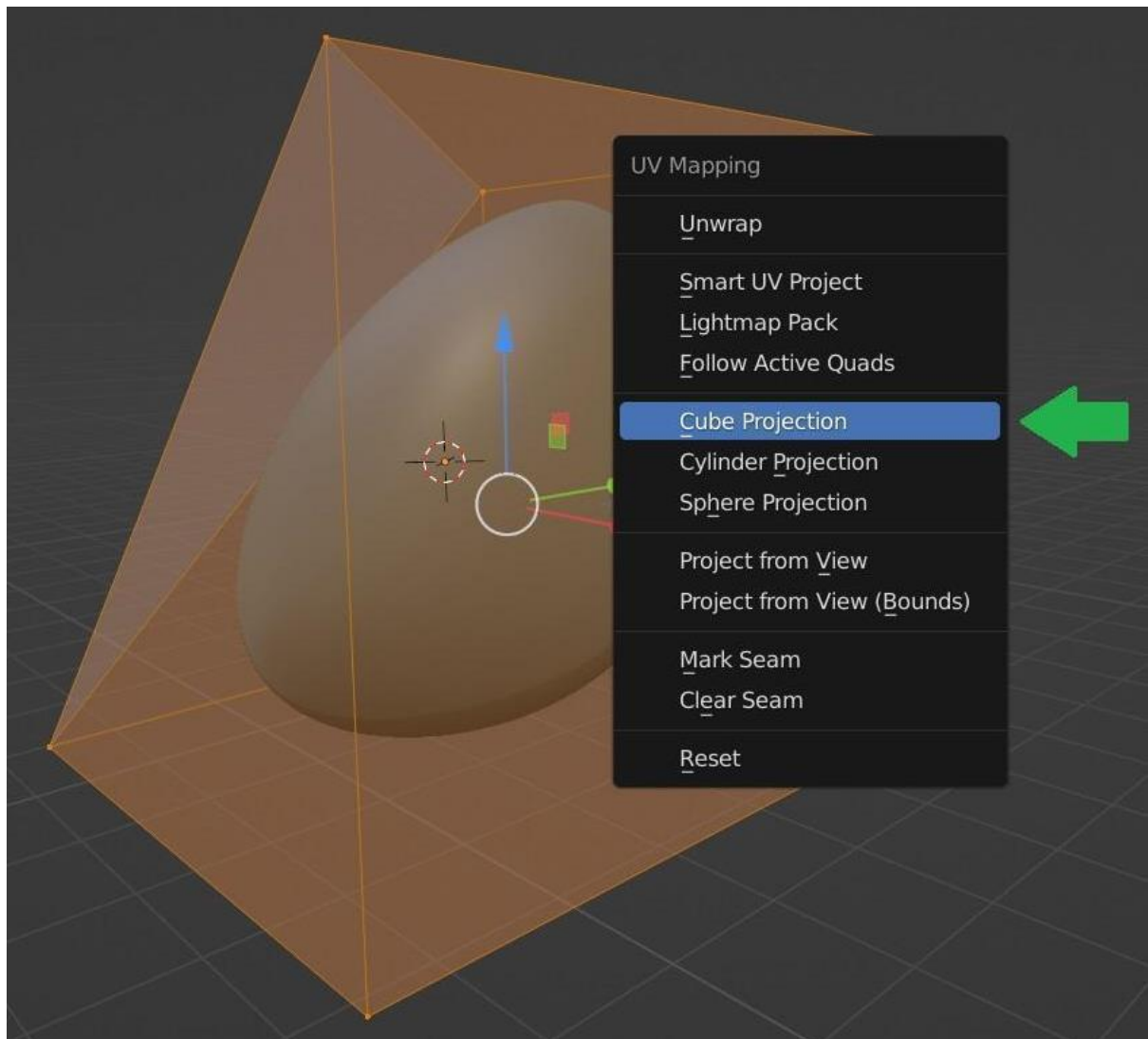
Single Image

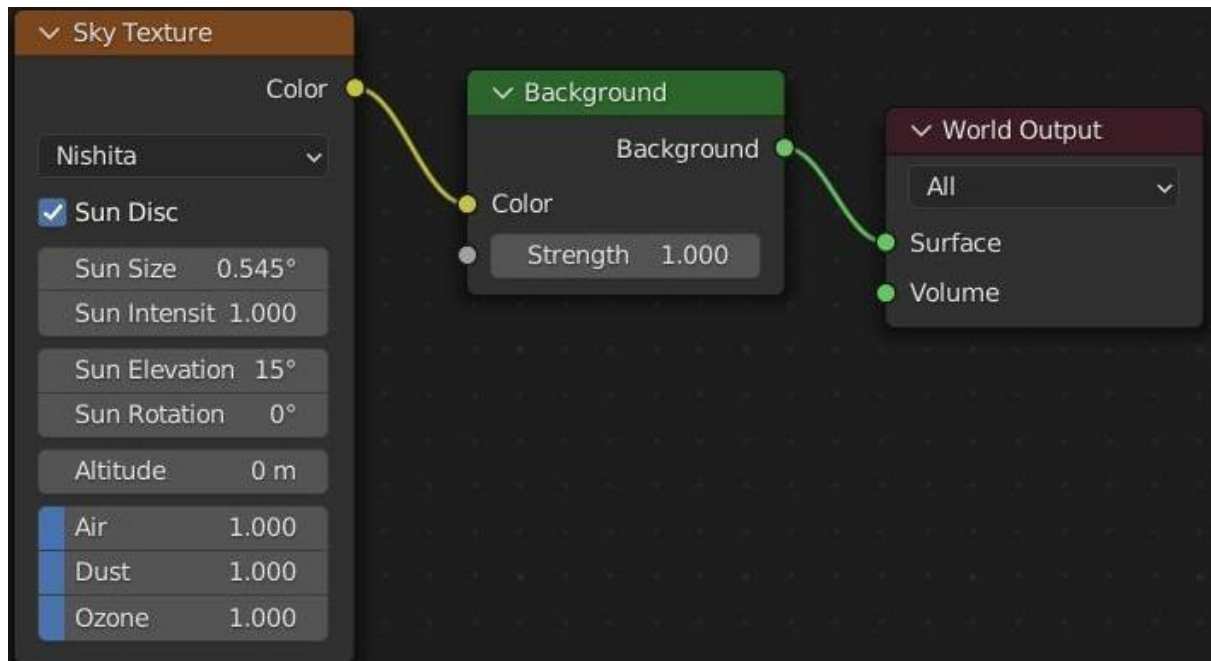
Color Space Non-Color

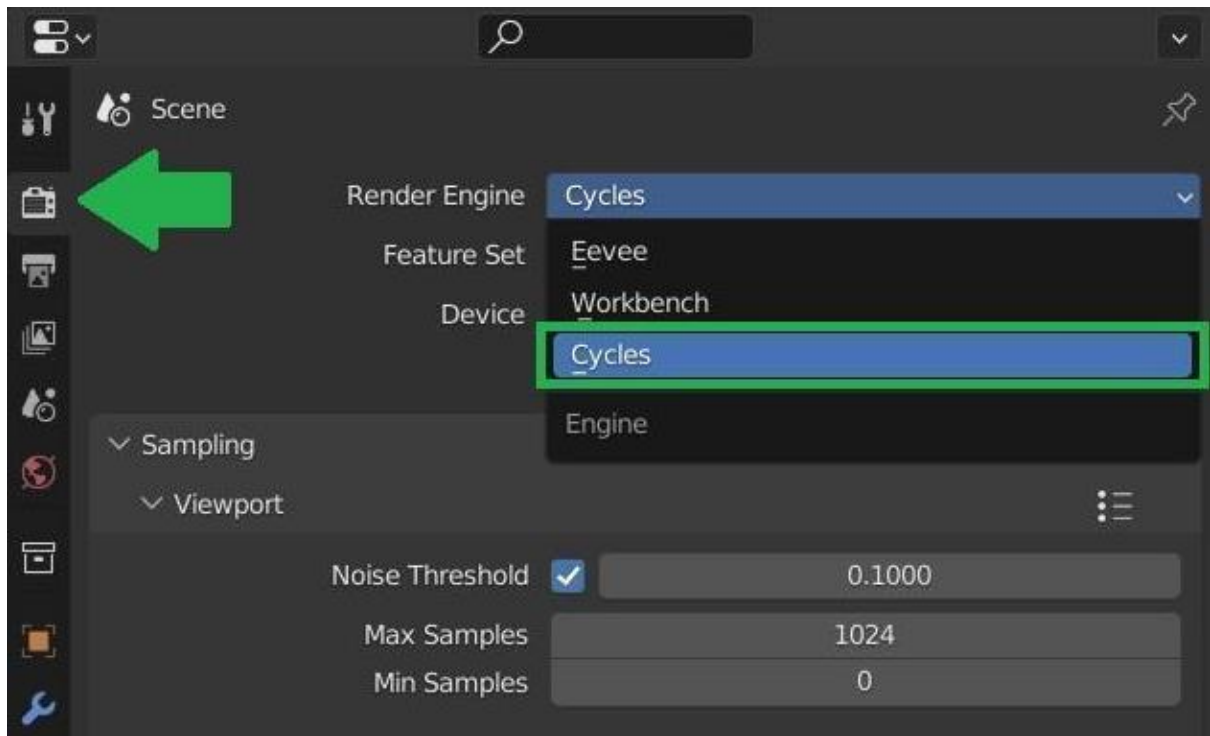
Alpha Straight

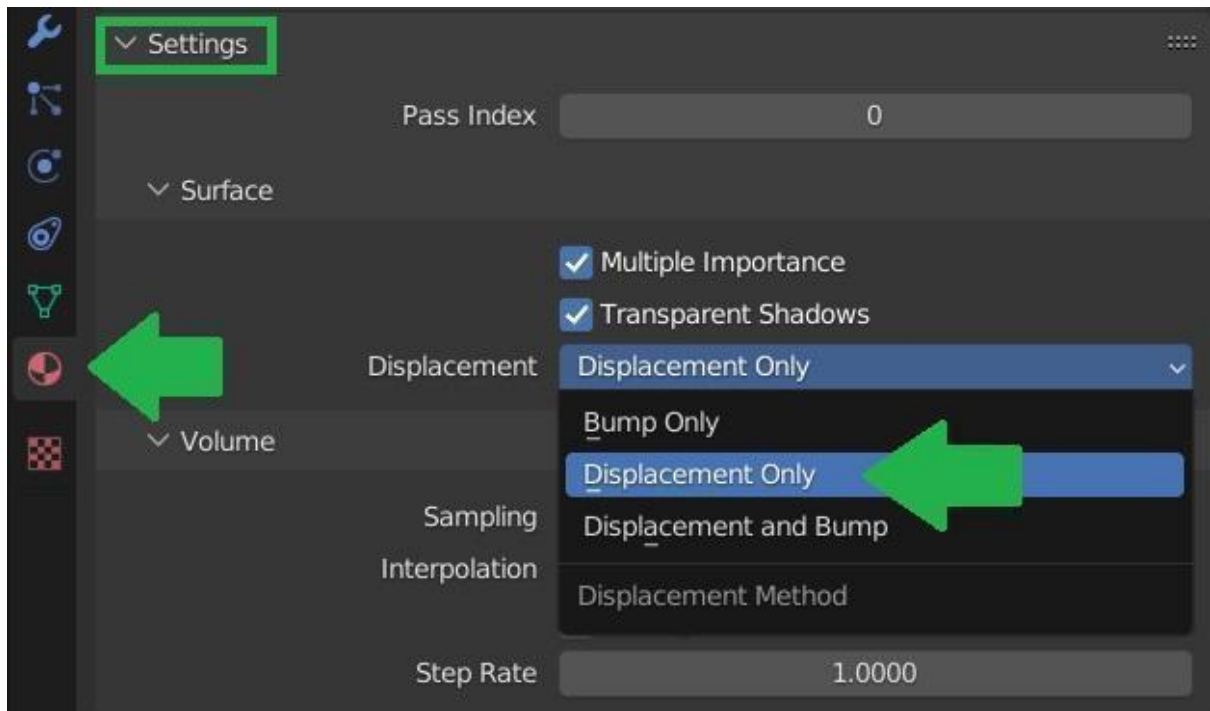
Vector

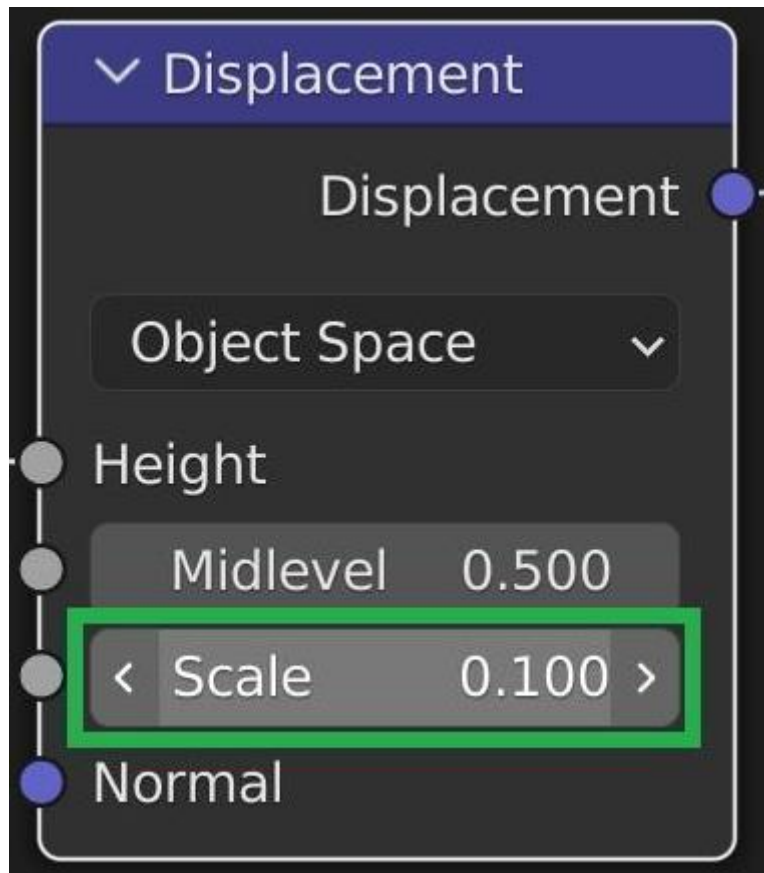


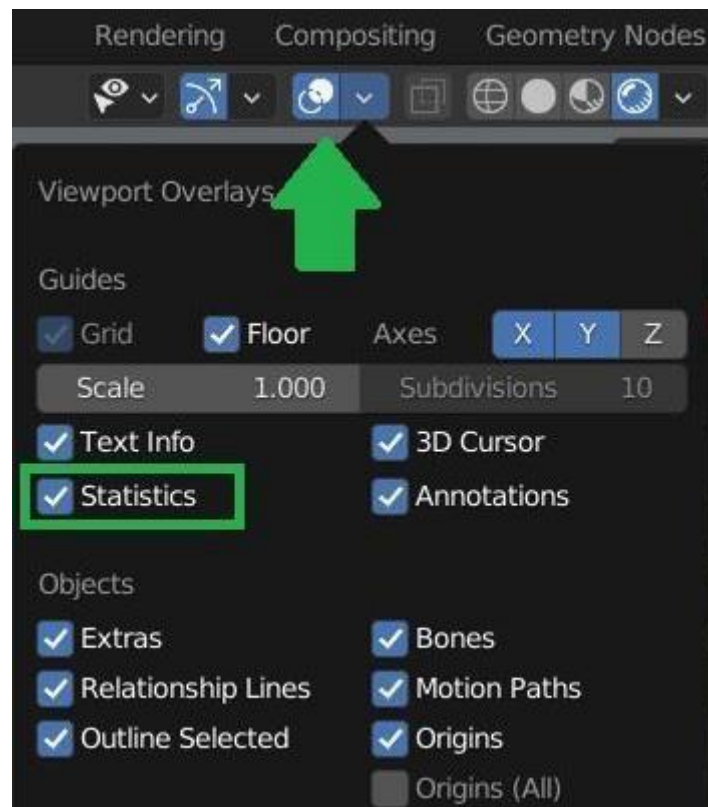


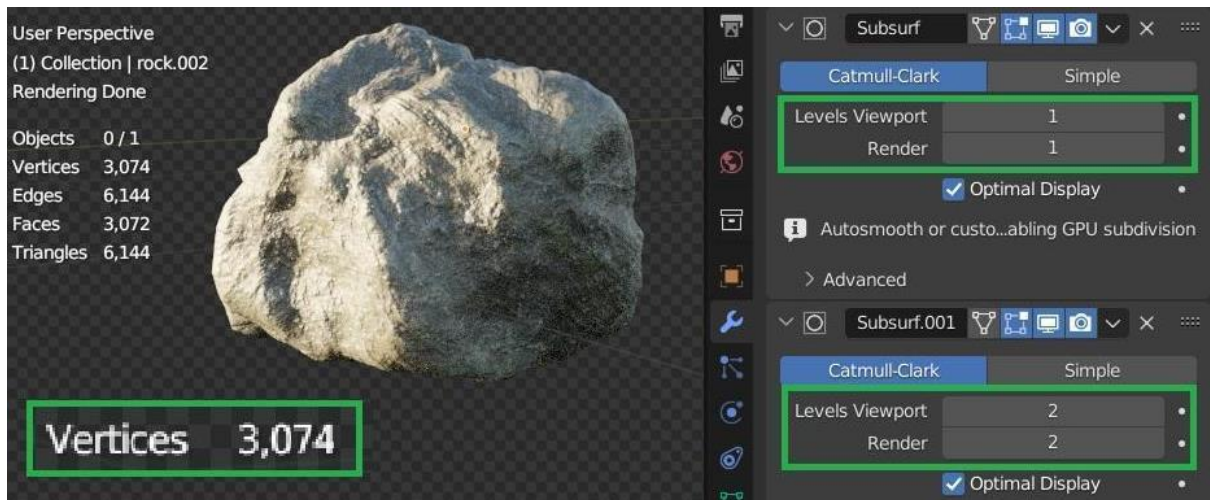






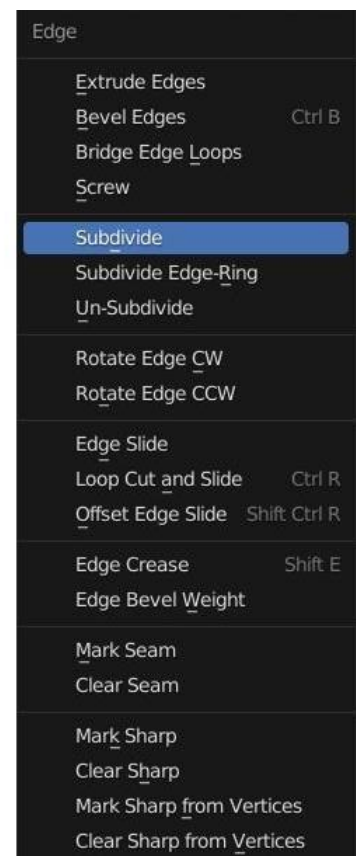
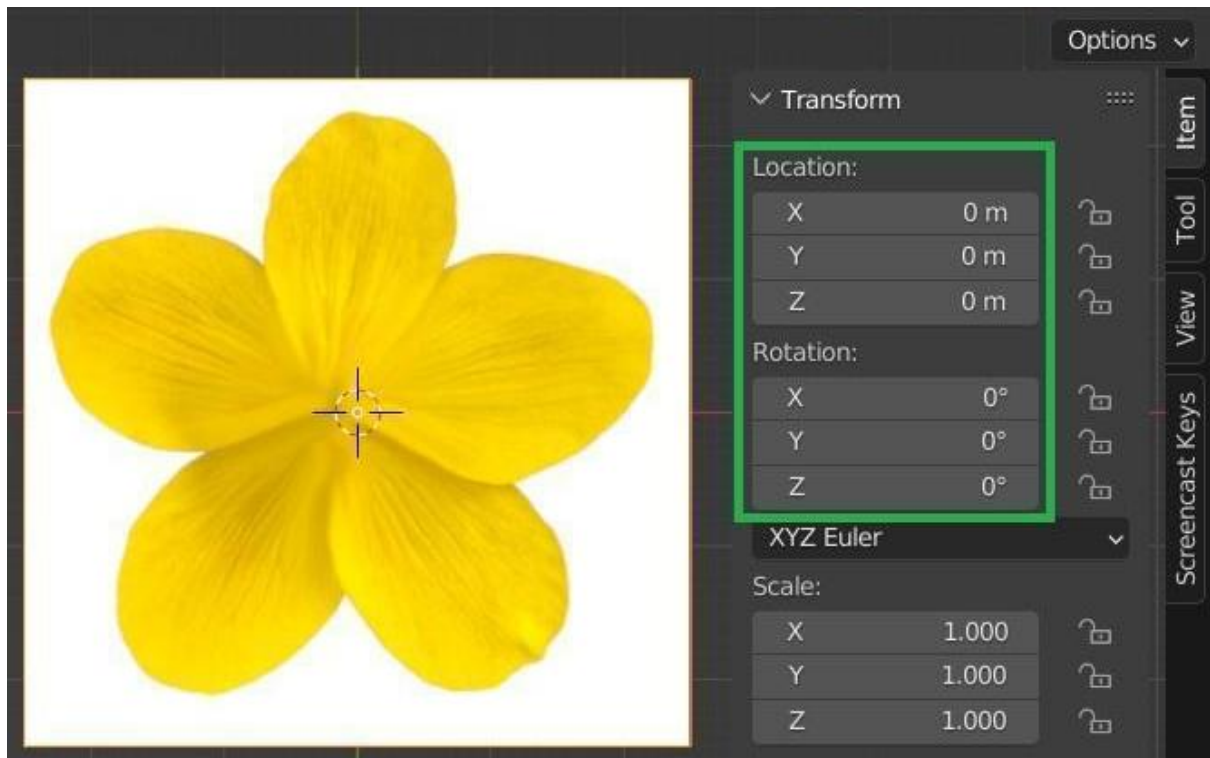


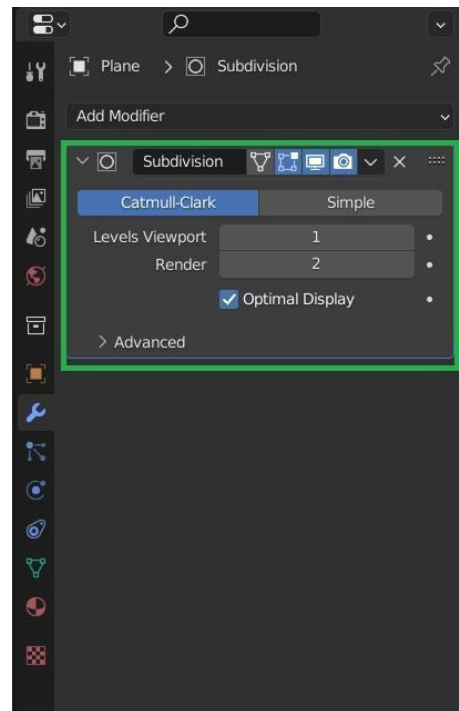
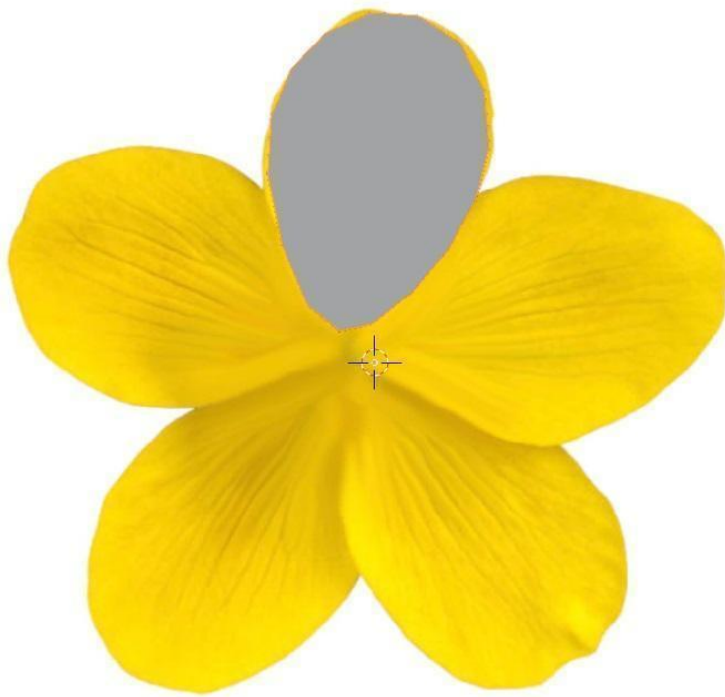


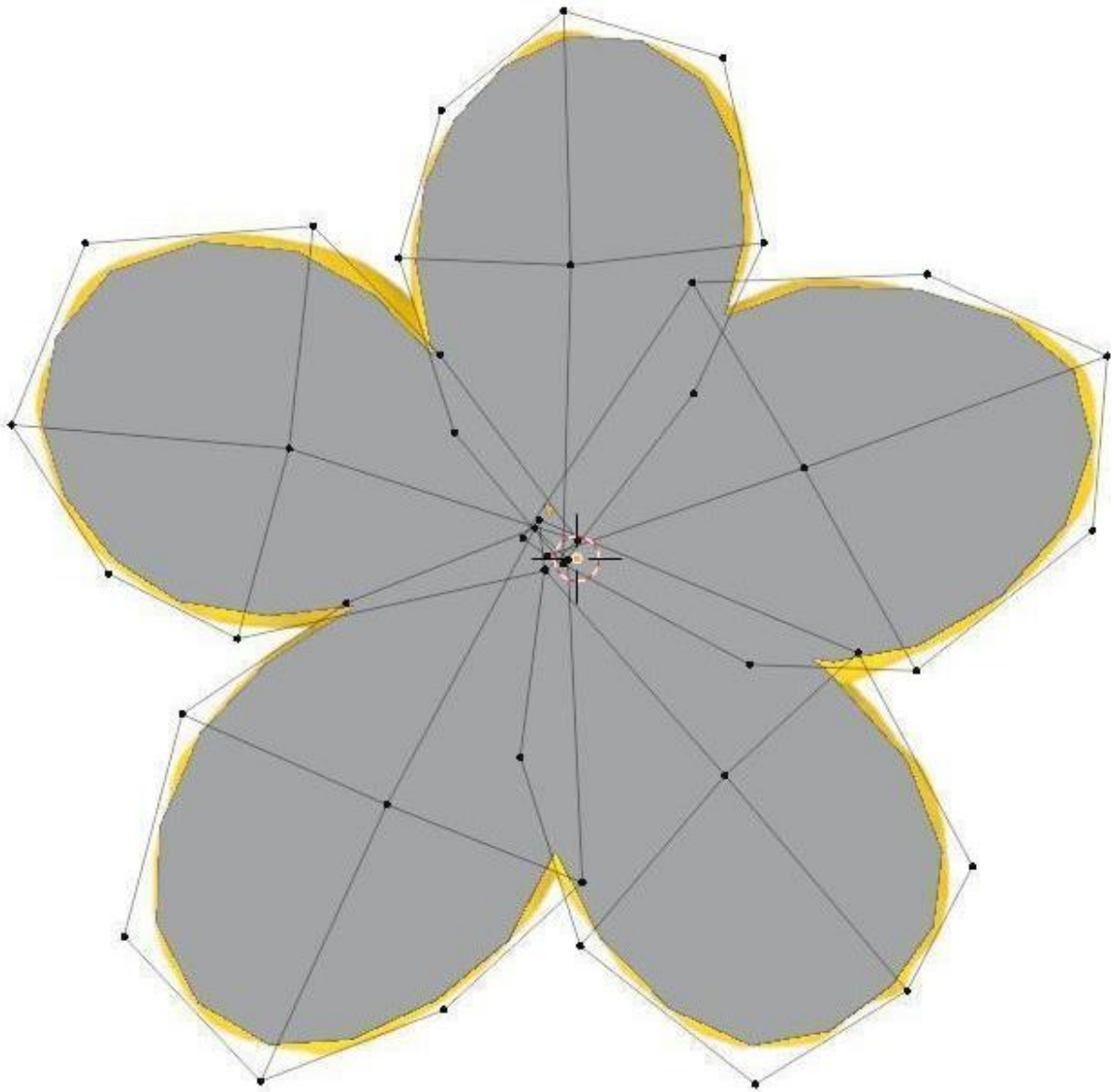


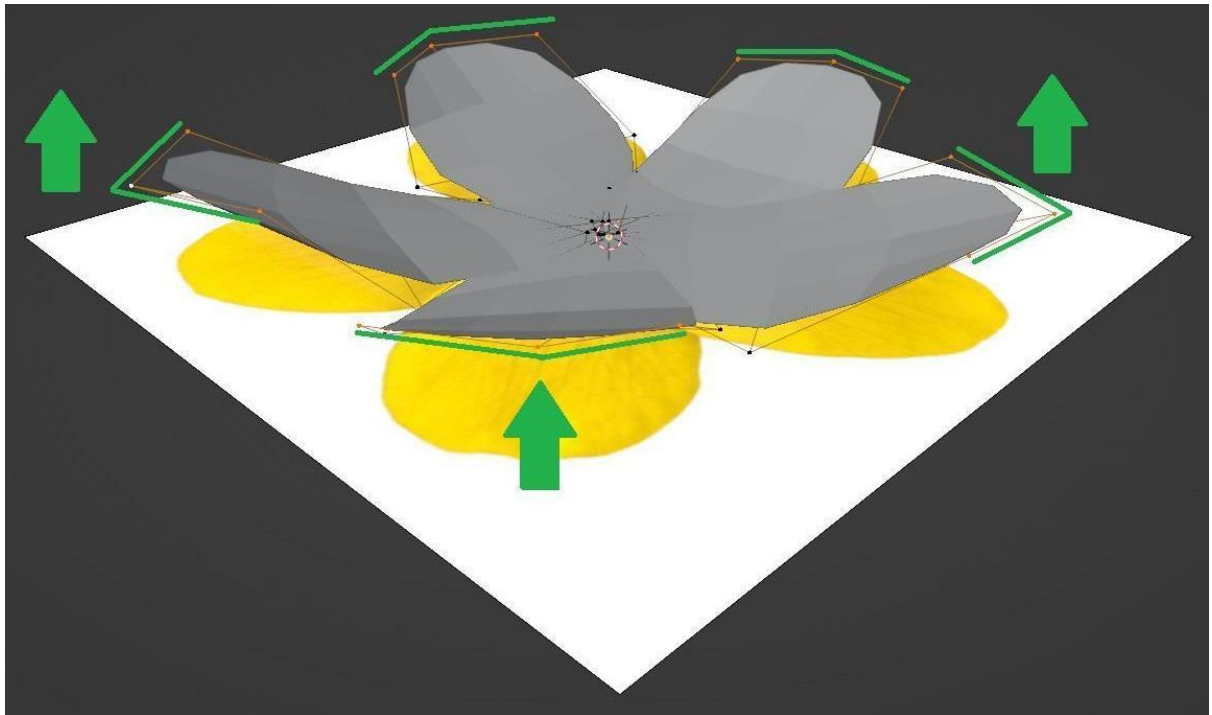
Chapter 11: Creating Realistic Flowers in Blender

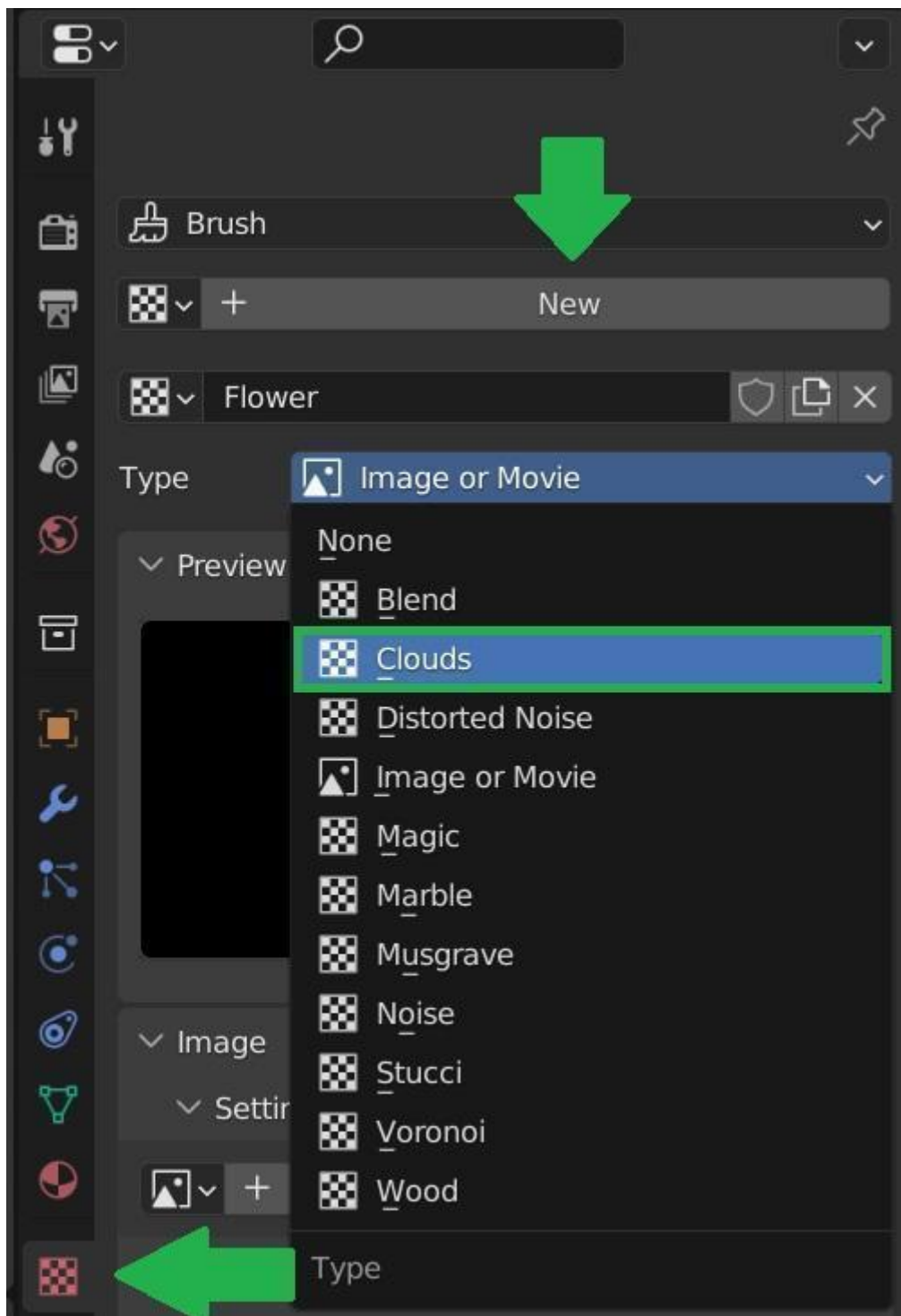


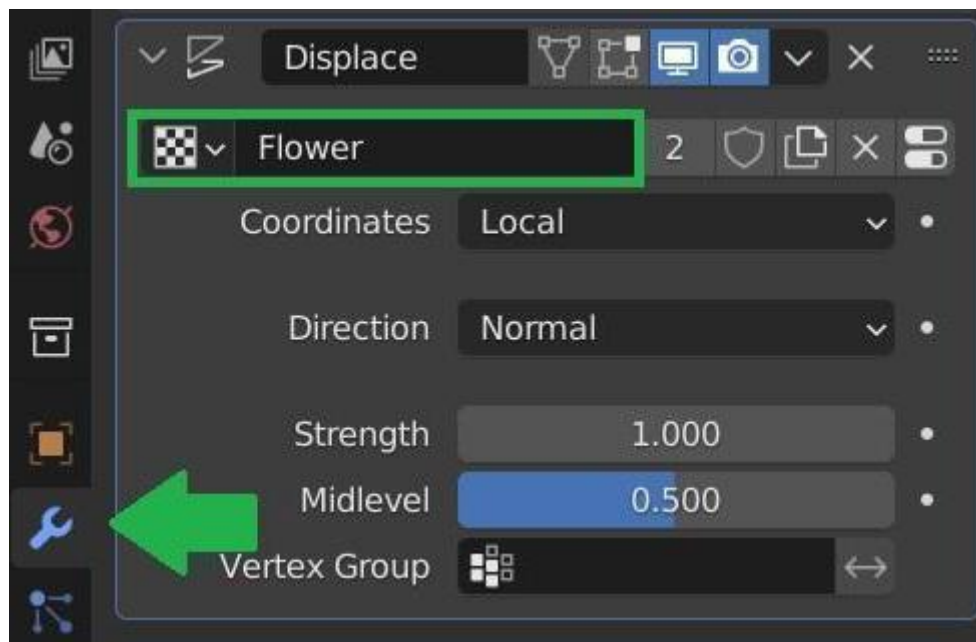




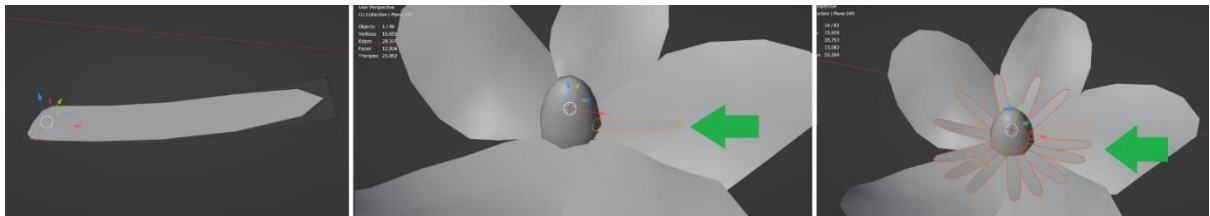
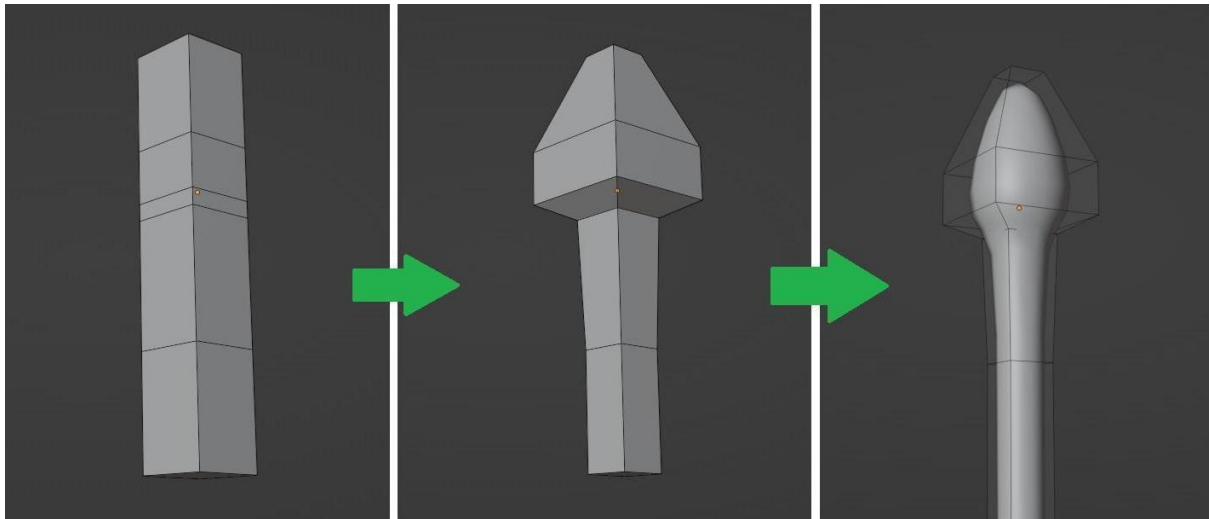




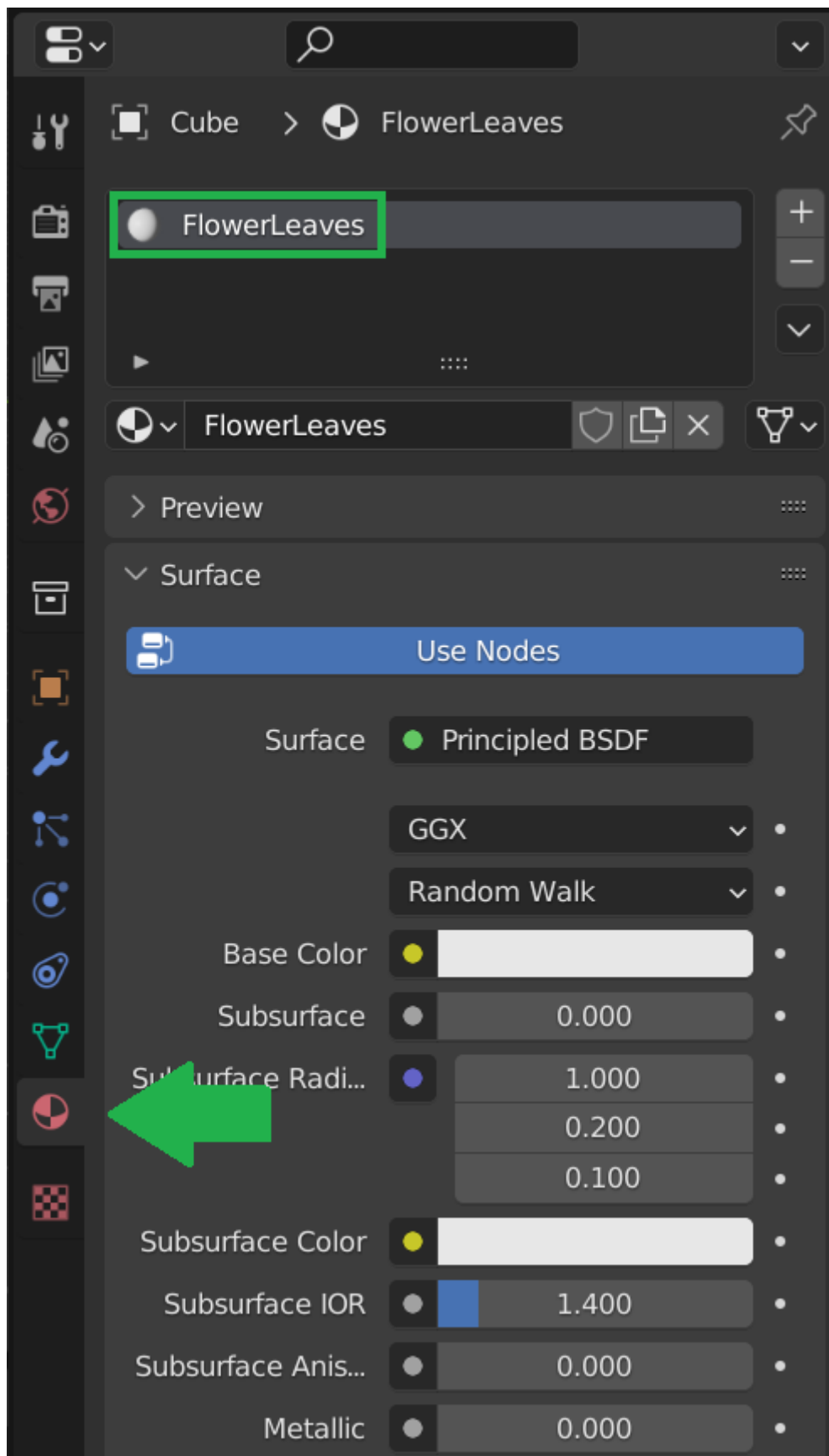


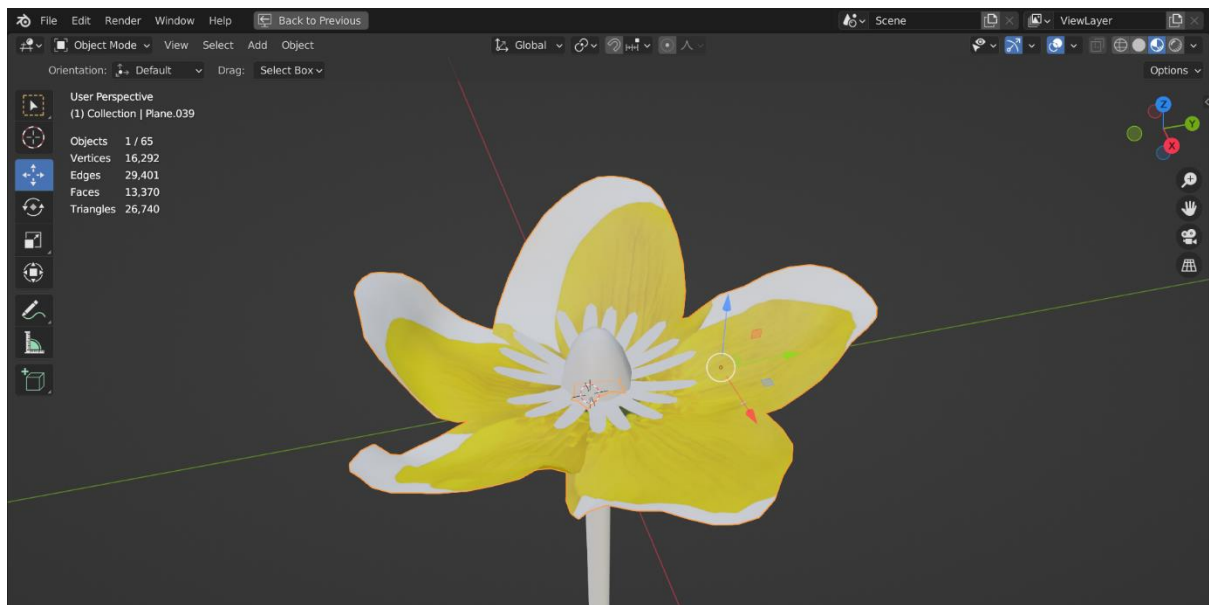
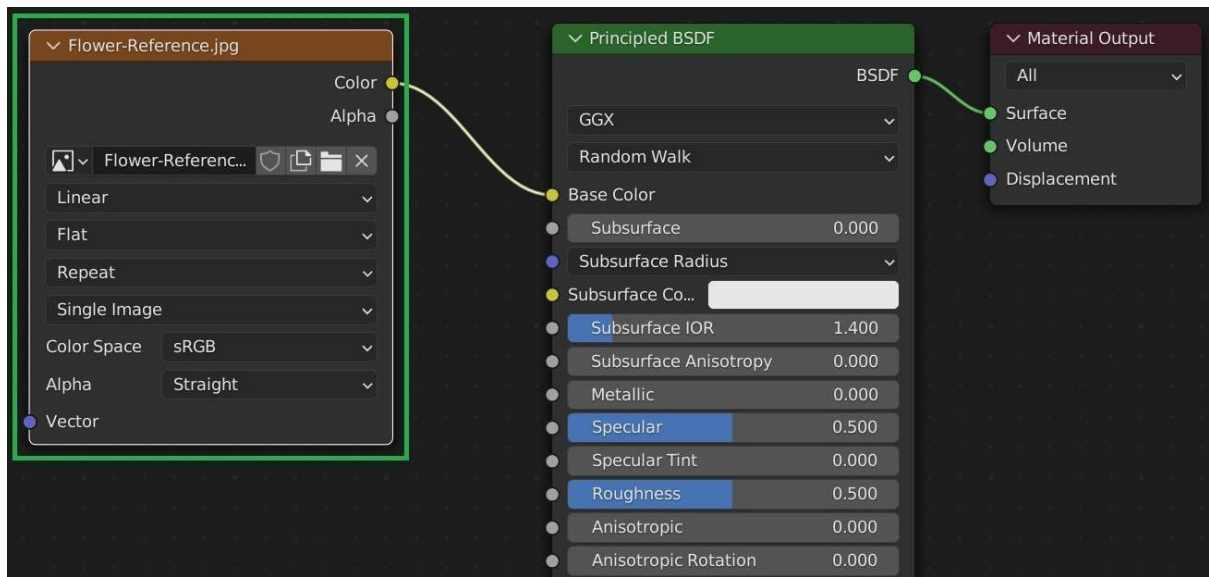


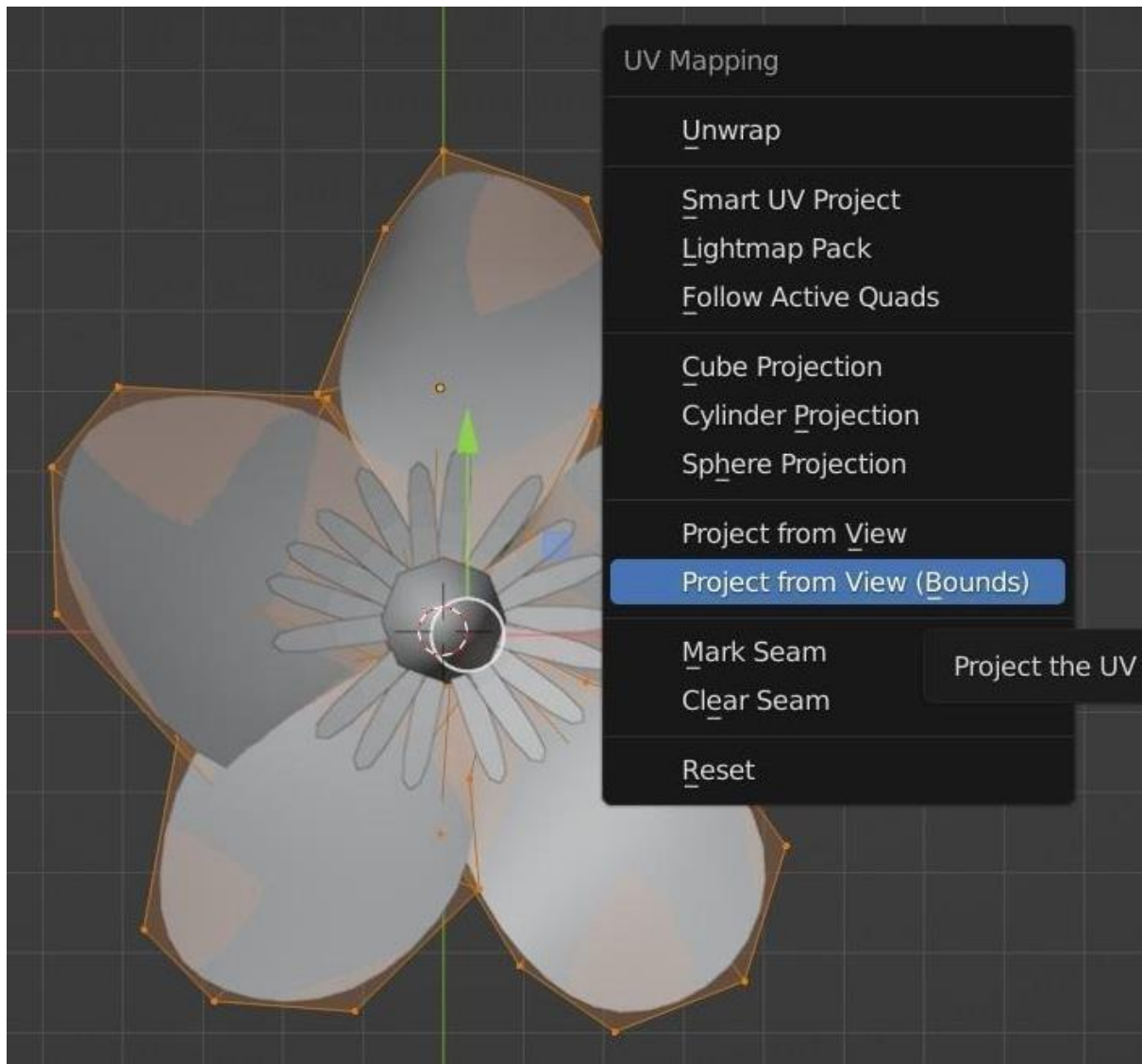


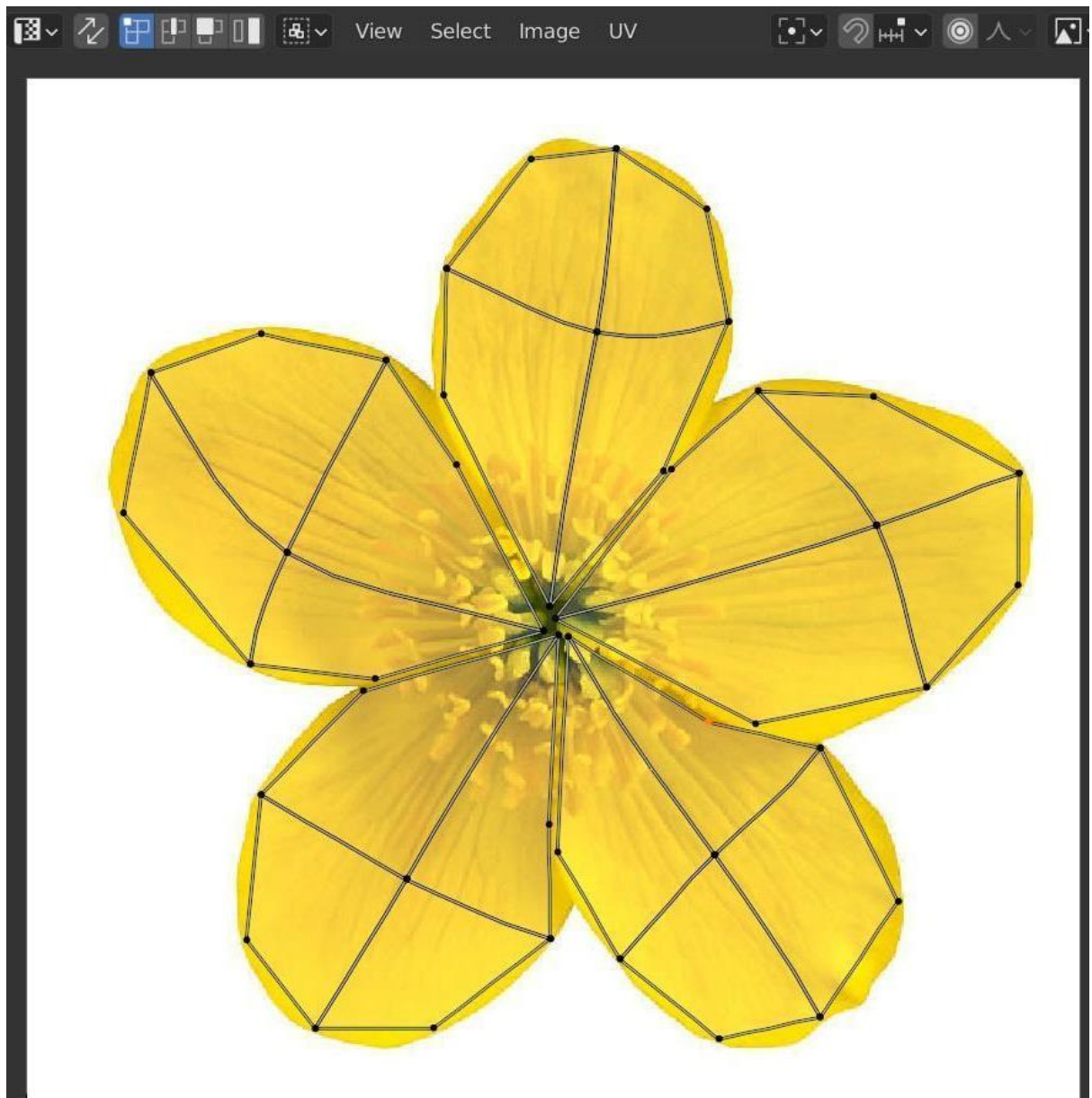




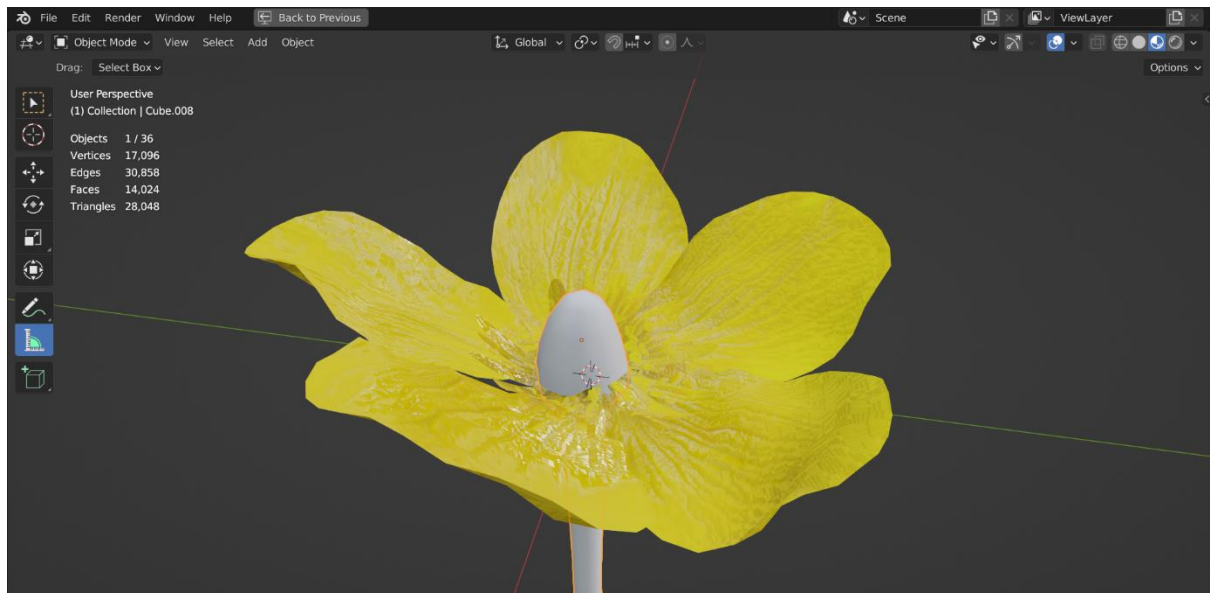
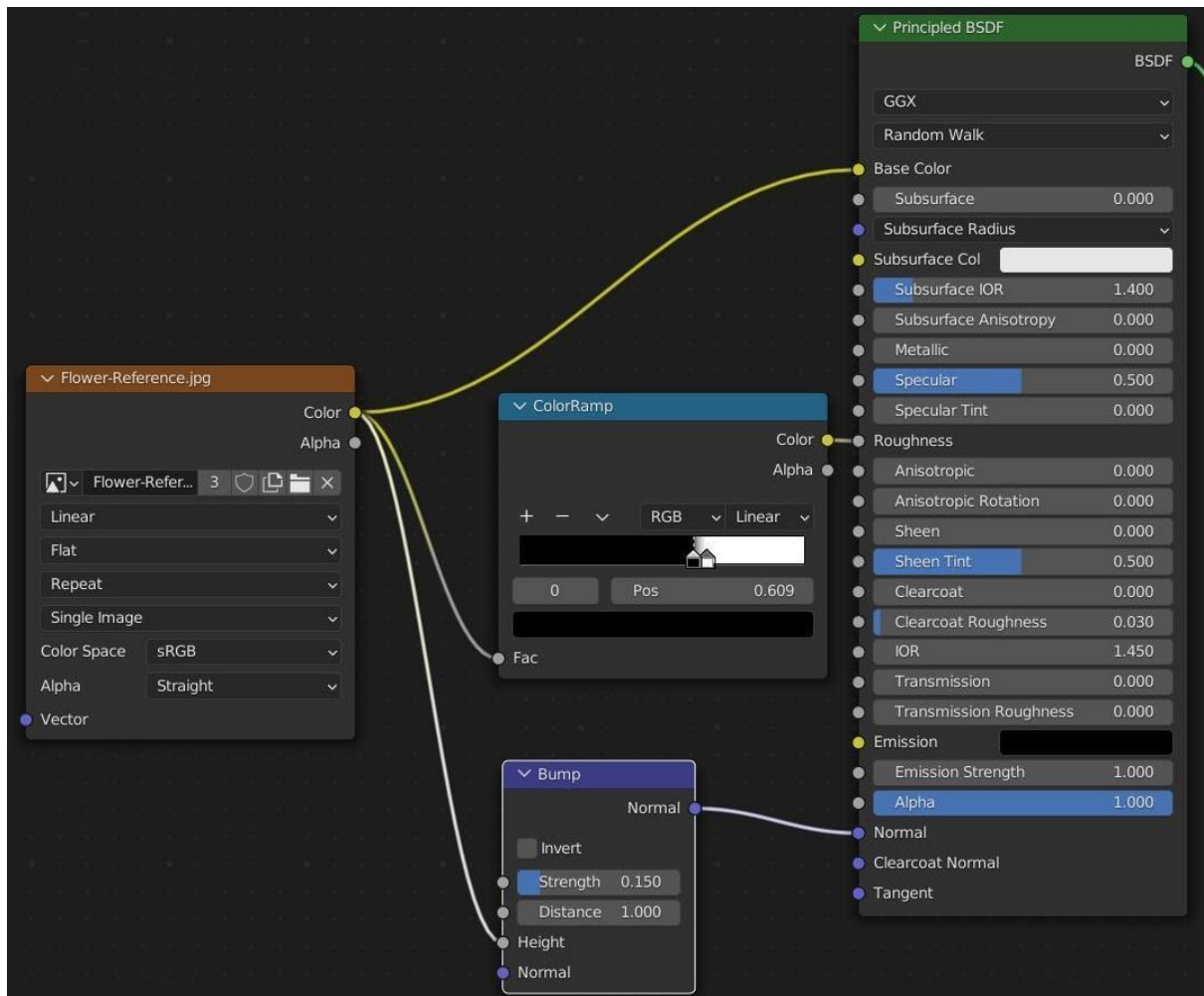












▼ Musgrave Texture

Height

3D



fBM



Vector

Scale

25.000

Detail

15.000

Dimension


7.500

Lacunarity

2.000

▼ ColorRamp

Color 

Alpha 

+

—

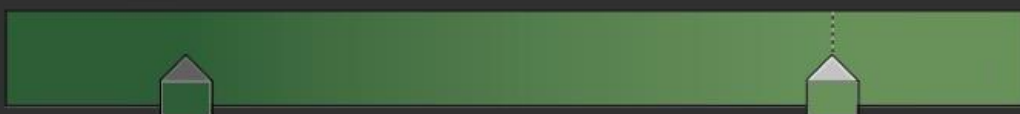
▼

RGB

▼

Linear

▼



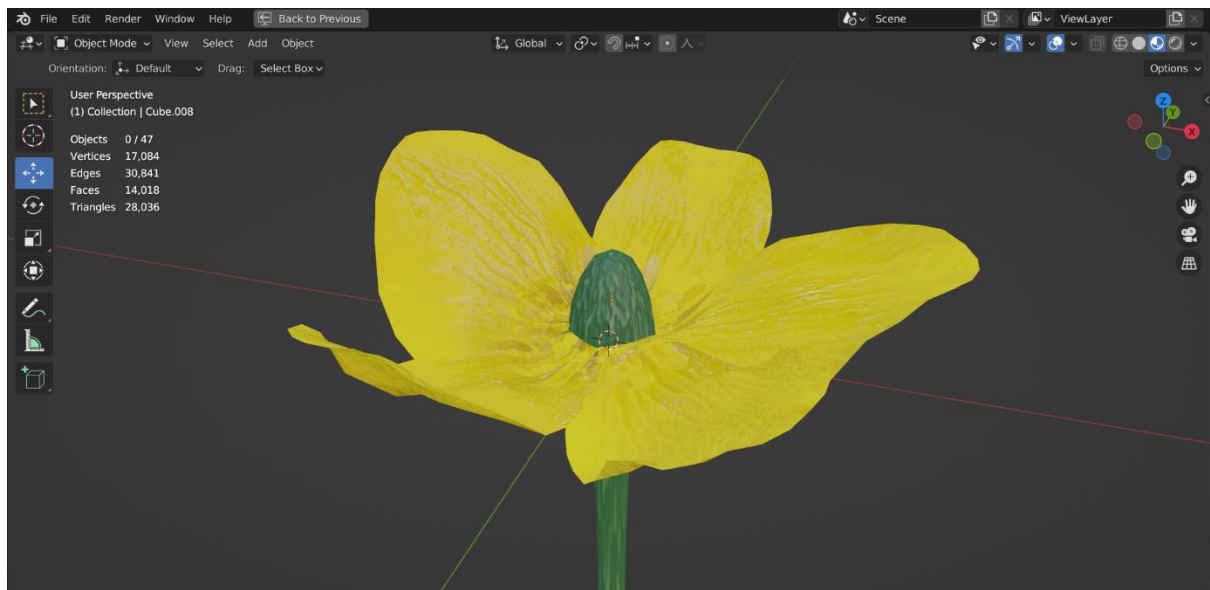
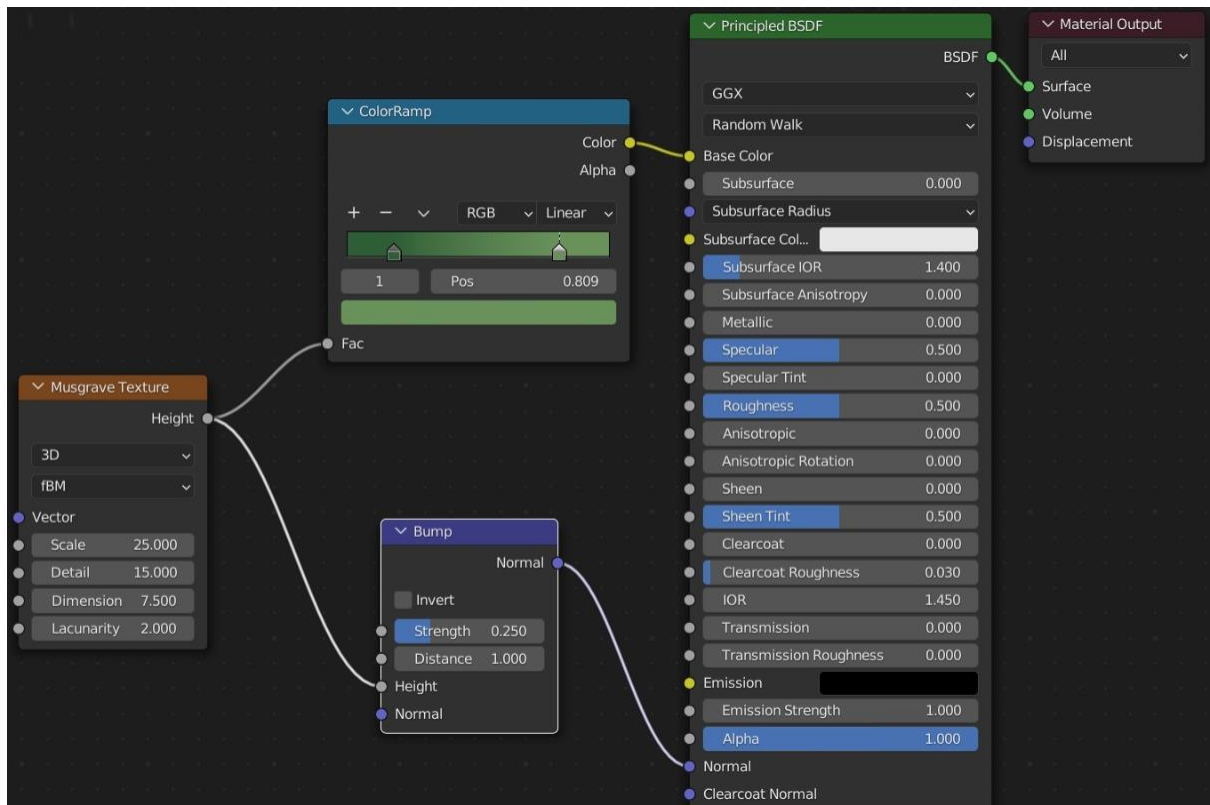
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Pos

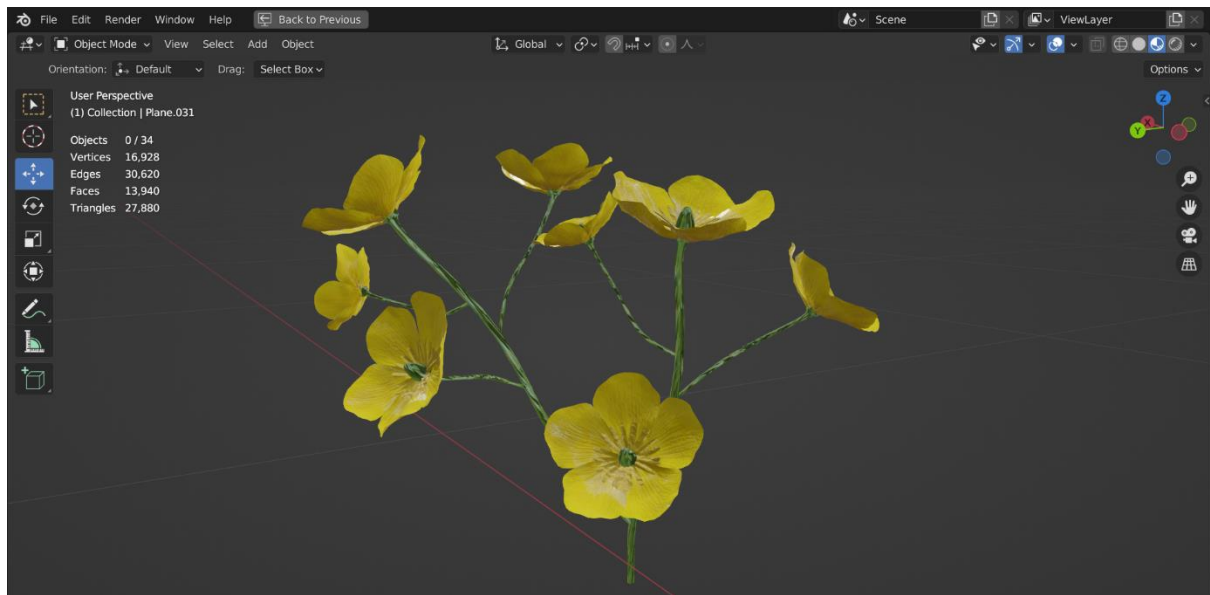
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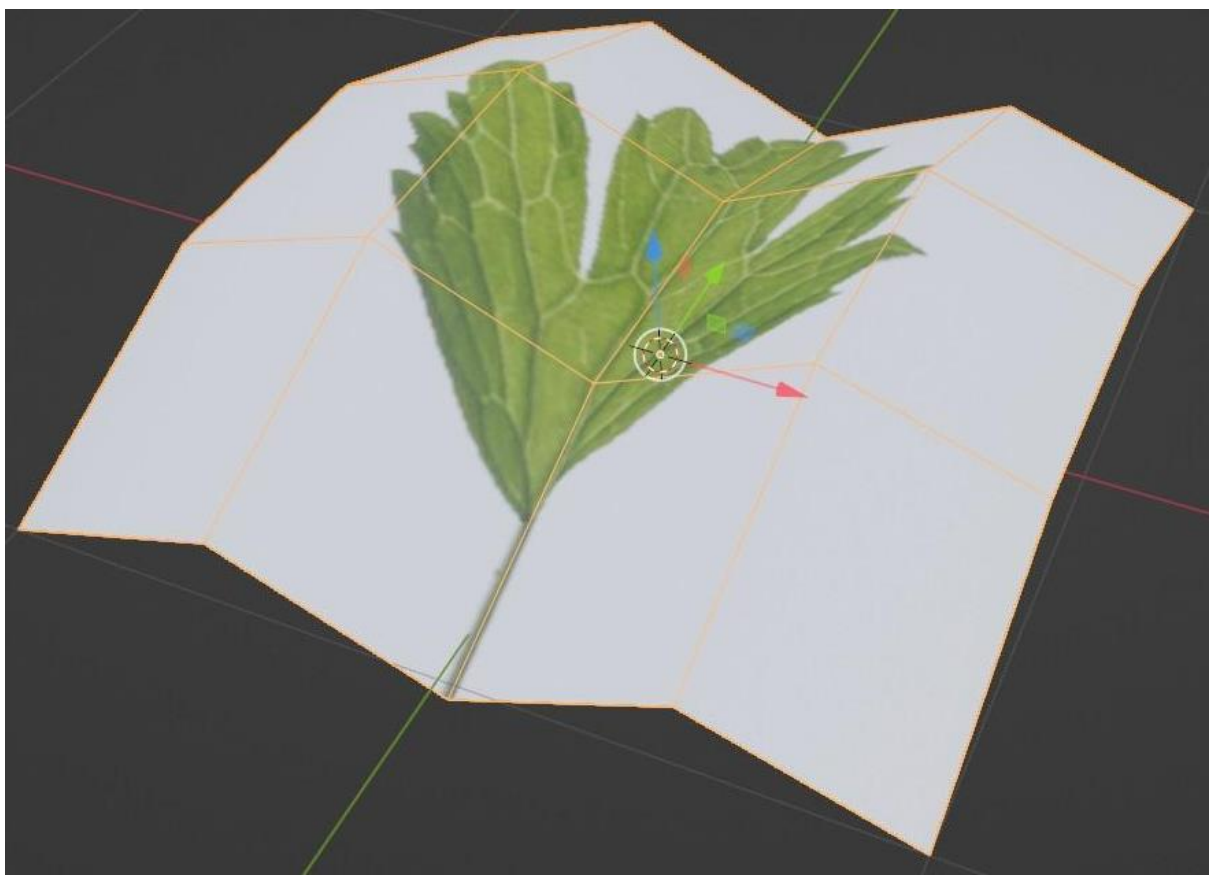
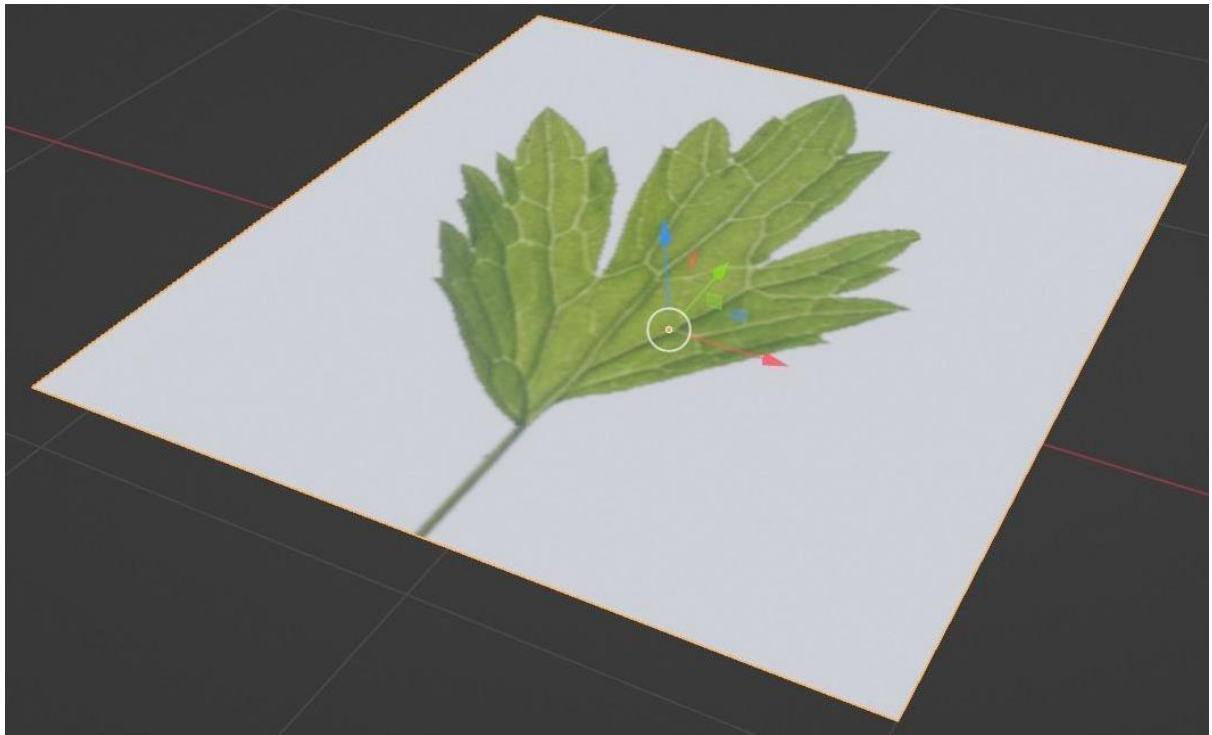


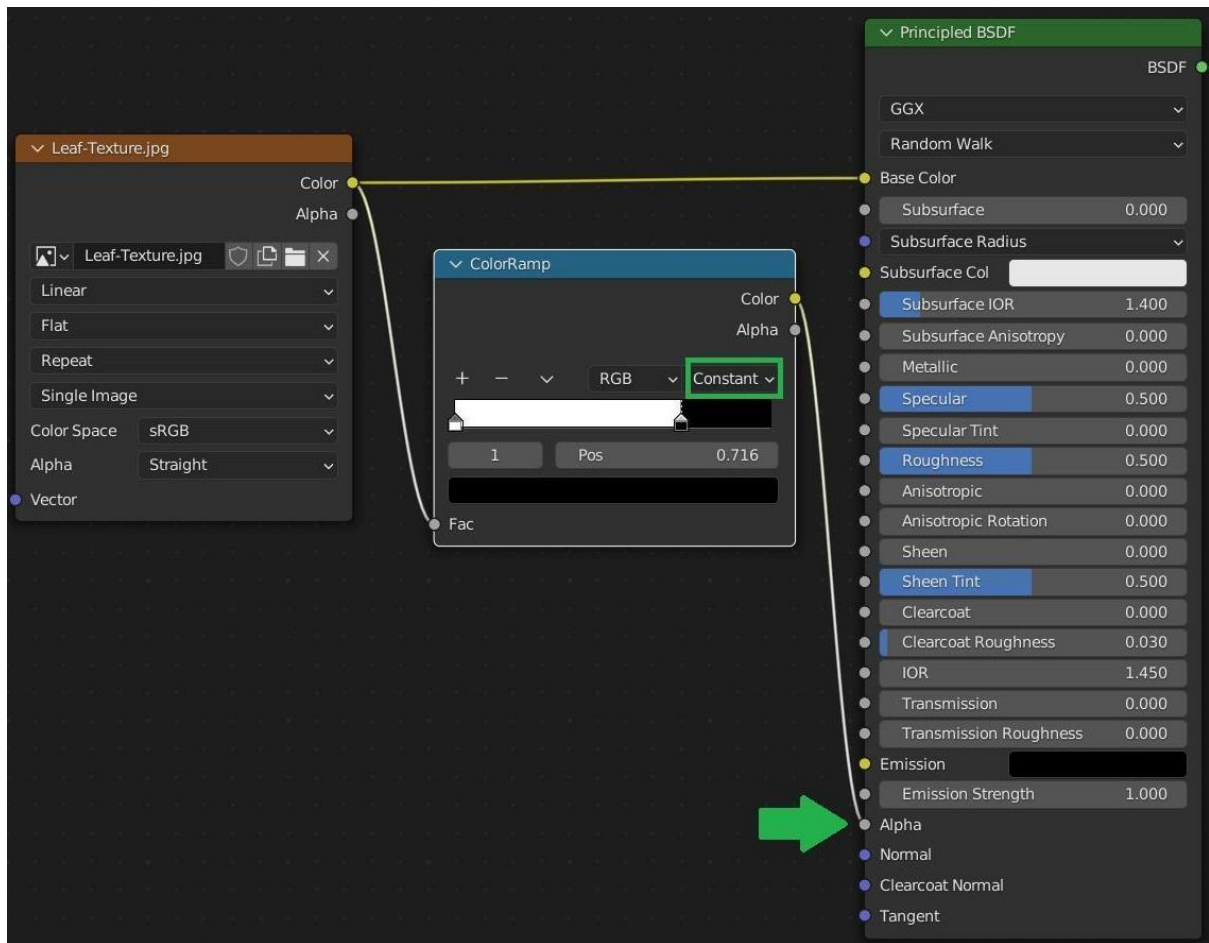
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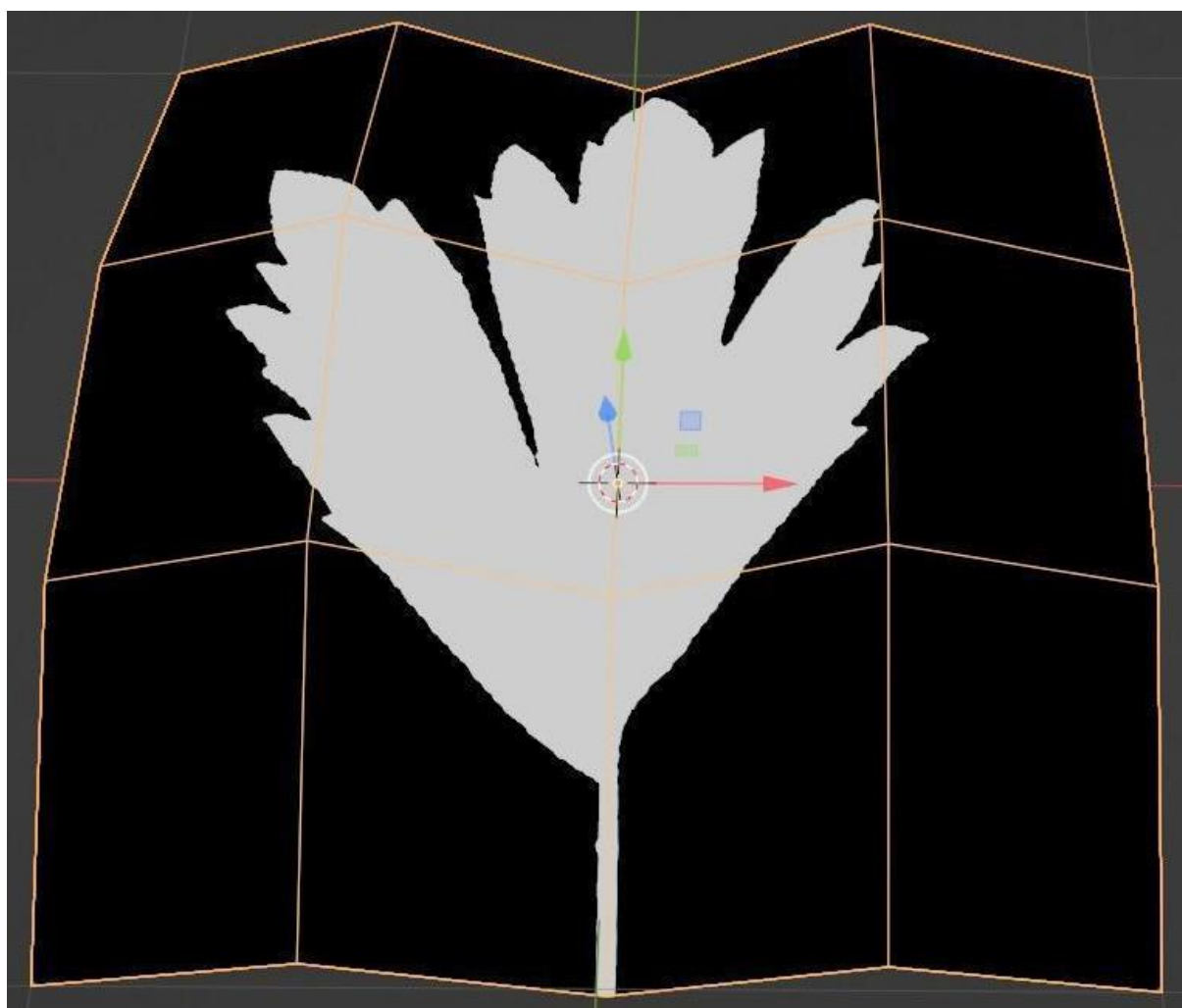


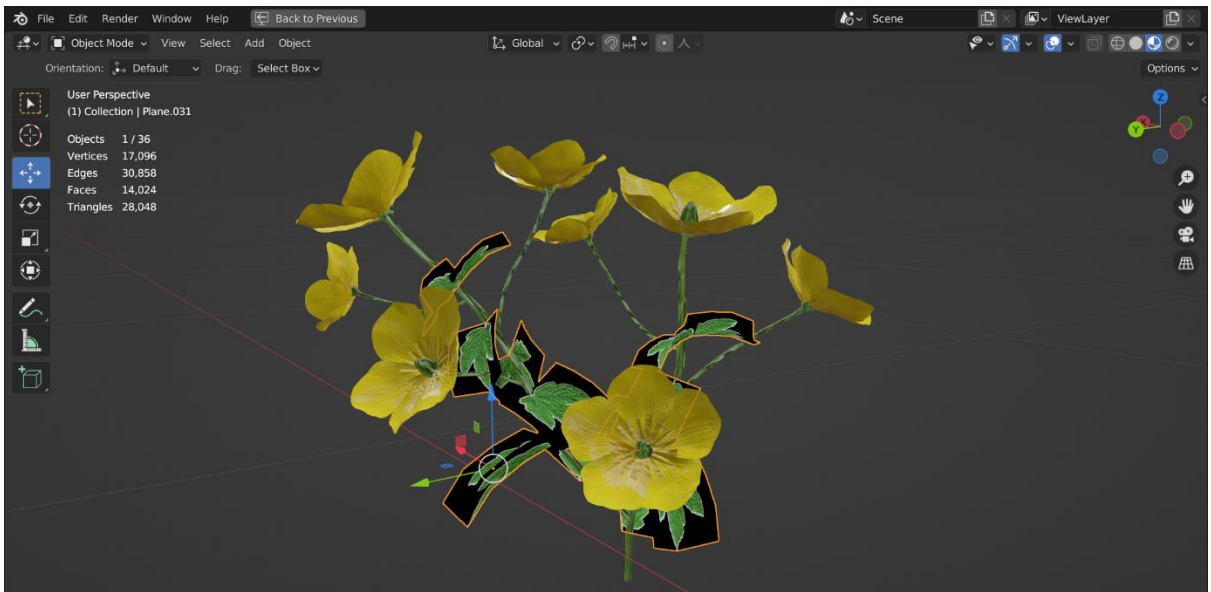
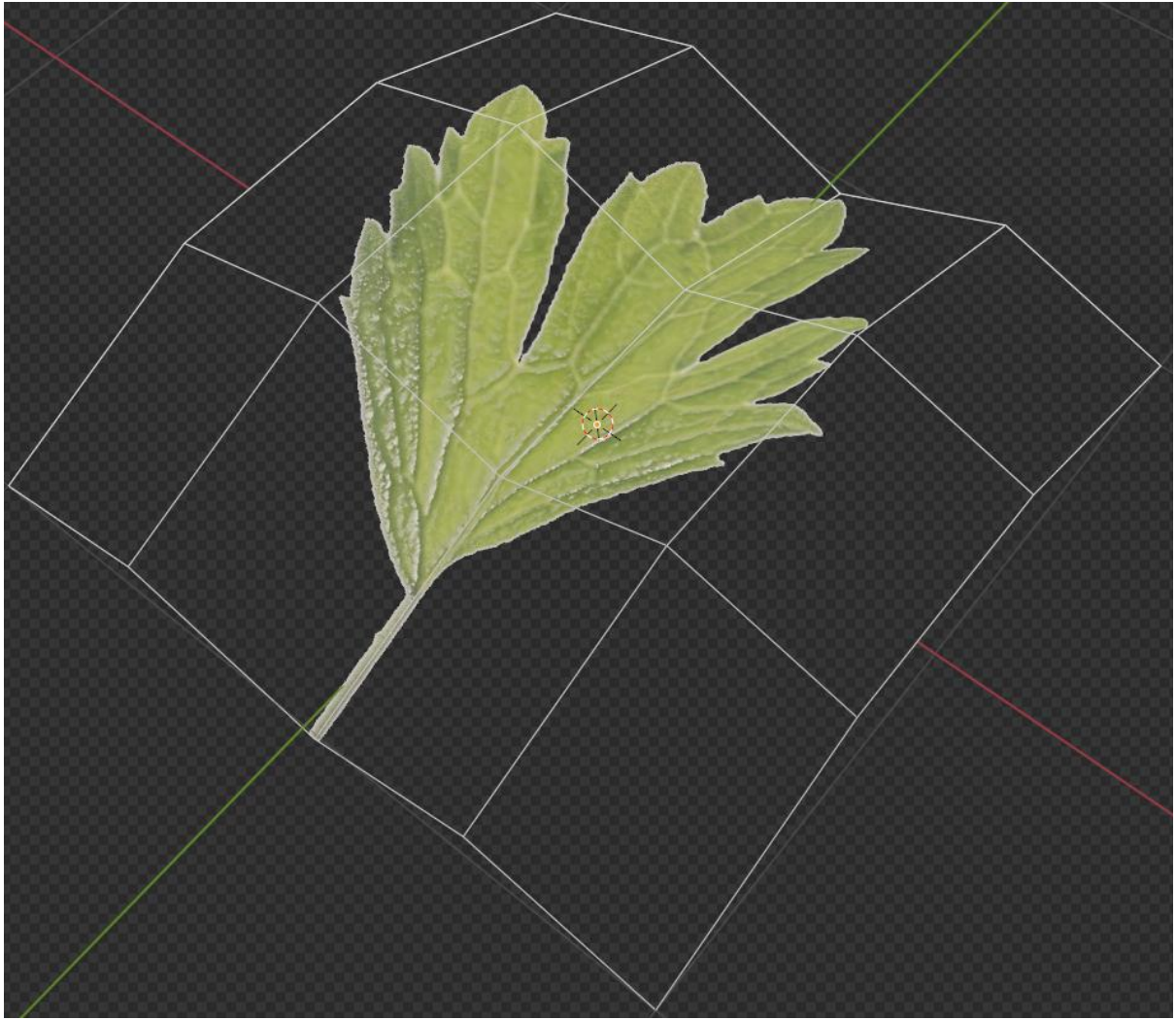


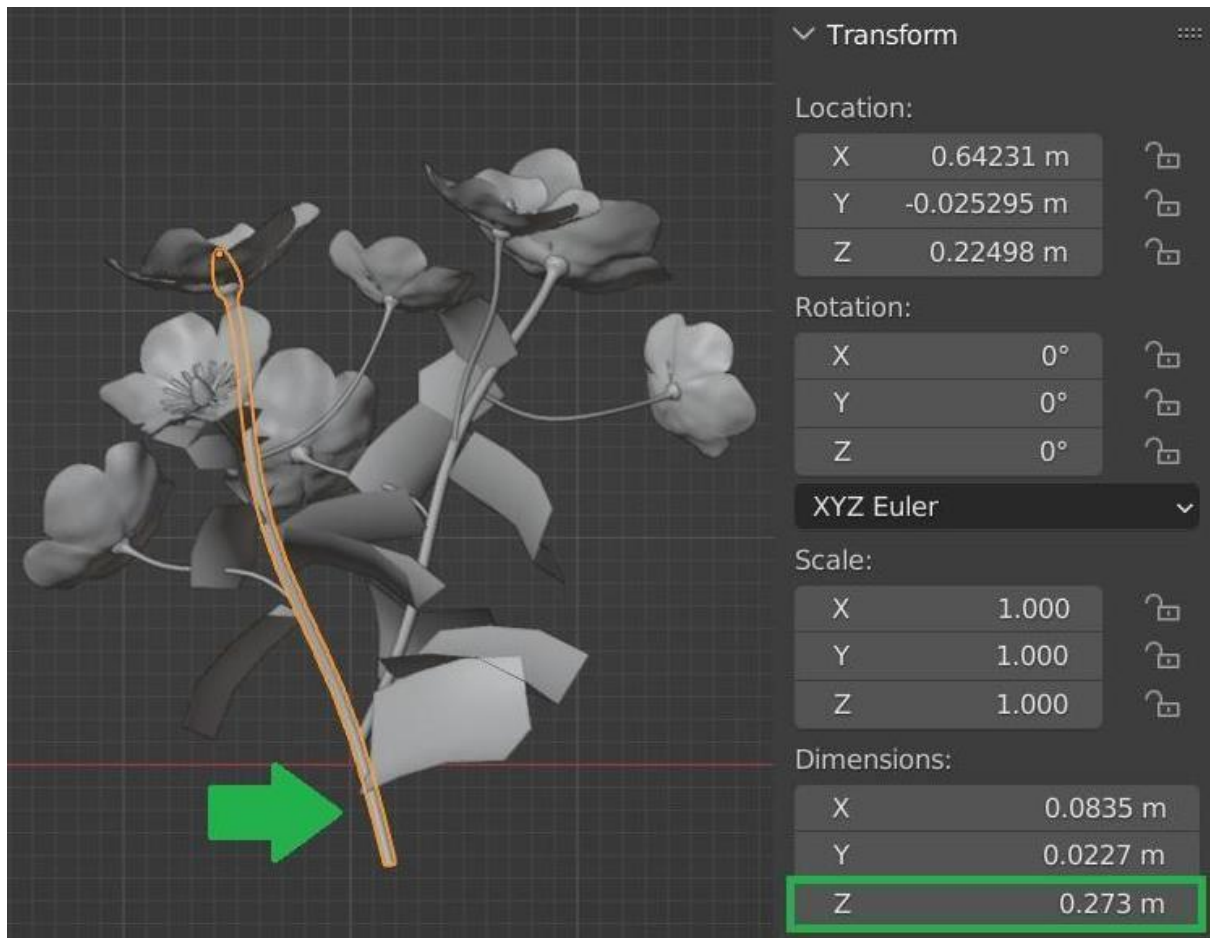








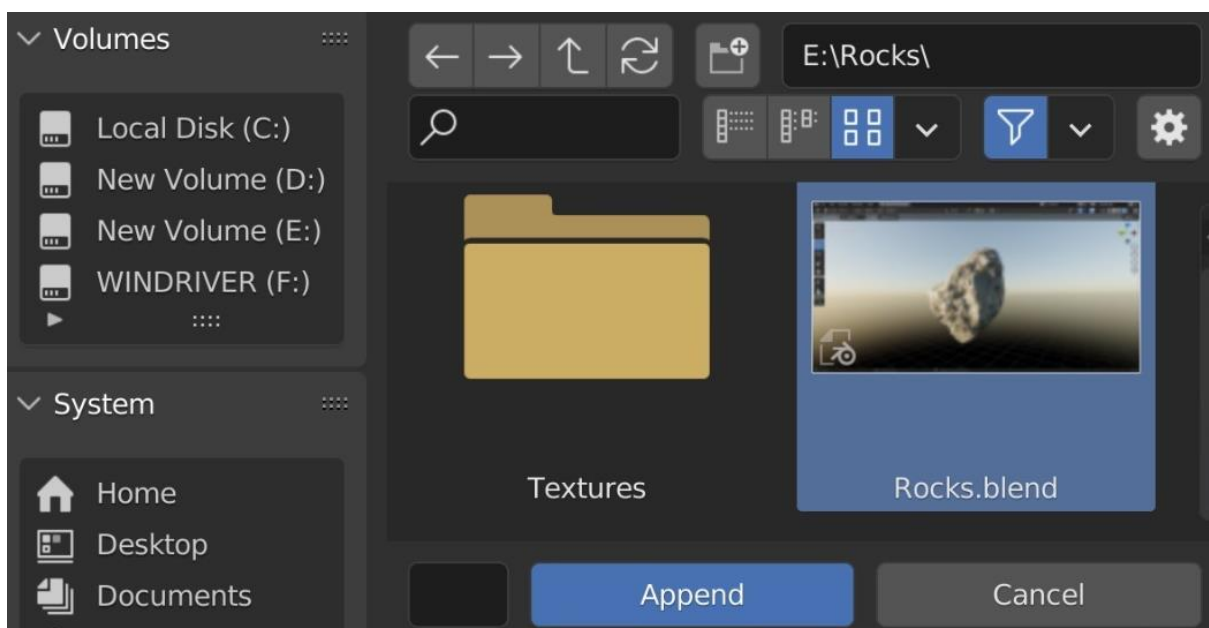
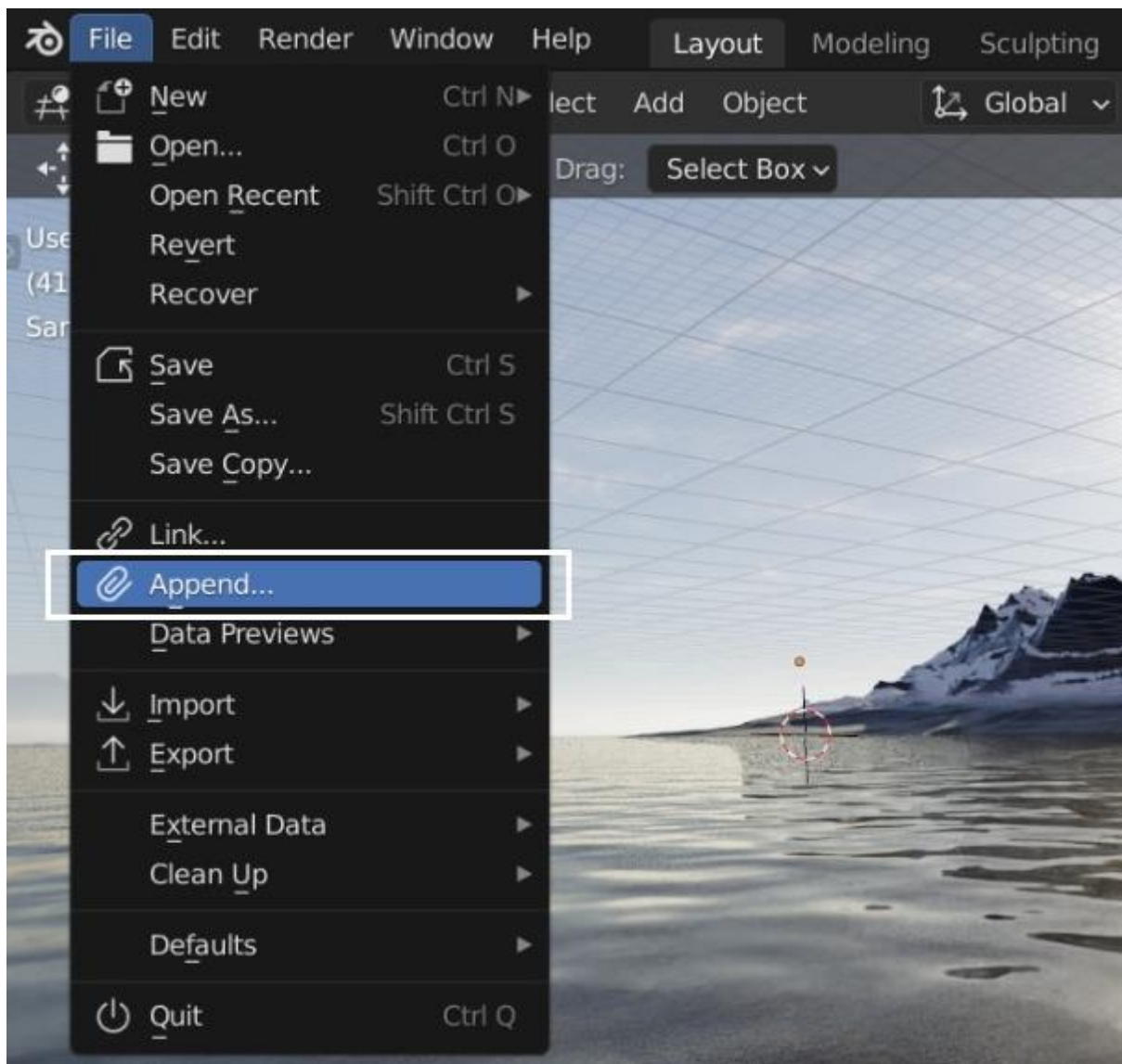


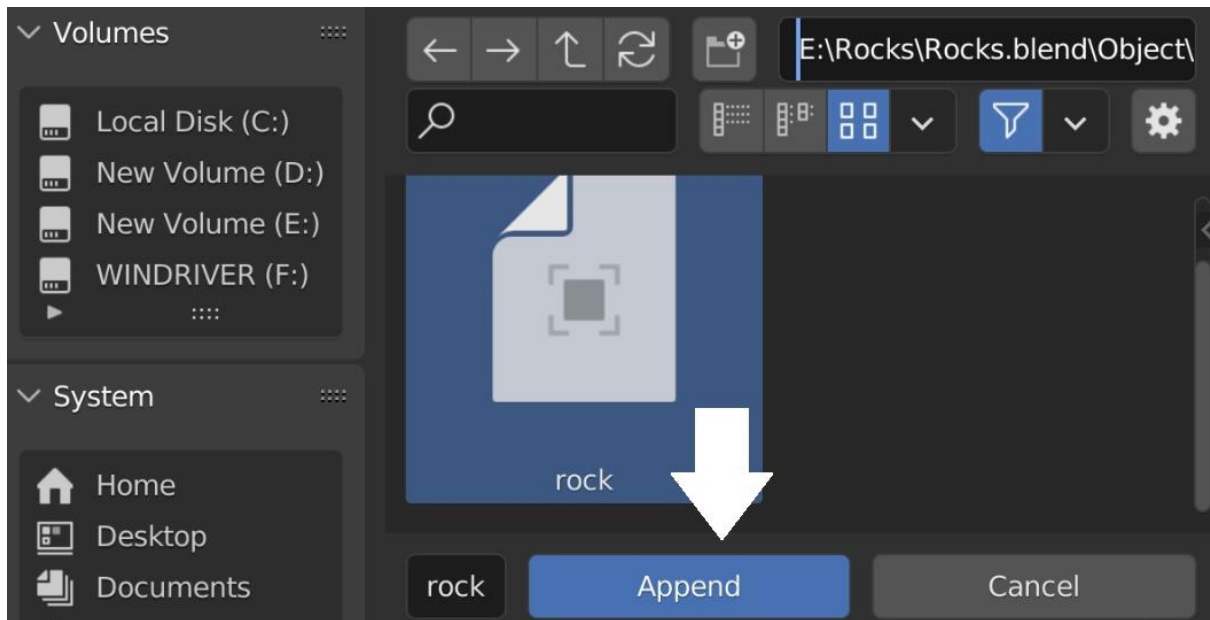
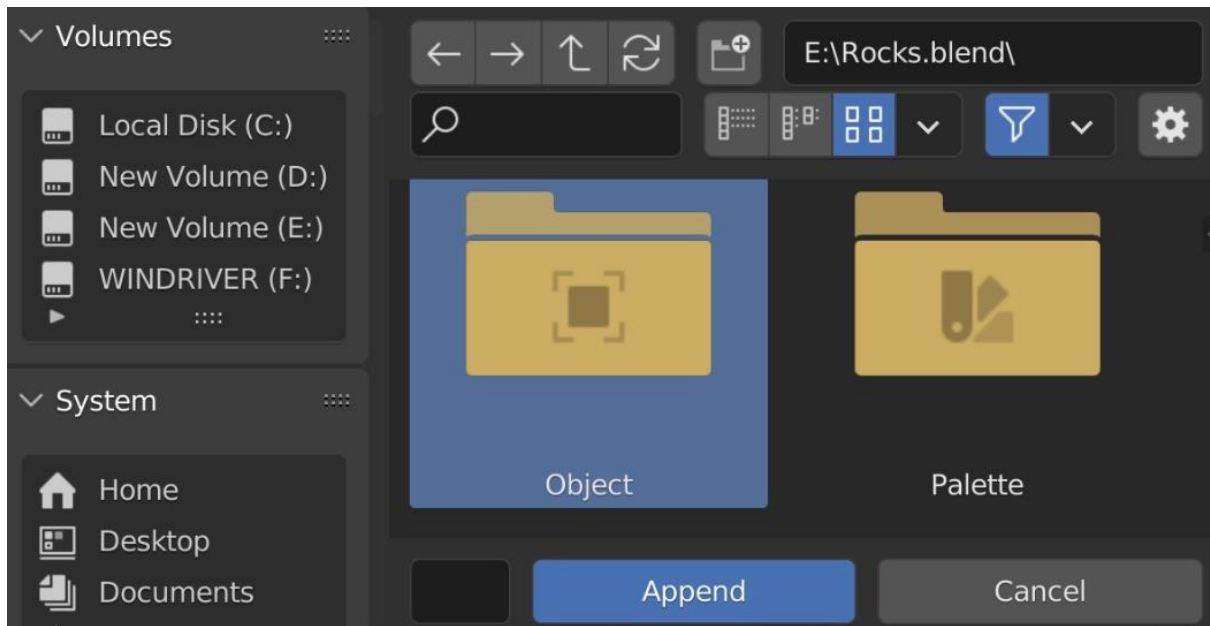


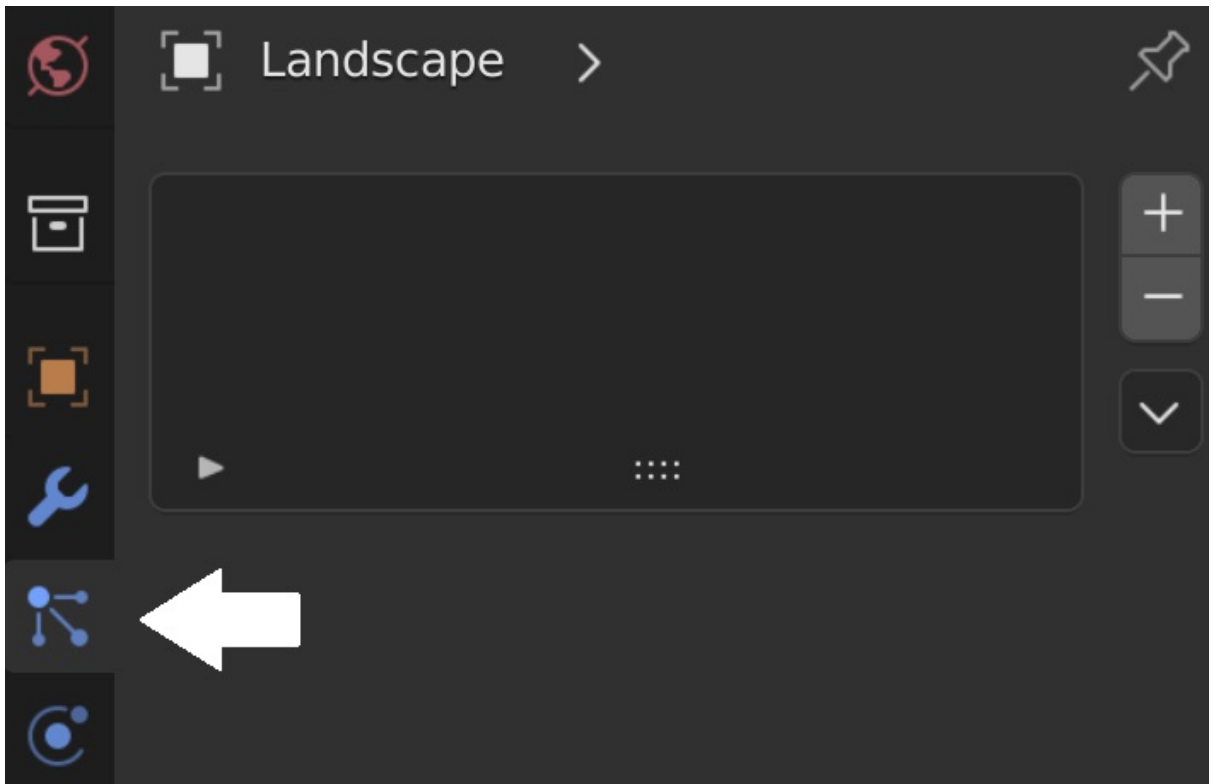


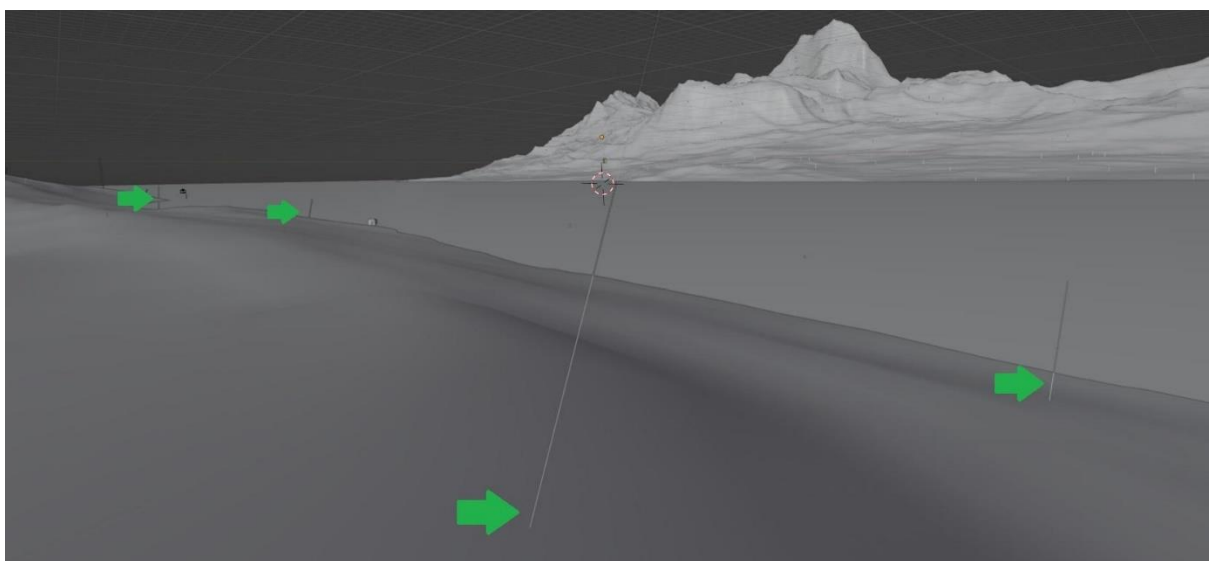
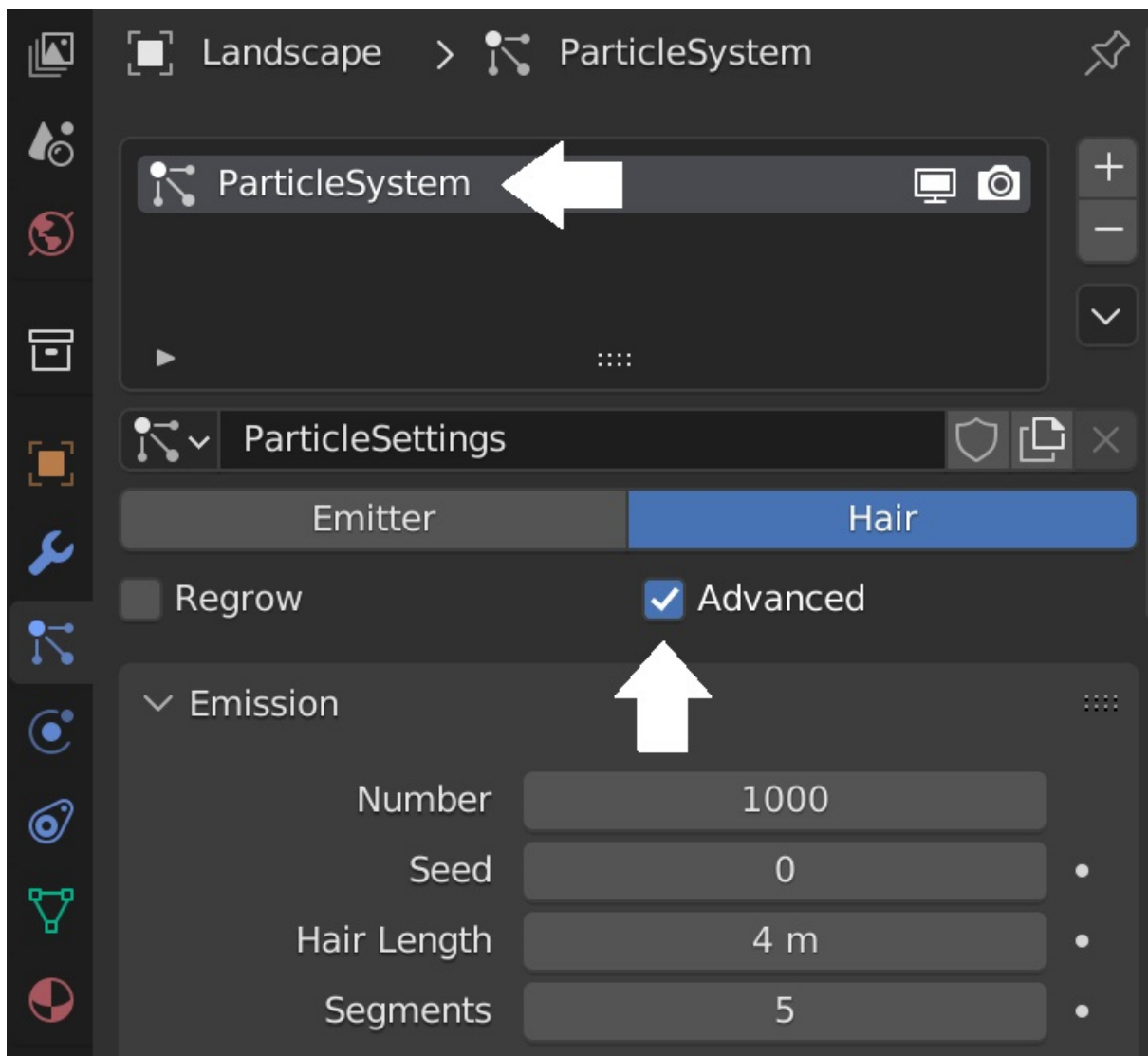
Chapter 12: Using Particle System to Scatter Objects in Blender

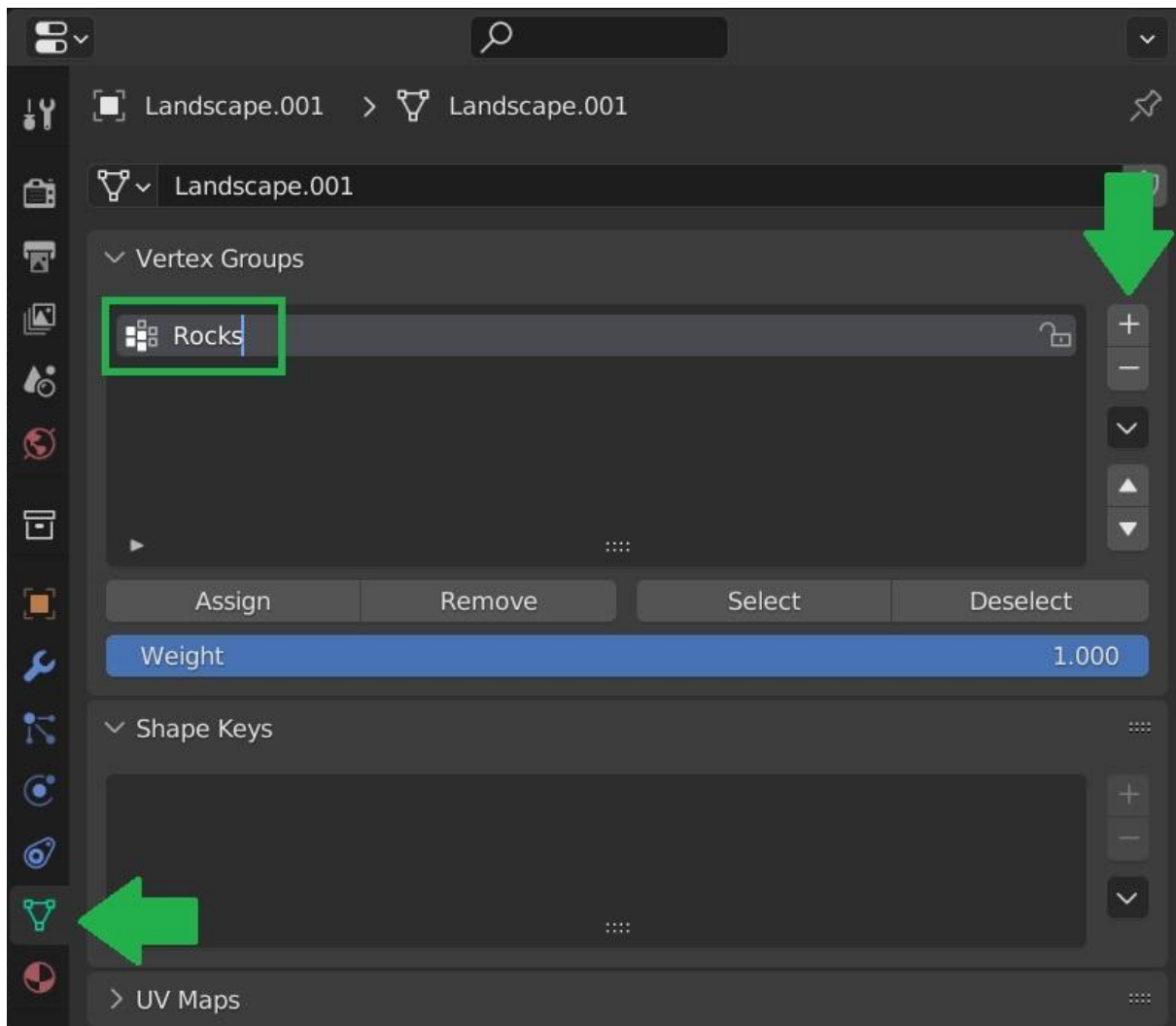
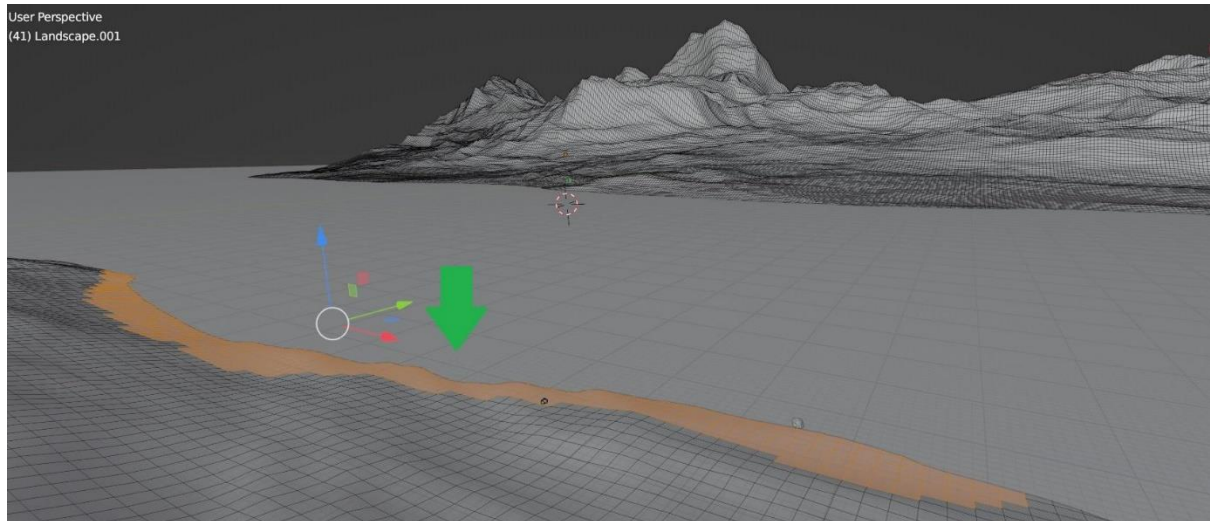


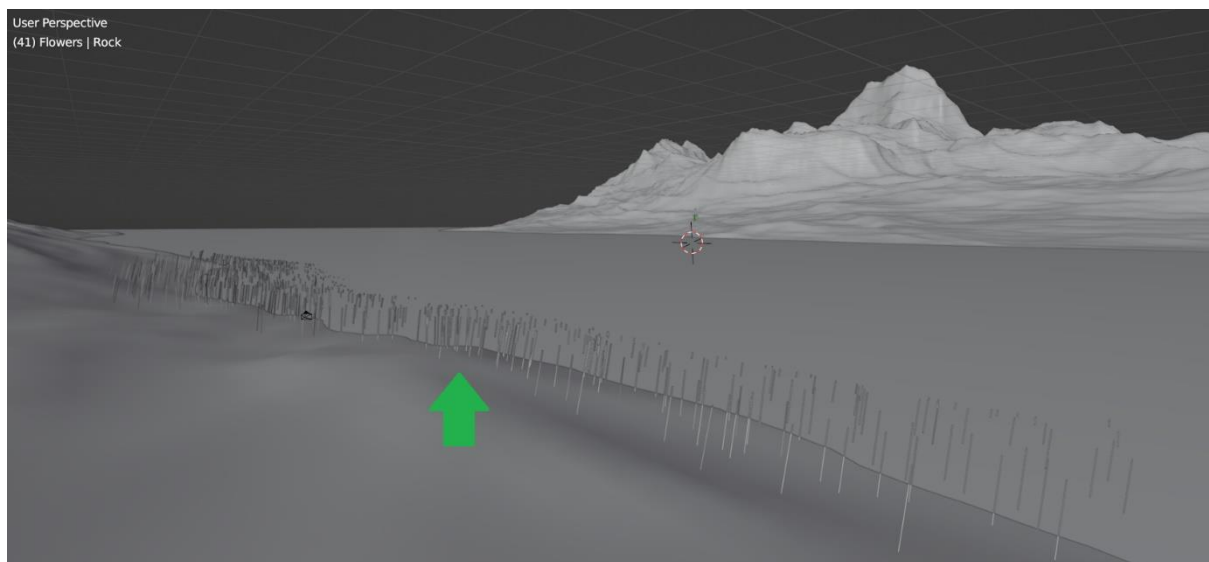
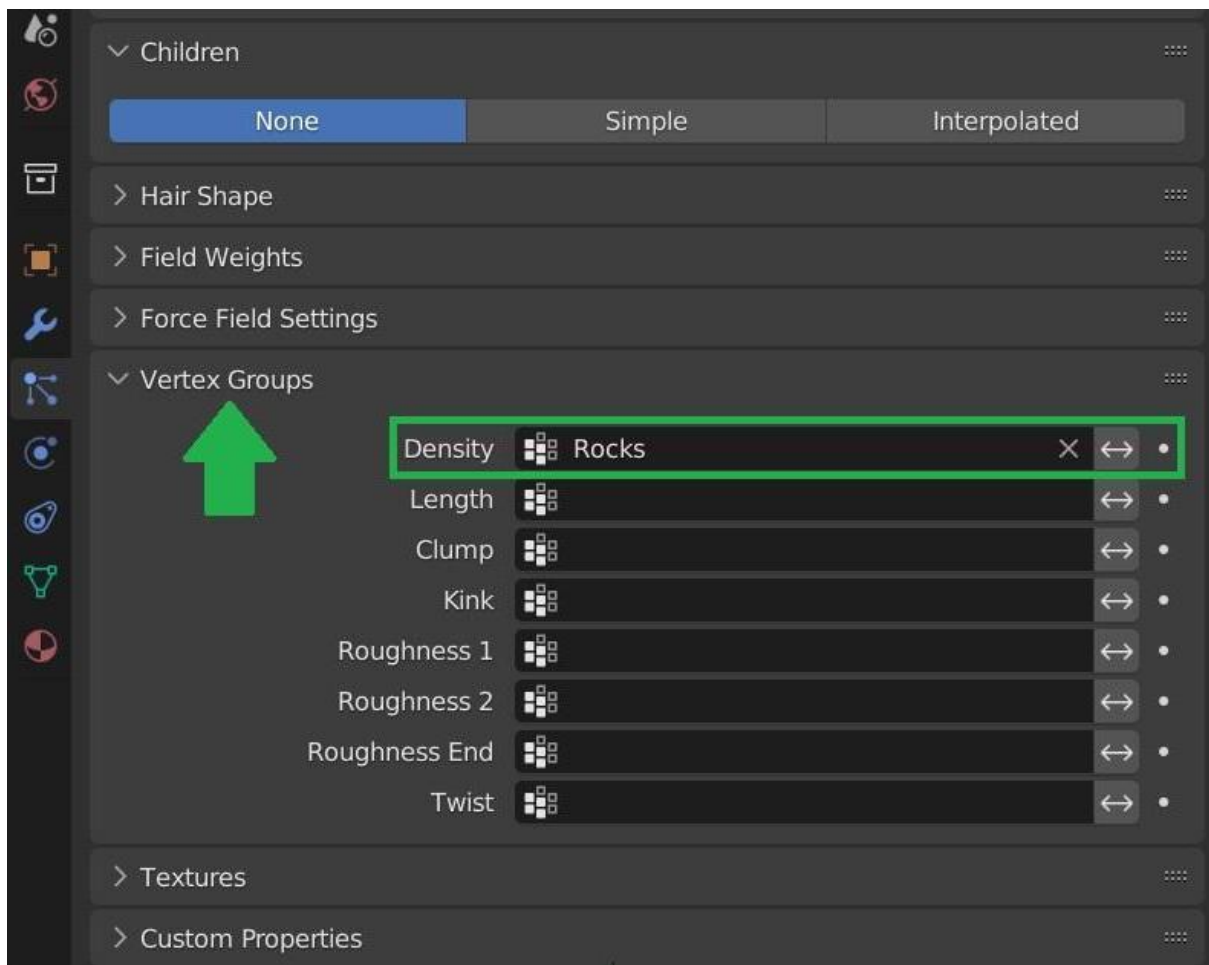


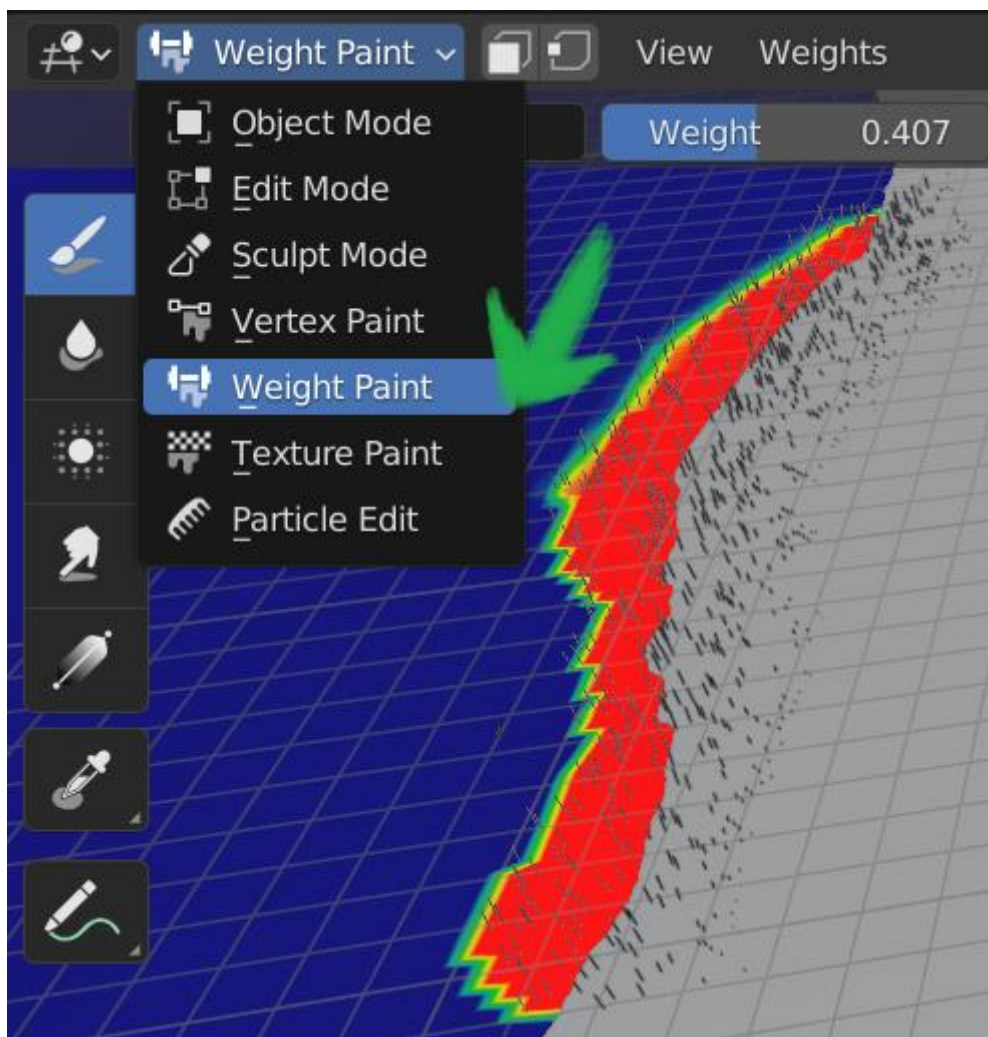
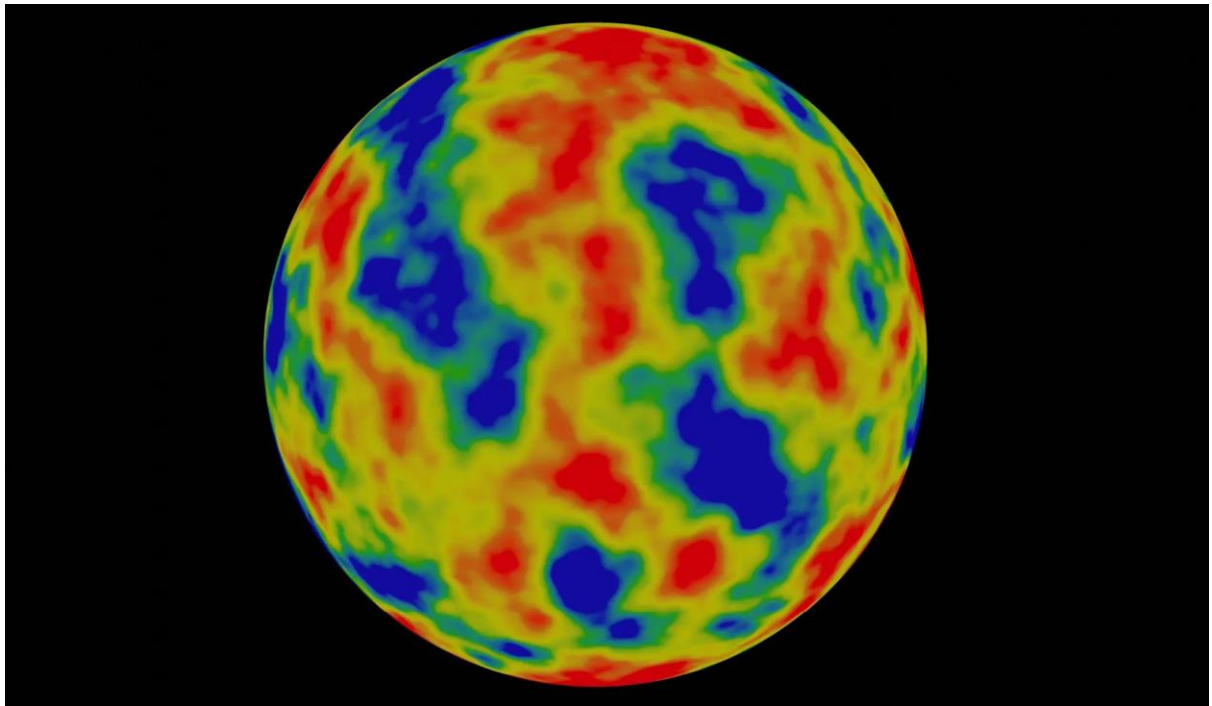


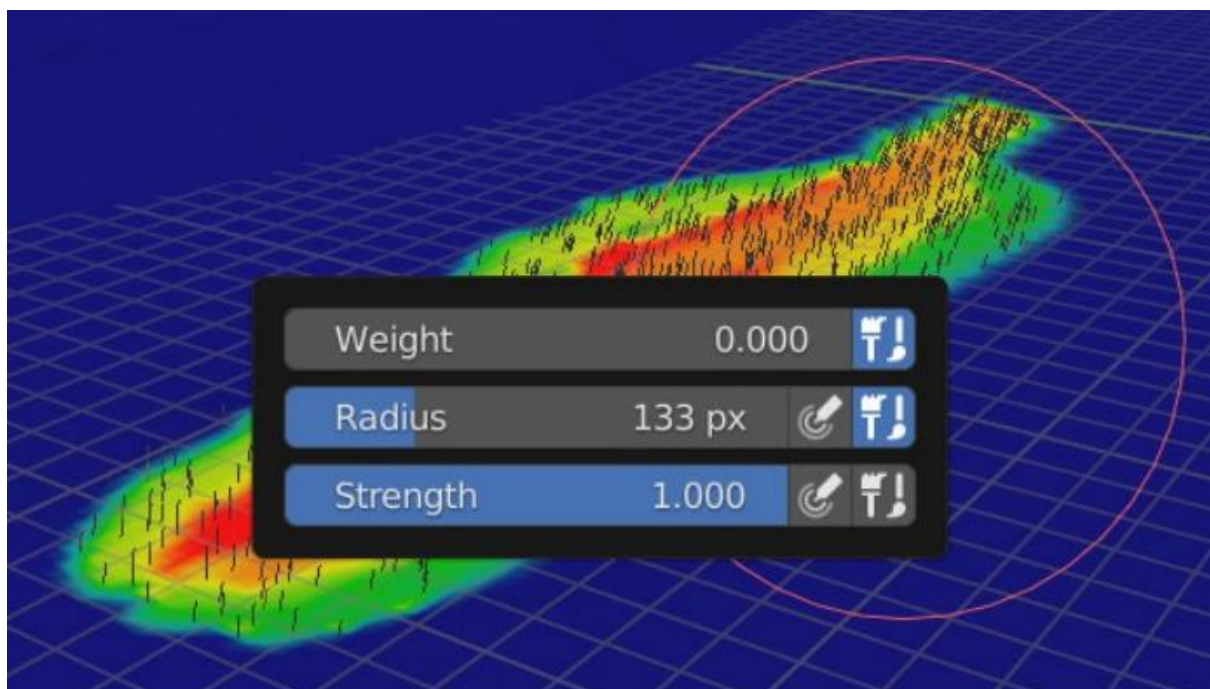
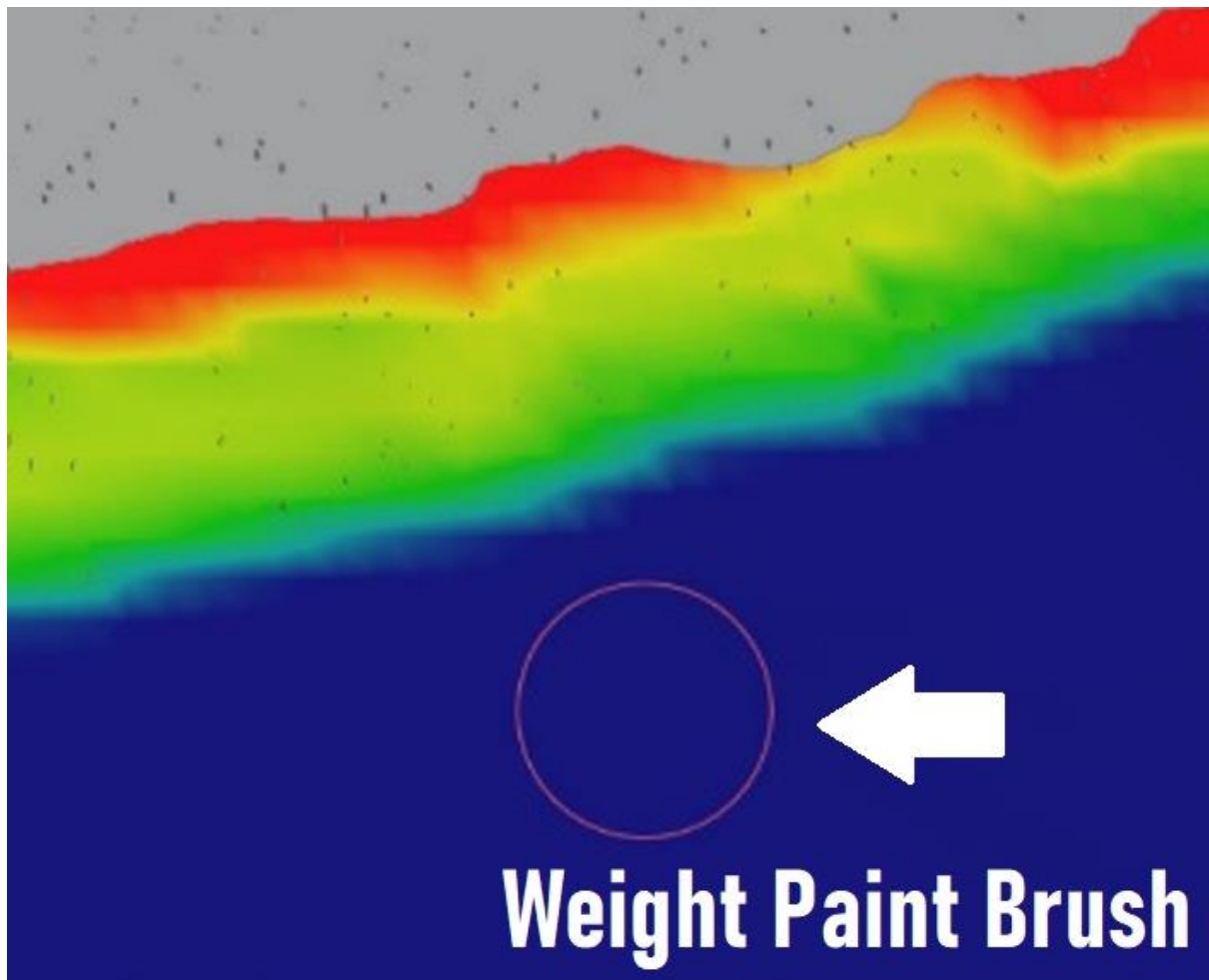


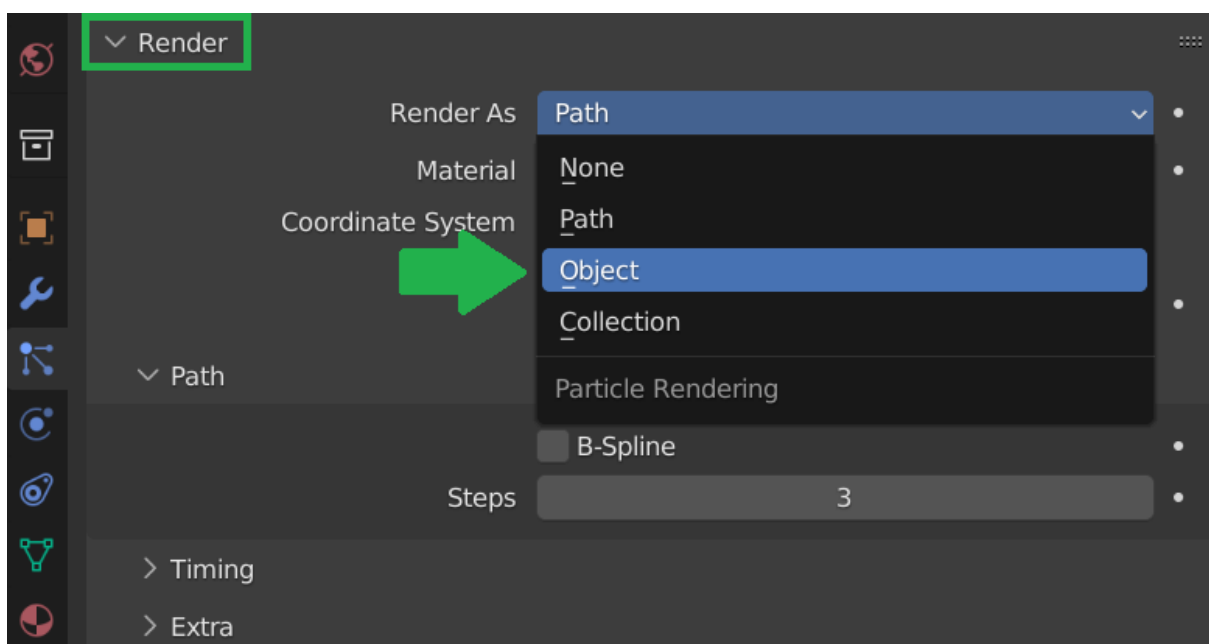
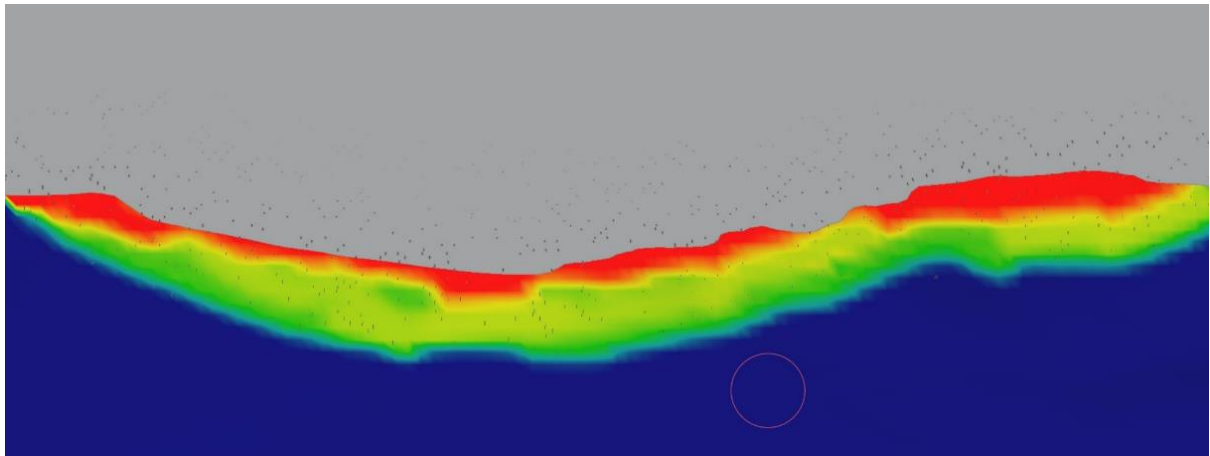


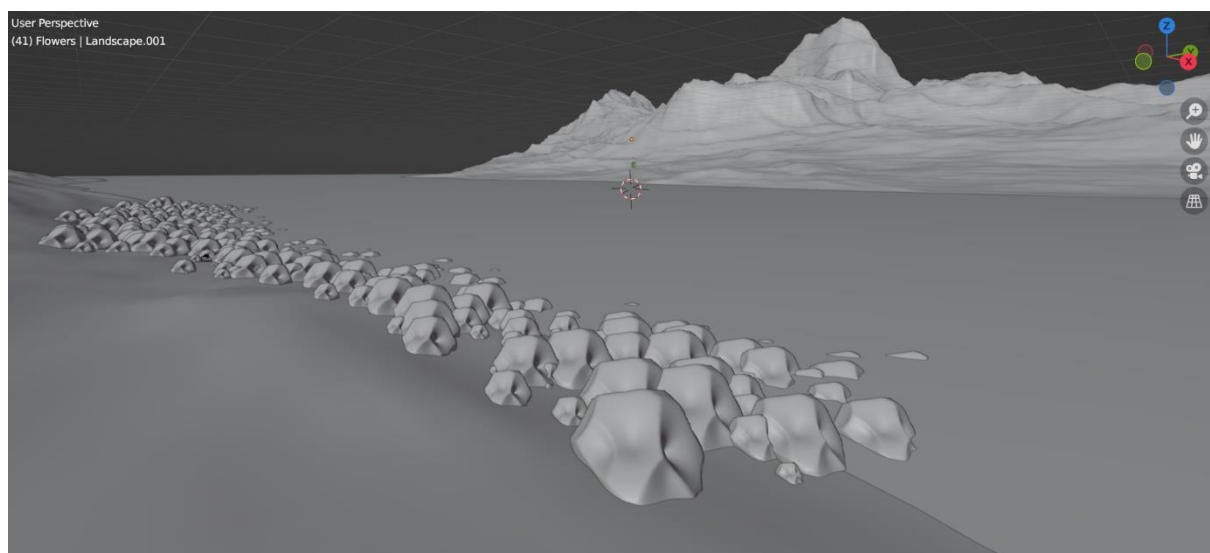
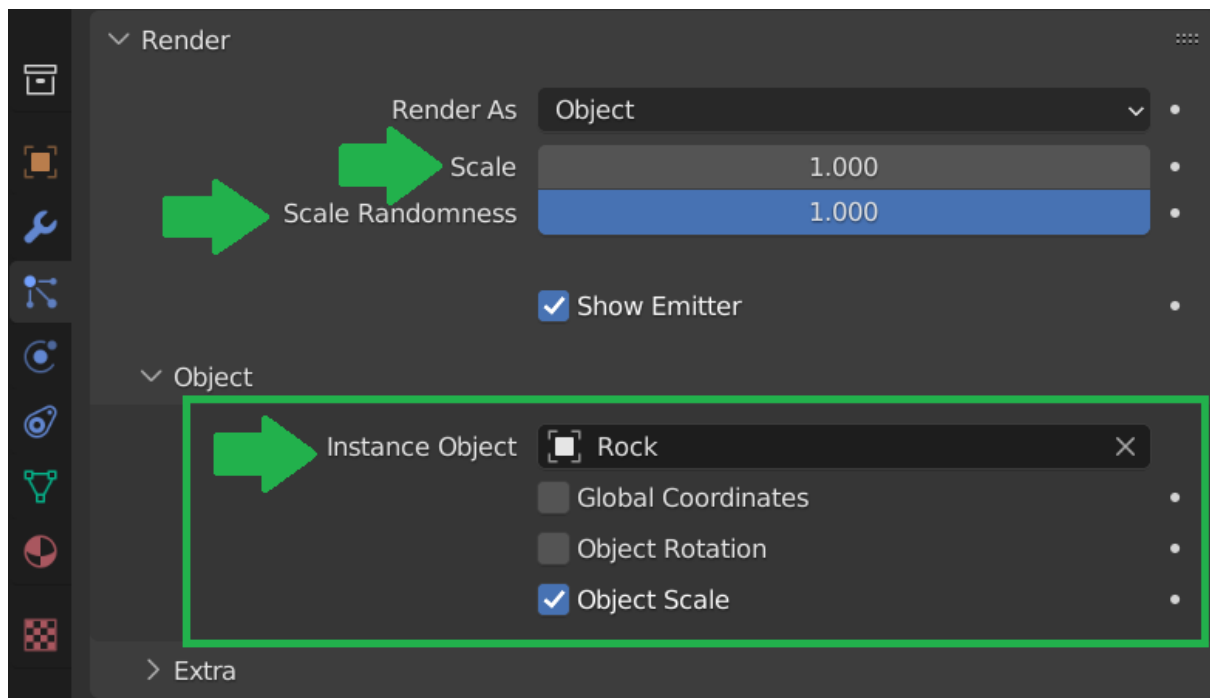


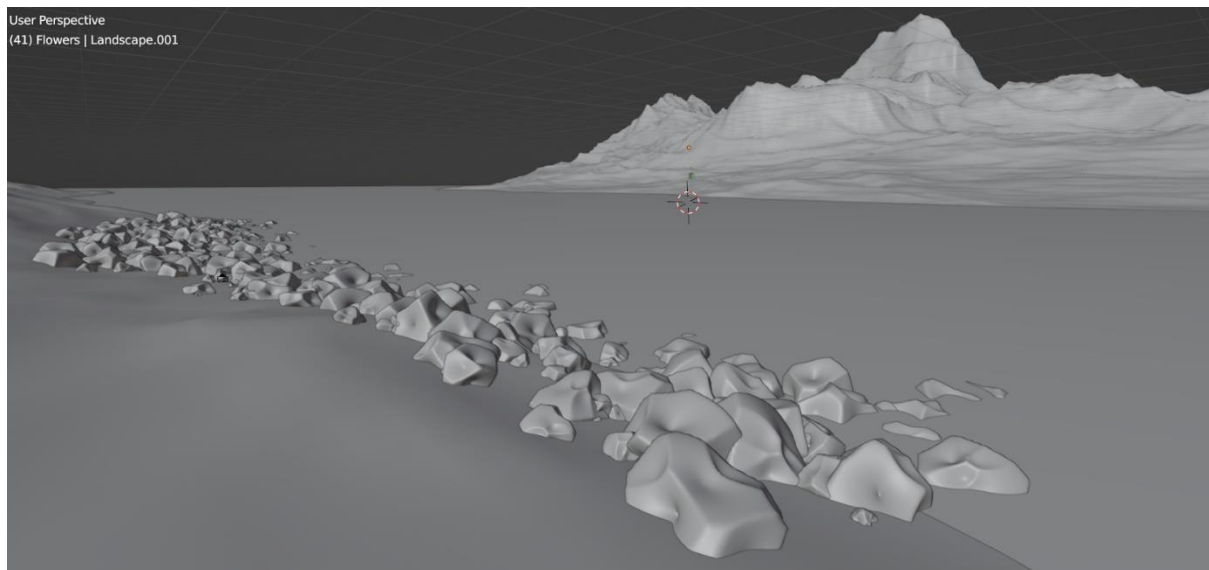
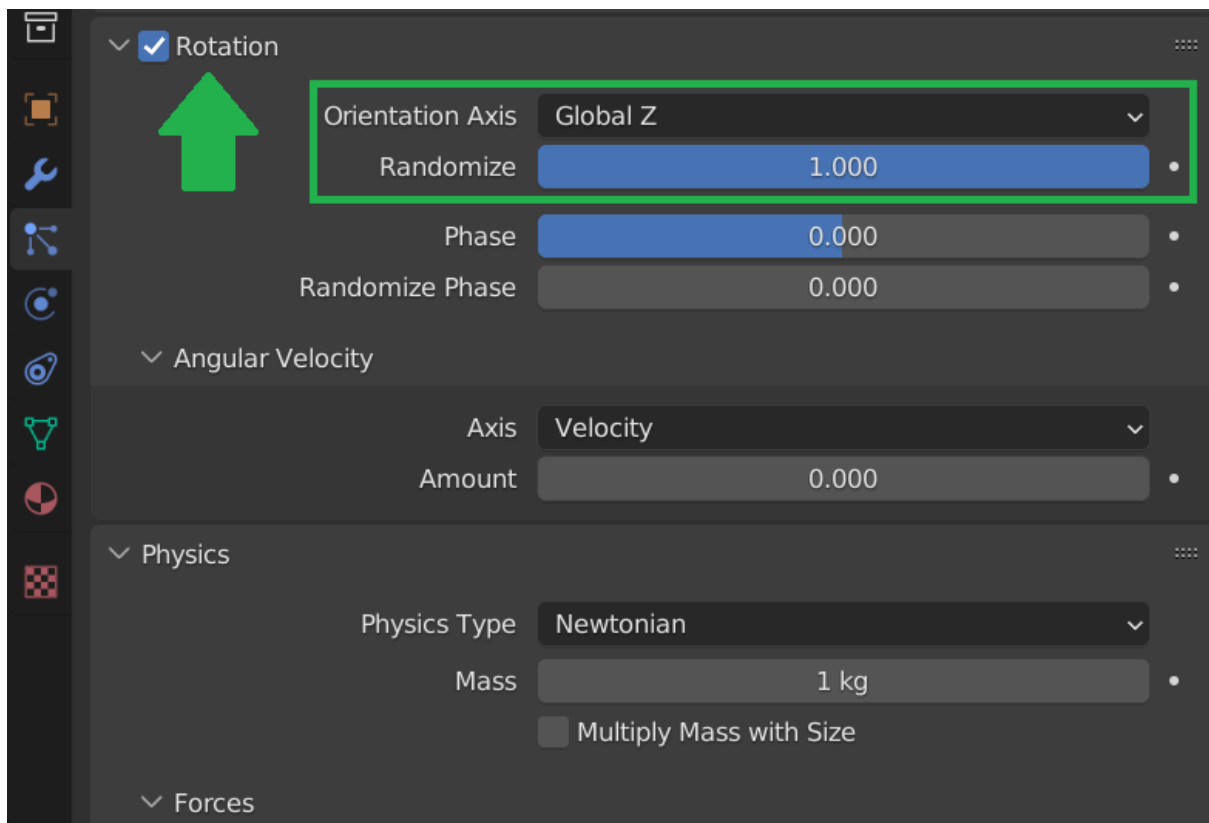


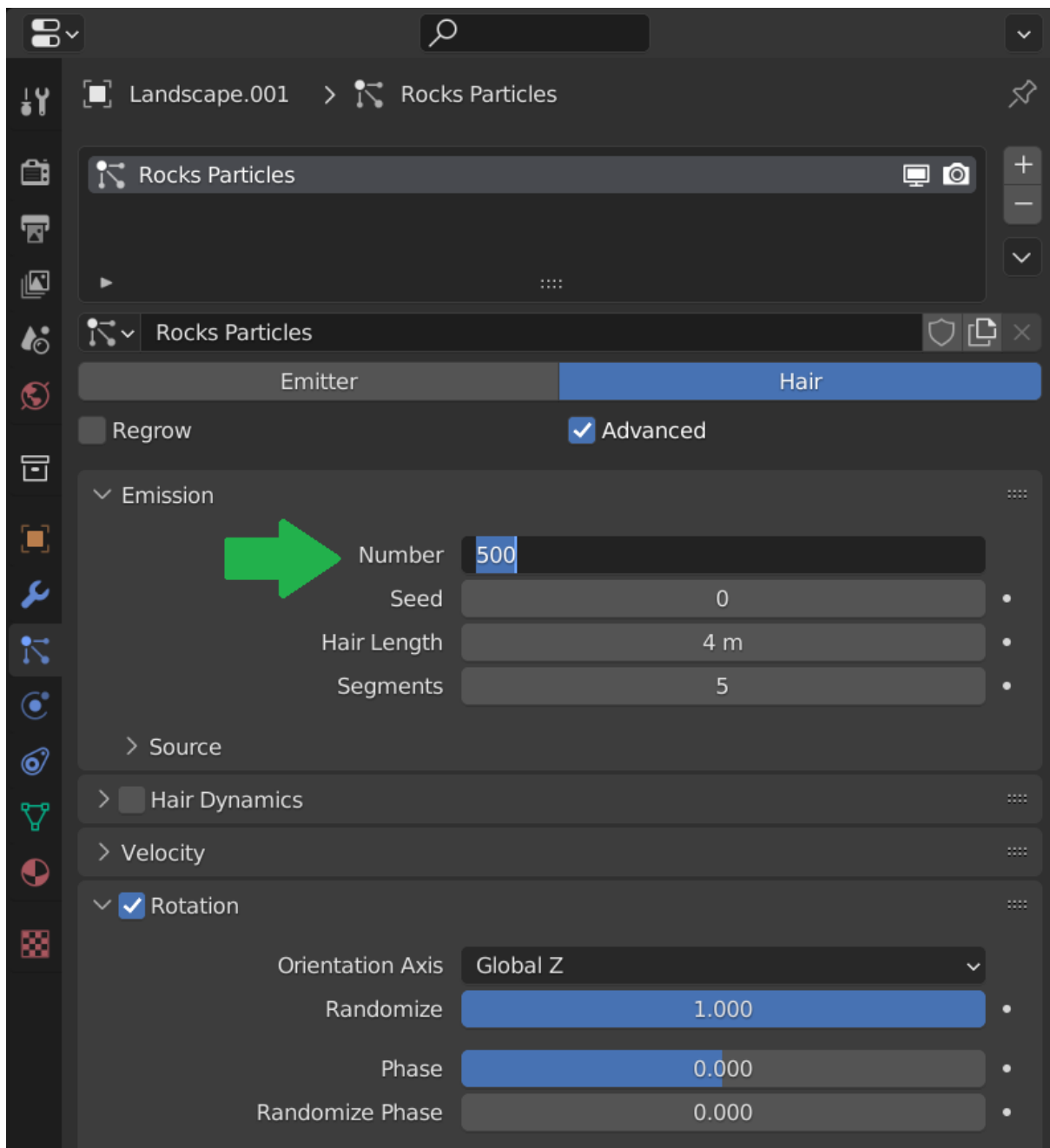


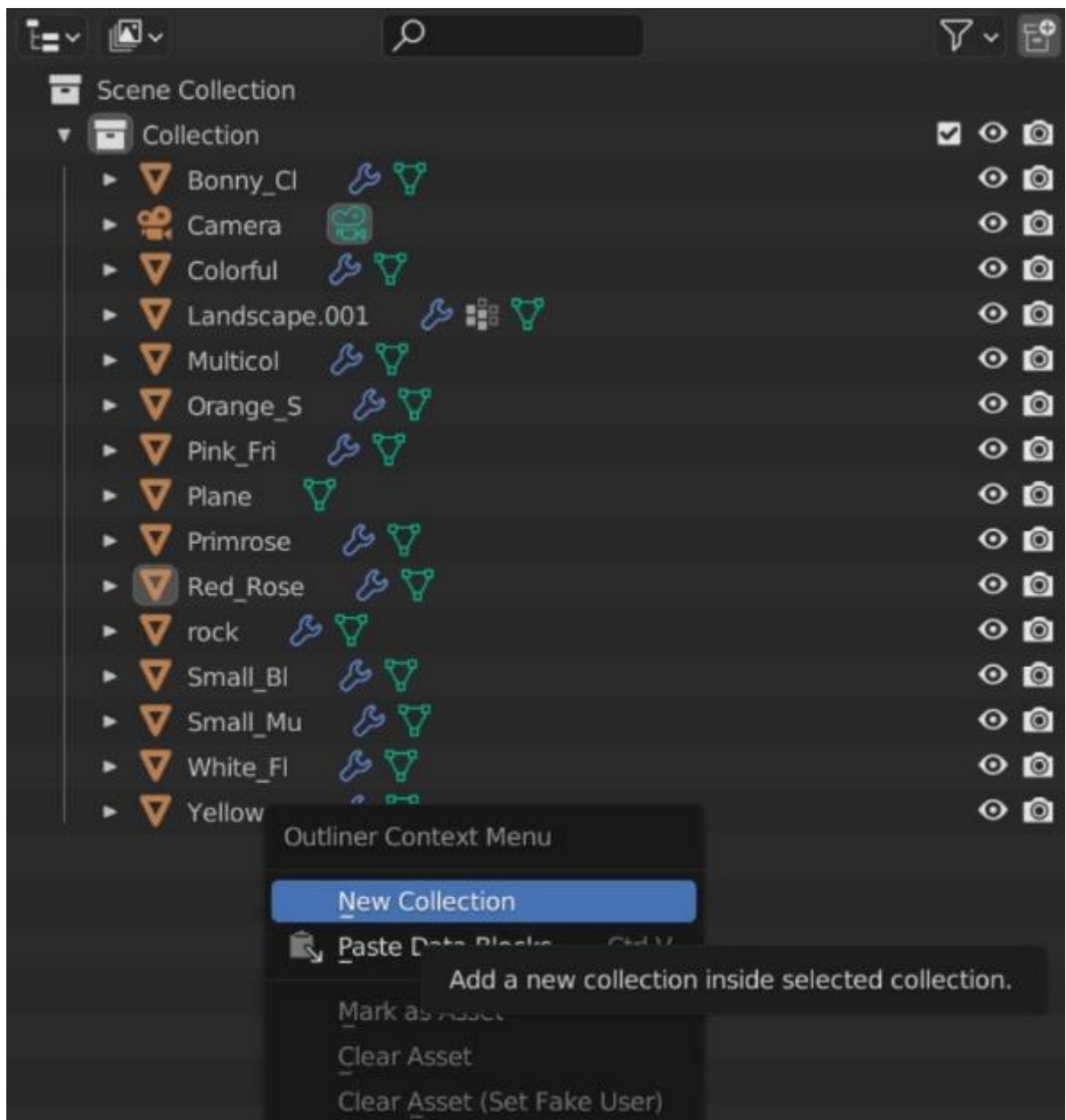


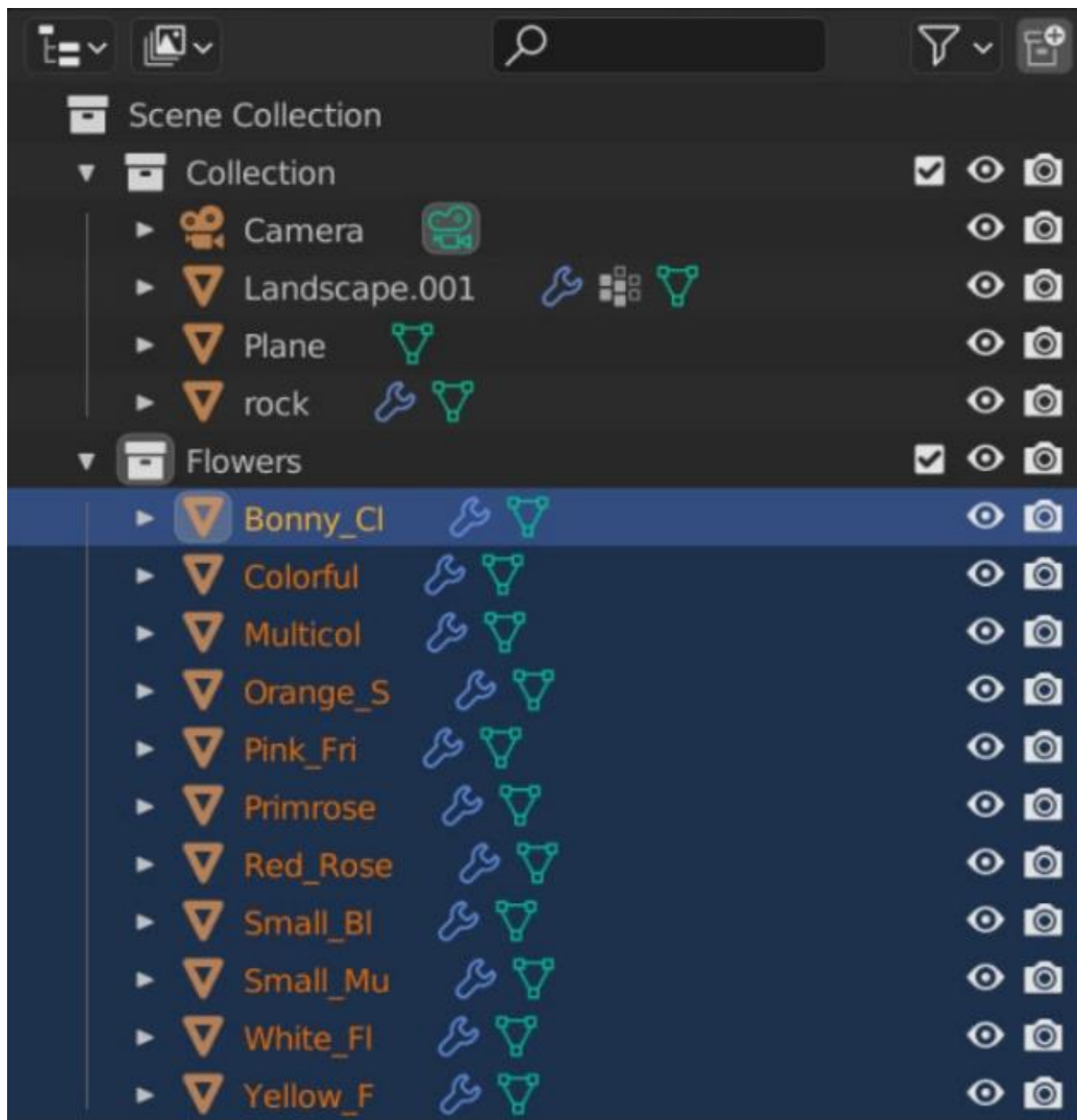


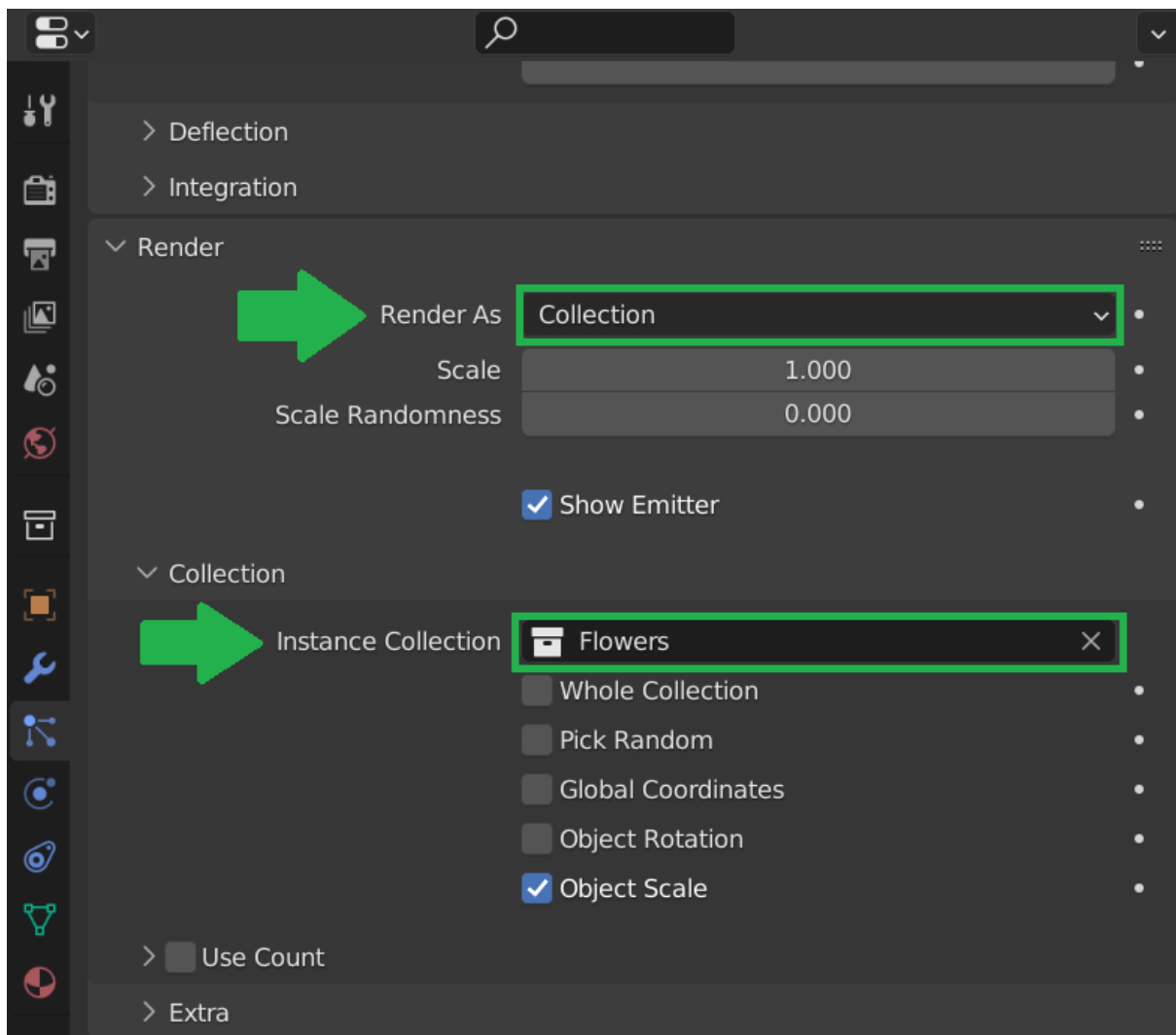


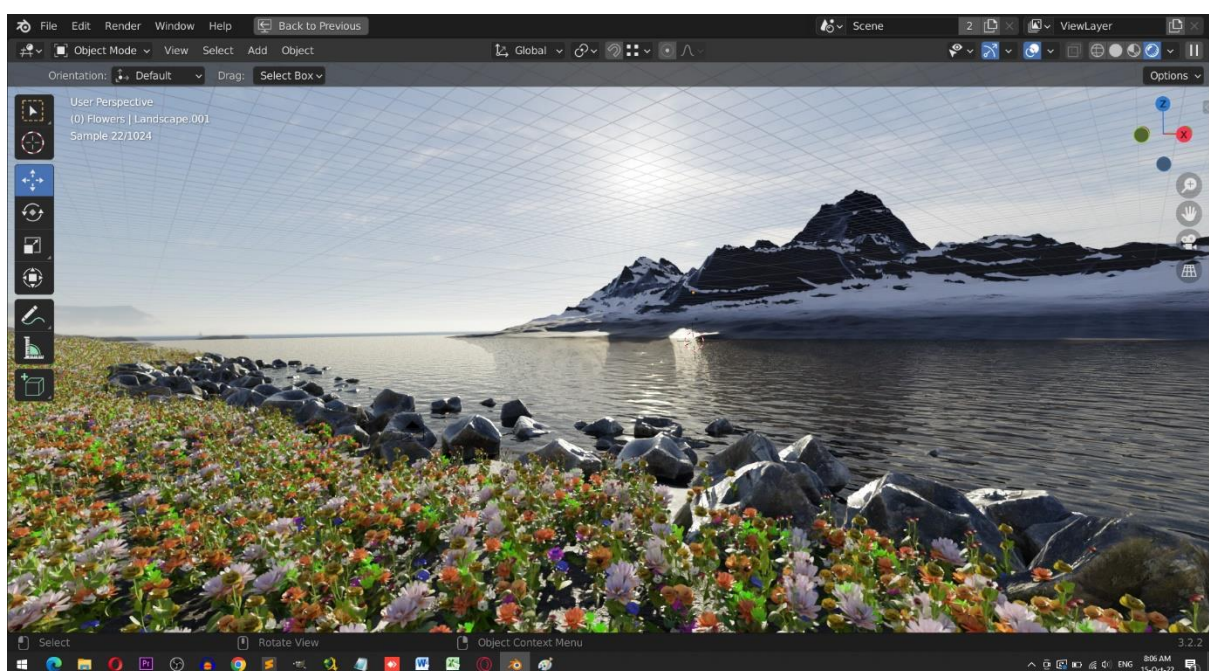
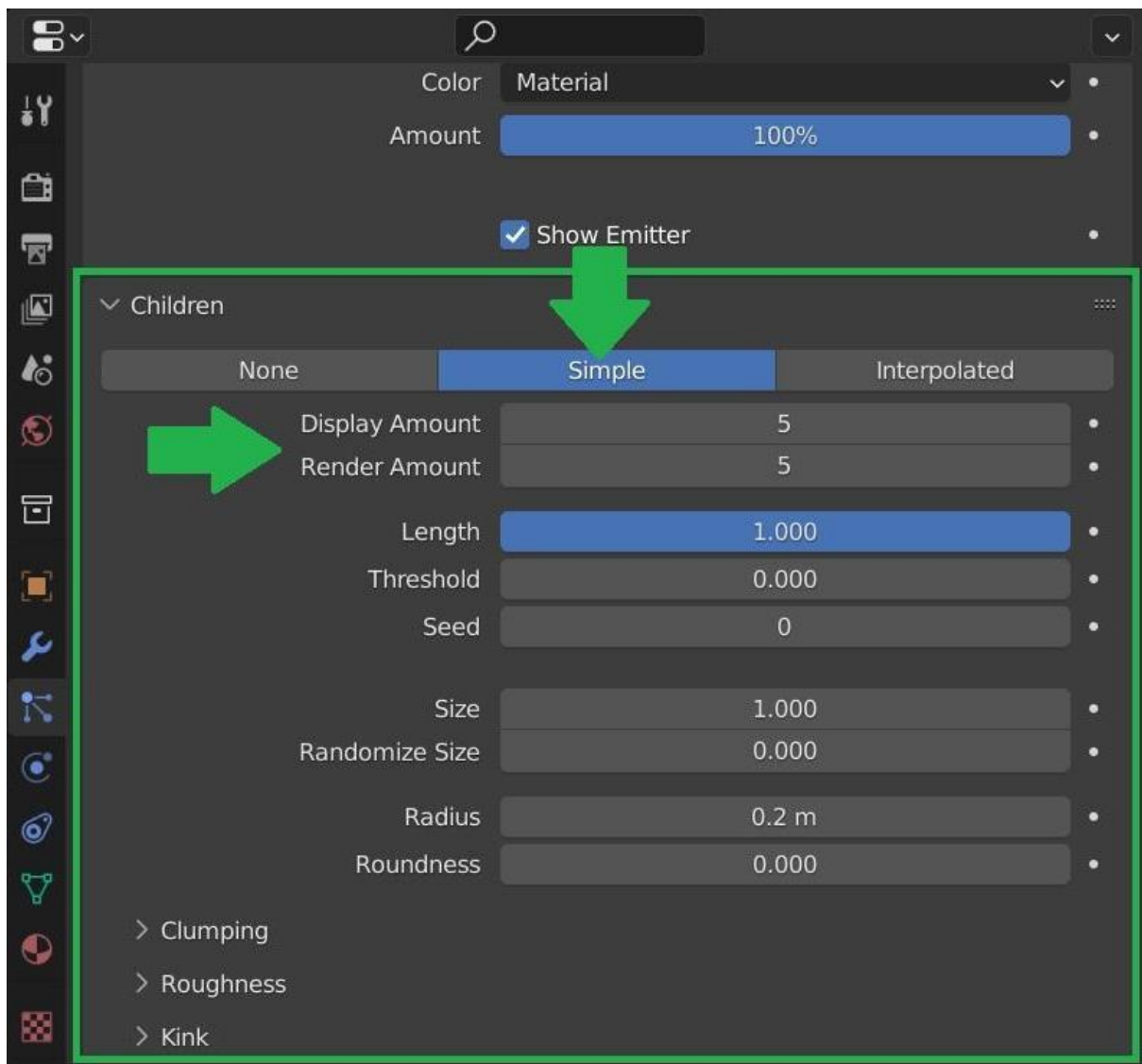




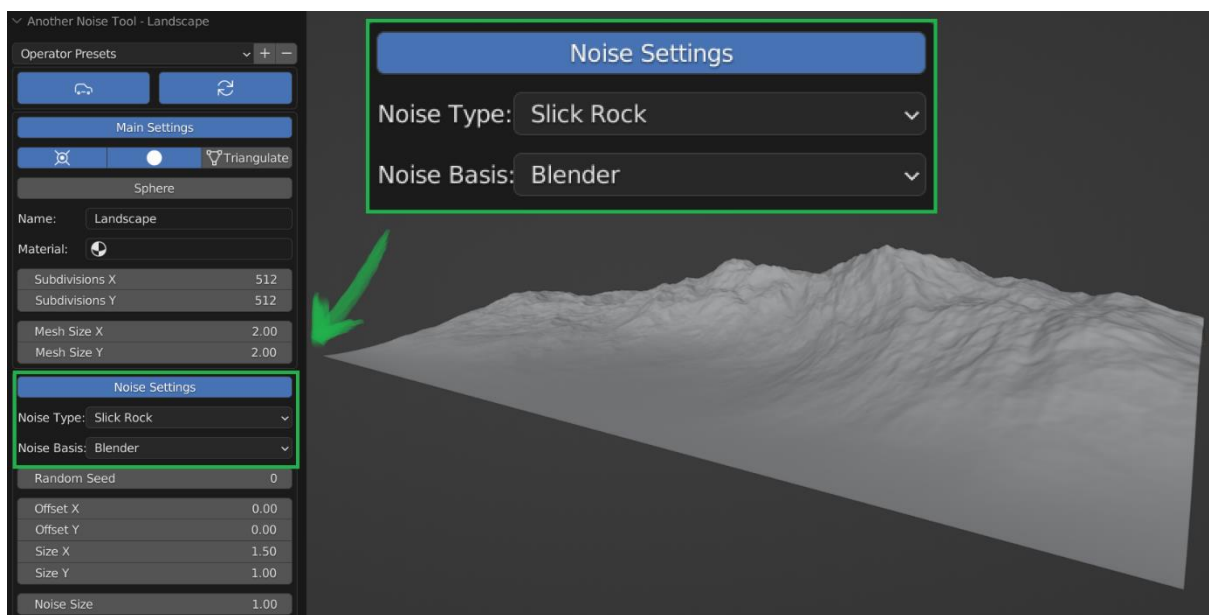
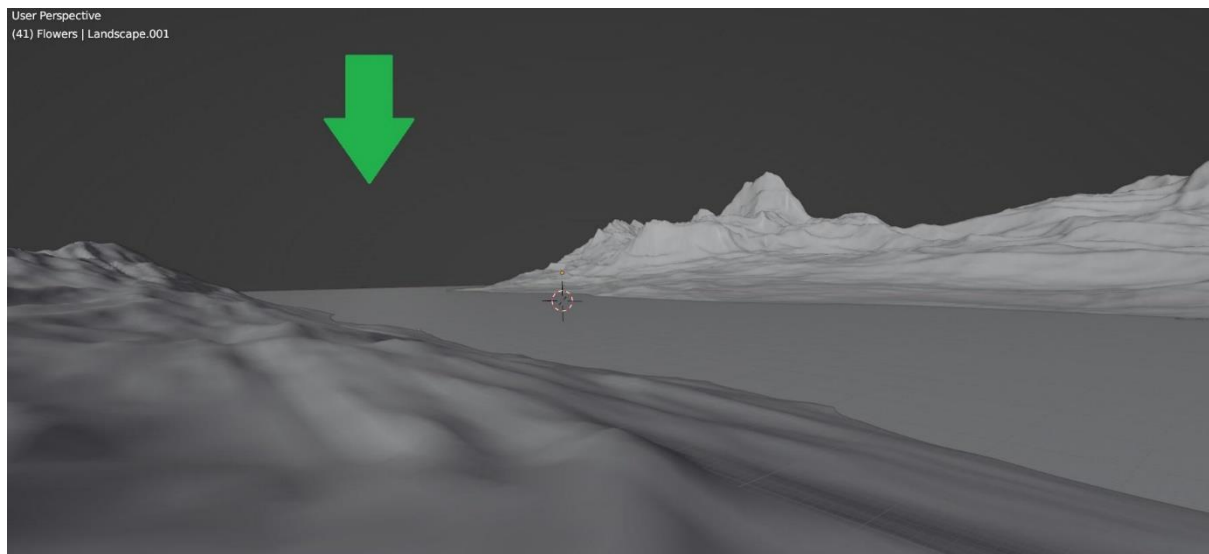


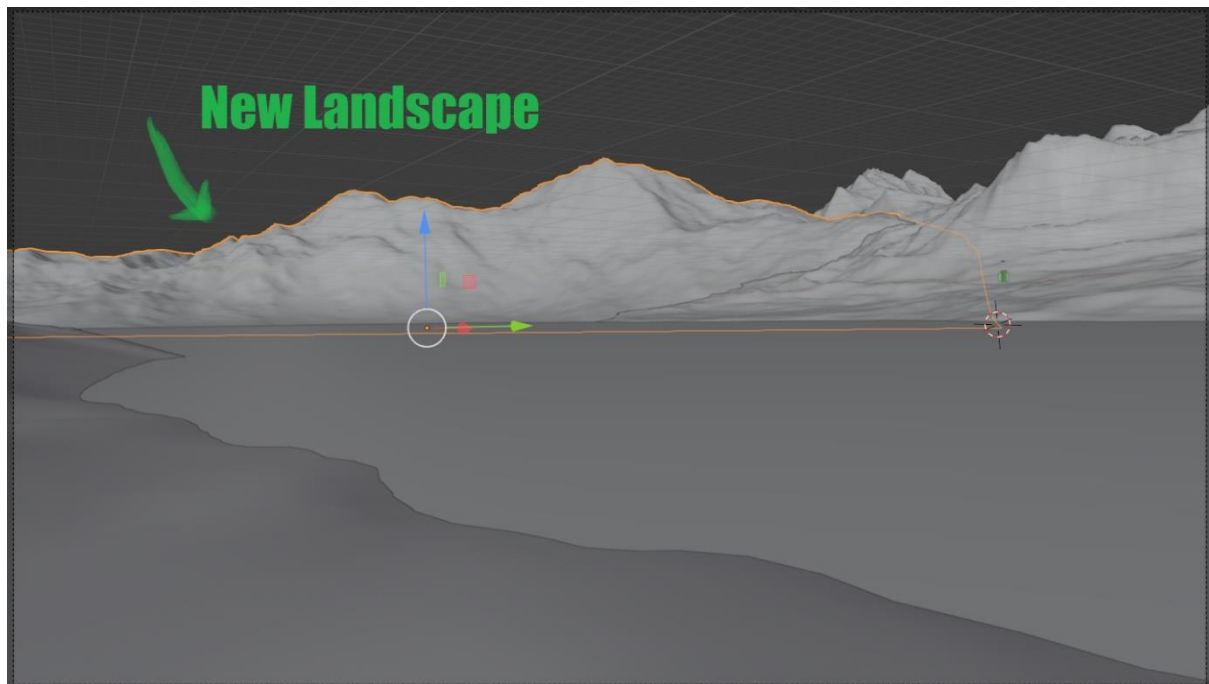
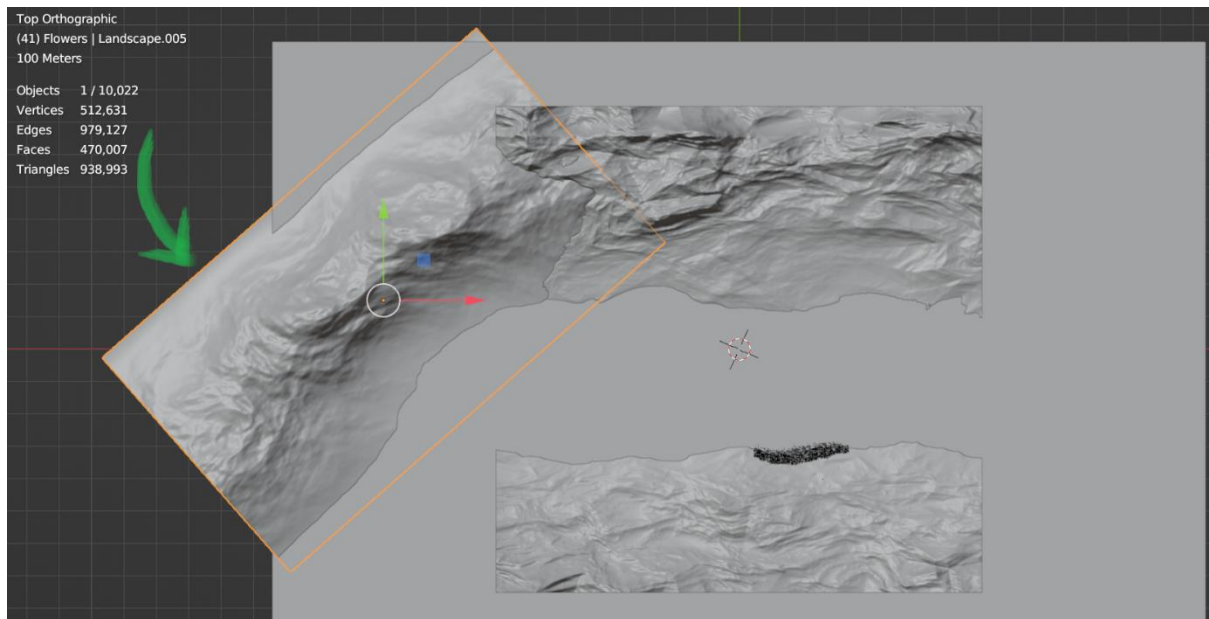


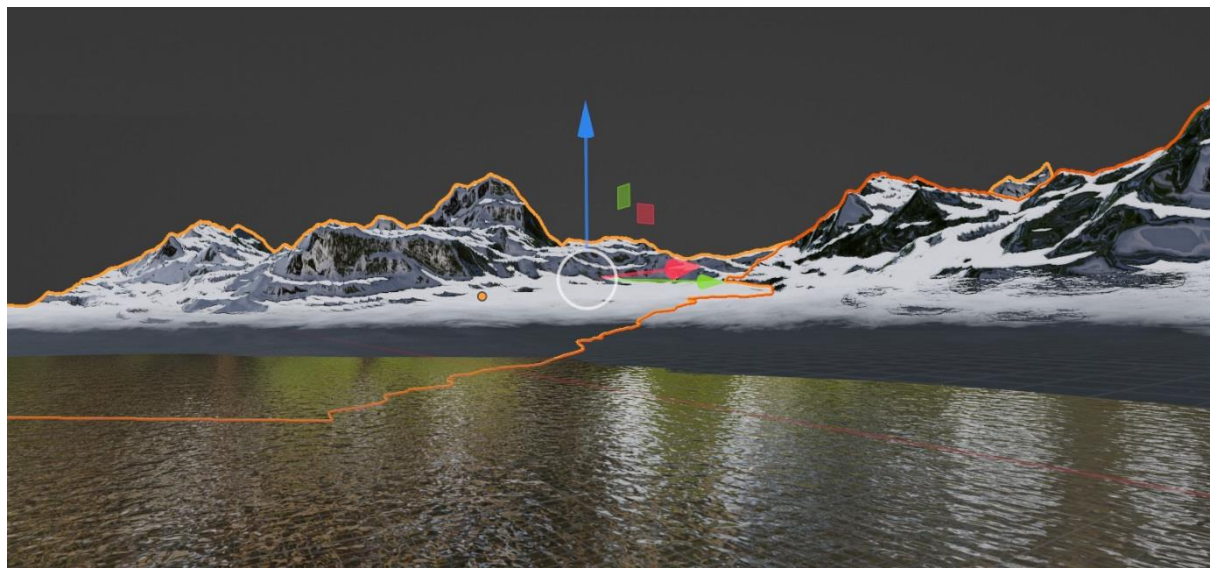
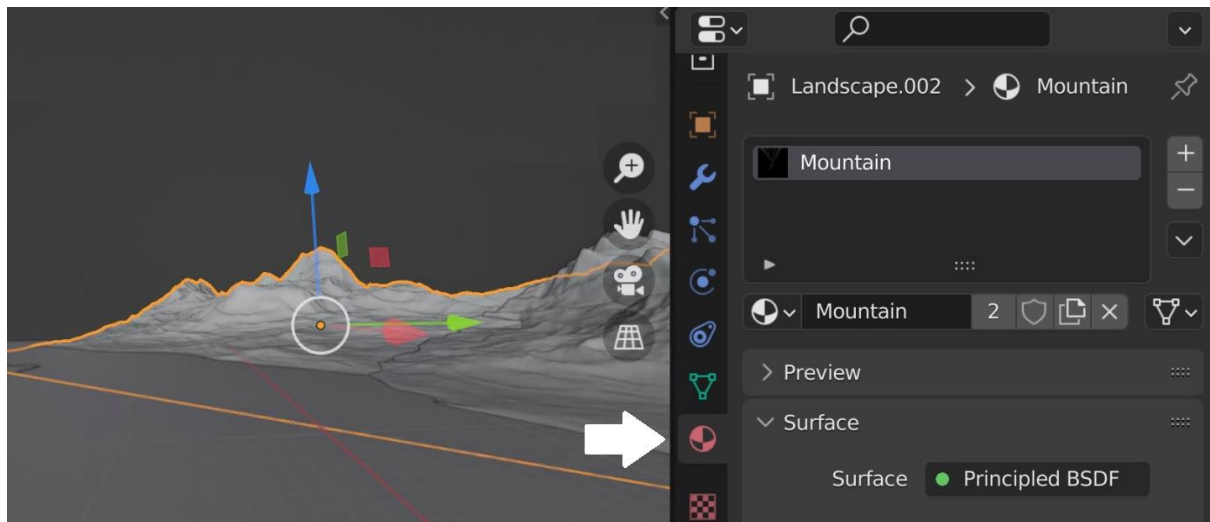




Chapter 13: Finalizing the Landscape Scene – Lighting, Rendering, and Compositing









ColorRamp

Color Alpha

+ - ▾ RGB ▾ Cardinal ▾

2 Pos 0.719

Fac 0.500

