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

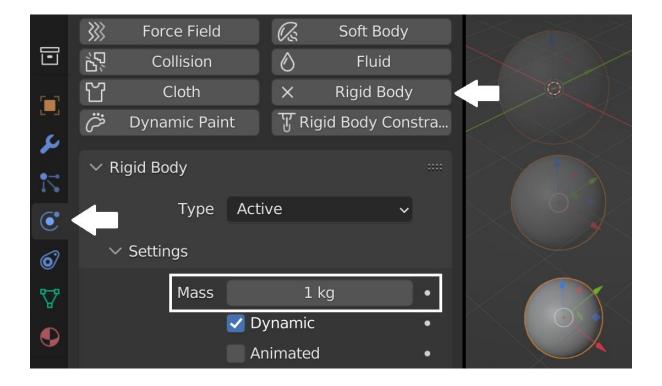
3 meters

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.

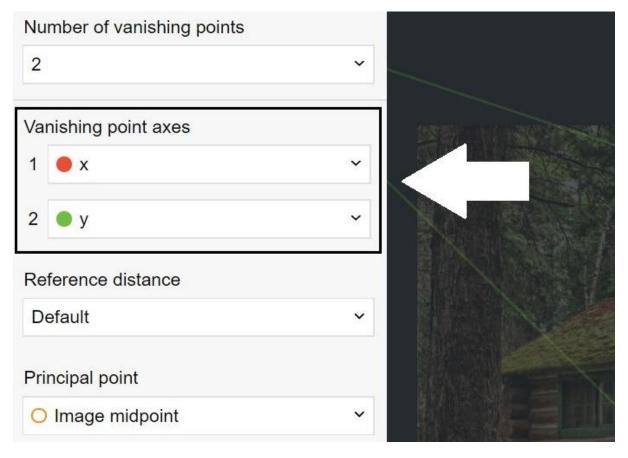
https://www.tigersheds.com > page > log-cabin-planning-... Do I Need Planning Permission for my Log Cabin? - Tiger Sheds

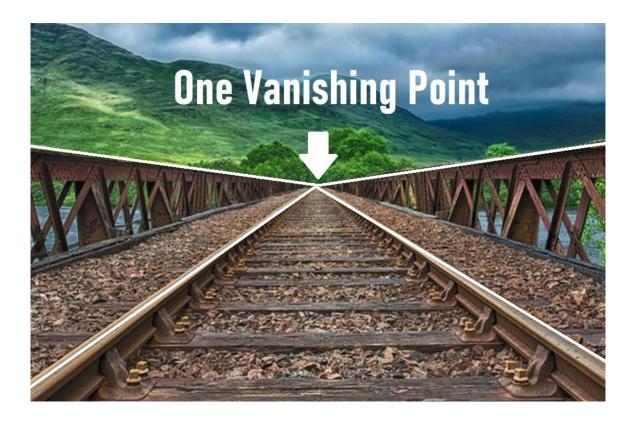
Imperial Metric 8~ ρ Bv łΥ ł۲ Unit System Imperial Unit System Metric <u>C</u> ĉ Unit Scale Unit Scale Separate Units Separate Units Rotation Degrees Rotation Dearees ~ Feet Length 6 Length Meters 6 Mass Pounds Mass Kilograms Time Seconds Time Seconds Temperature Kelvin 5 Kelvin

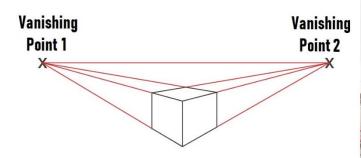
About featured snippets • II Feedback















↓ **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 O Image midpoint ~ Rectangle mode 3D guide Off ~ 1 Dim image



Image		
	1000	0
Width	1000	Сору
Height	666	Сору
Field of view		
Degrees		~
Horizontal	78.48275	Сору
Vertical	57.09041	Сору
Camera posi	ition	
x	-7.387396	Сору
У	-5.235664	Сору
z	4.807575	Сору
Camera orie	ntation	
Axis angle (degrees)	~
x	0.7415216	Сору
У	-0.3030200	Сору
z	-0.5986021	Сору
Angle	67.63459	Сору

2		~
Va	nishing point axes	
1	• x	~
2	• z	~
Re	ference distance	
D	efault	~
Pri	incipal point	
	incipal point) Image midpoint	~
0		~
Re) Image midpoint	·
Re) Image midpoint ctangle mode) guide	~

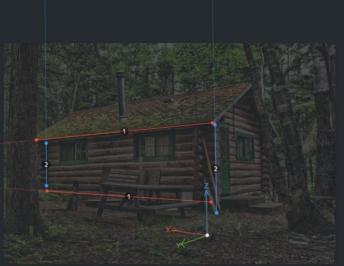
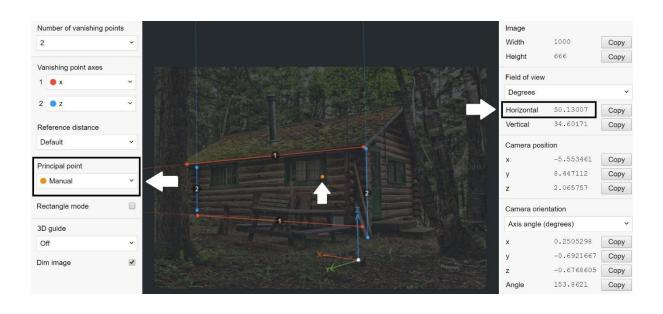
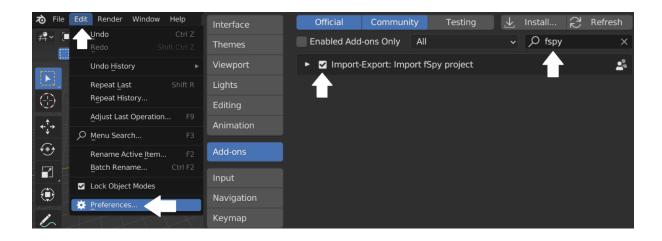
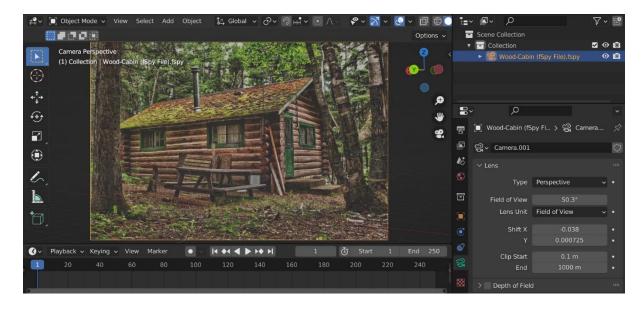
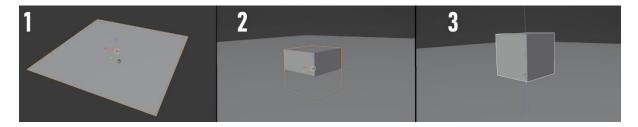


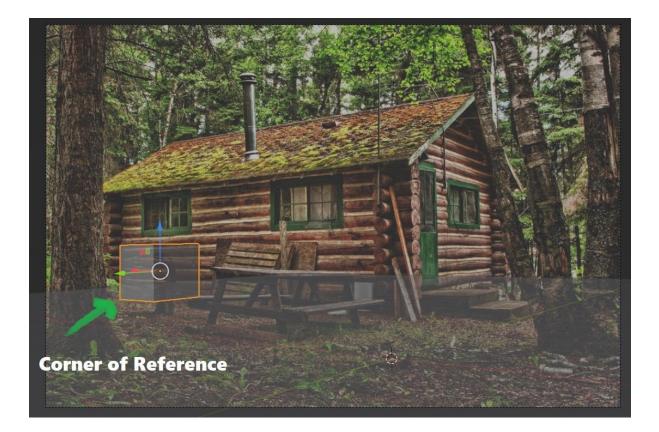
Image		
Width	1000	Сору
Height	666	Сору
Field of view		
Degrees		
Horizontal	52.71275	Сору
Vertical	36.52304	Сору
Camera posi	tion	
x	-5.242591	Сору
У	8.656165	Сору
z	2.186448	Сору
Camera orie	ntation	
Axis angle (degrees)	•
x	0.2407938	Сору
у	-0.6934917	Сору
z	-0.6790344	Сору
Angle	154.8462	Сору

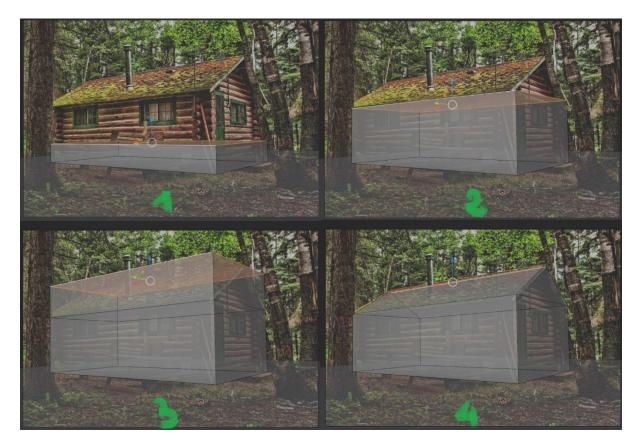




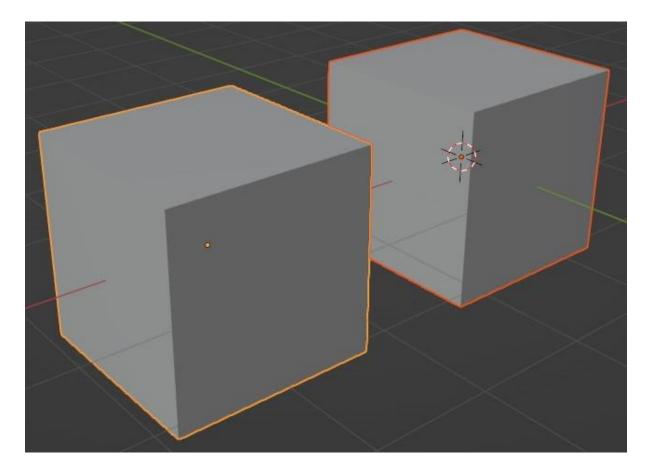




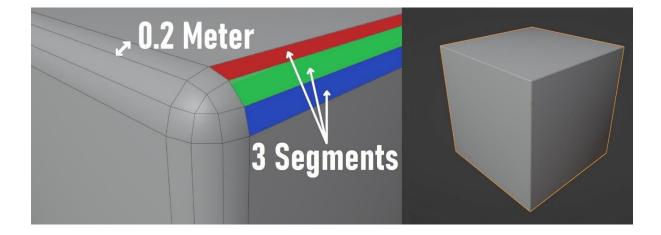


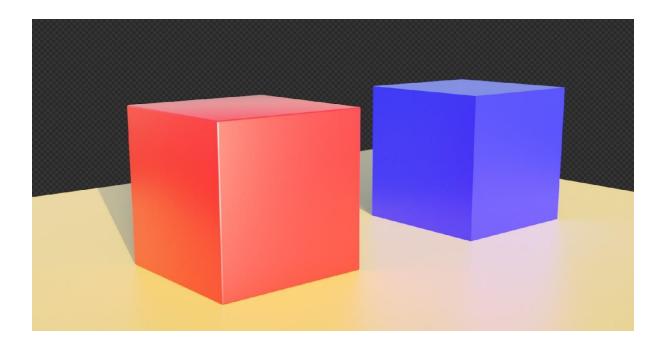


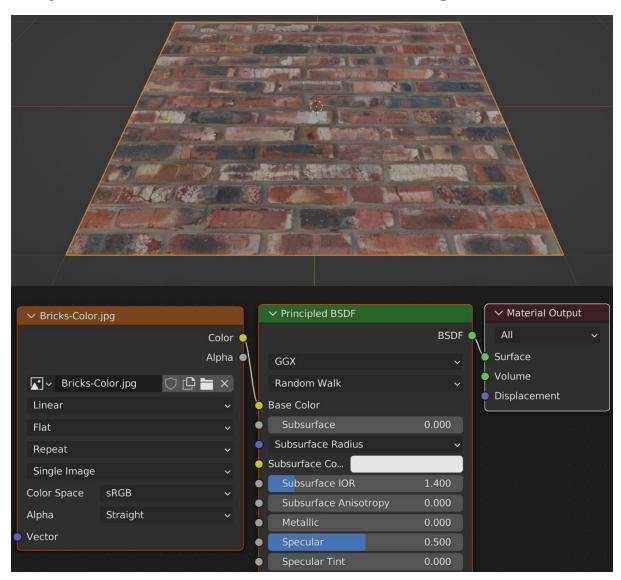




	Add Modifier		~
6	V 🛛 Bevel		::::
S	Vertices	Edges	
	Width Type	Offset v	•
	Amount	0.02 m	•
	Segments	3	•
r	Limit Method	Angle 🗸	•
12	Angle	30°	•
۲	> Profile		
0	> Geometry		
∇	> Shading		



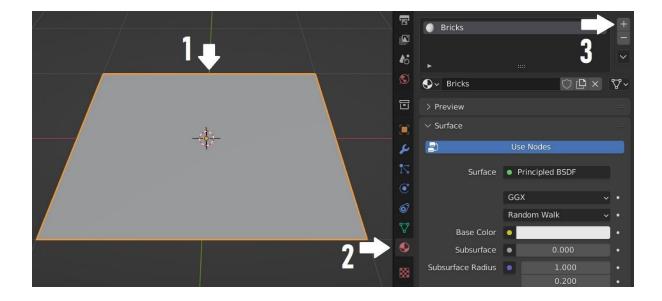


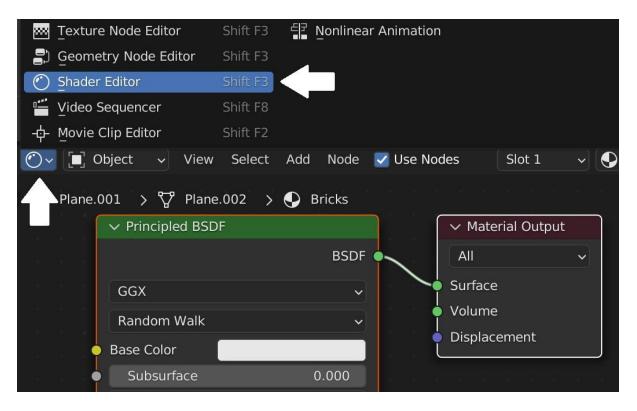


Chapter 02: The Basics of Realistic Texturing in Blender

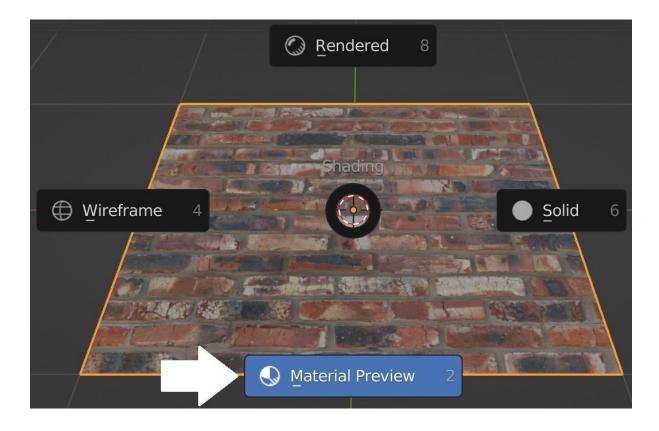


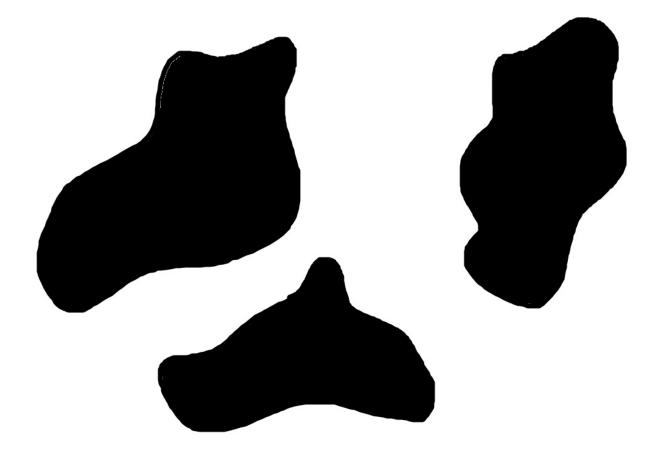
IT which that the second states and	The second statement of the second				
Constant (1998) Card and Car			-		
	In the annual from a				- I I
	and a second sec		1 2101		
The second second second second	The second second second	Karal		I.J.	
	The second secon		The second	TY	1 1 1 1
Annual Annual Constants (A.	II. II. CALL II.				
A TANK A CALL AND A CA	a ma a start training a starting		E N	1.1	The second
	and a start of the			T	

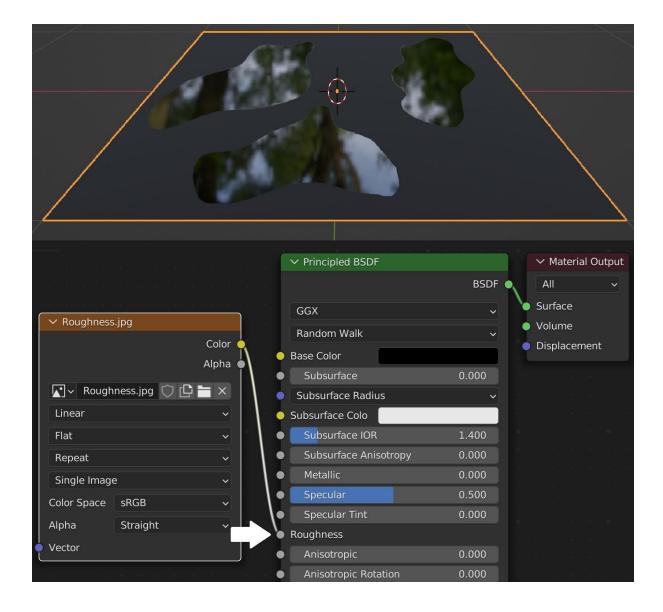


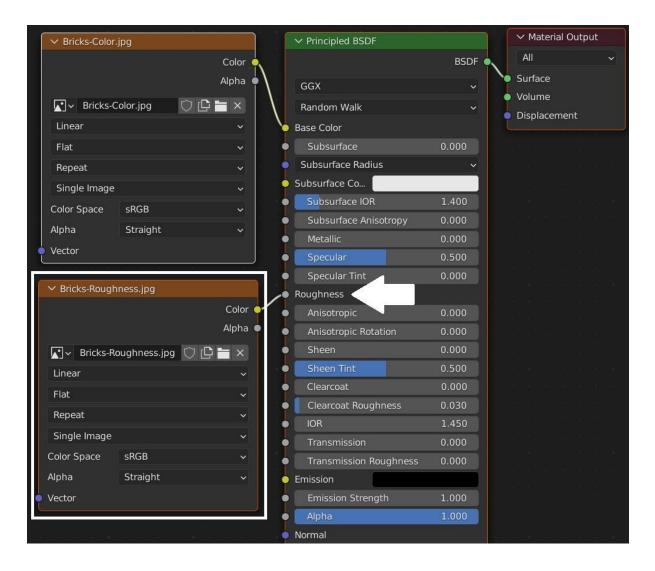


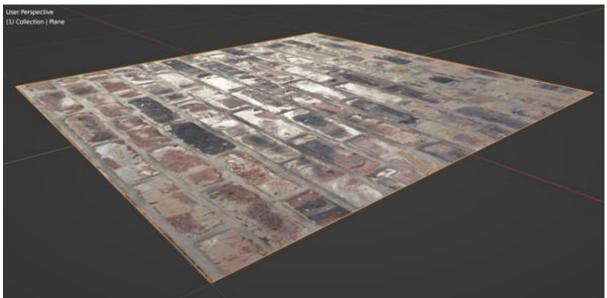
✓ Bricks.jpg		✓ Principled BSDF		∽ Material Output
	Color •		BSDF	All ~
	Alpha 🔶	GGX	• 10 P	Surface
Ricks.jpg		Random Walk		Volume
Linear		Base Color		Displacement
Flat		Subsurface	0.000	
Repeat		Subsurface Radius	✓ 1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.	
Single Image	~			
Color Space sRG	в	Subsurface IOR Subsurface Anisotropy	1.400 0.000	
• Vector			0.000	
		Specular	0.500	
		Specular Tint	0.000	
		Roughness	0.500	
a a as a a a a a	a a ar a a de	Anisotropic	0.000	
ward at a la la la la	5 x x x x x x	Anisotropic Rotation	0.000	a statistica statistica



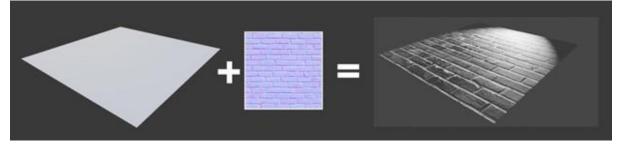


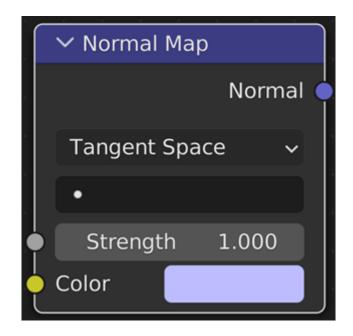


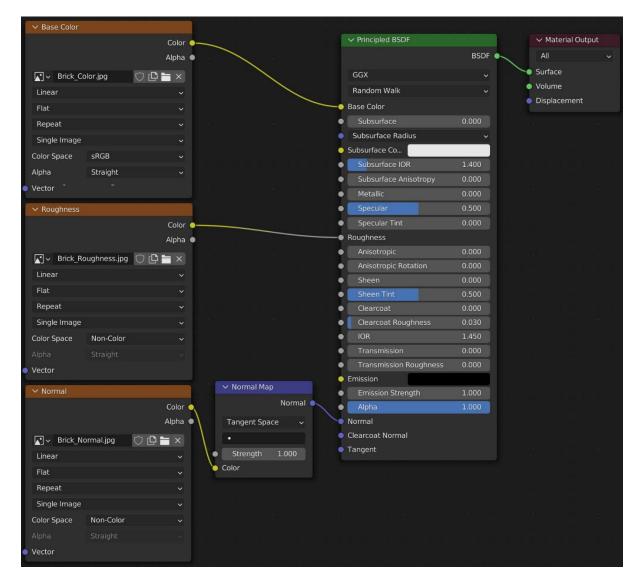




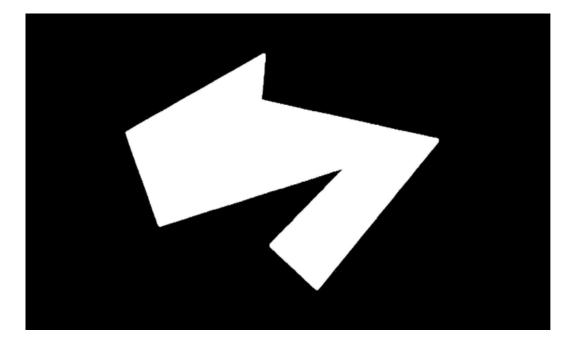


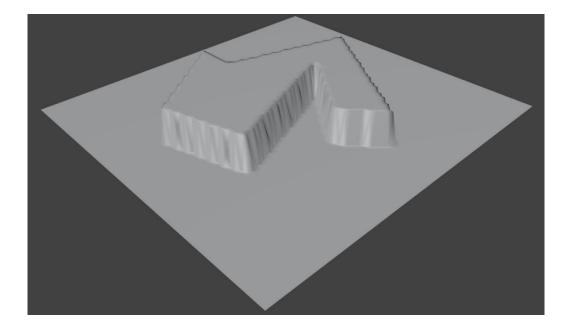


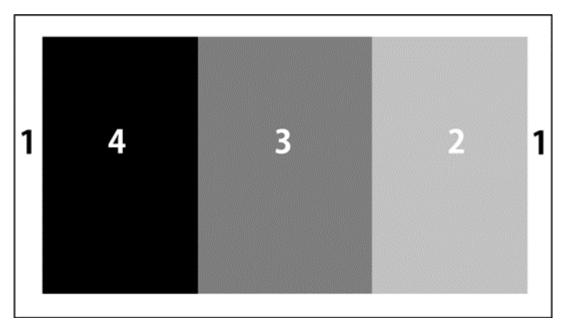


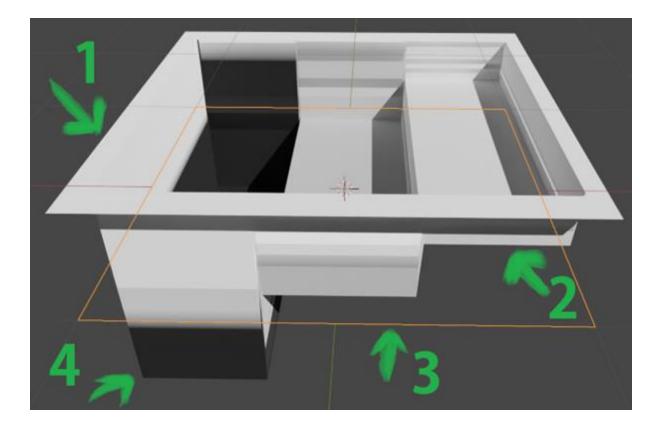


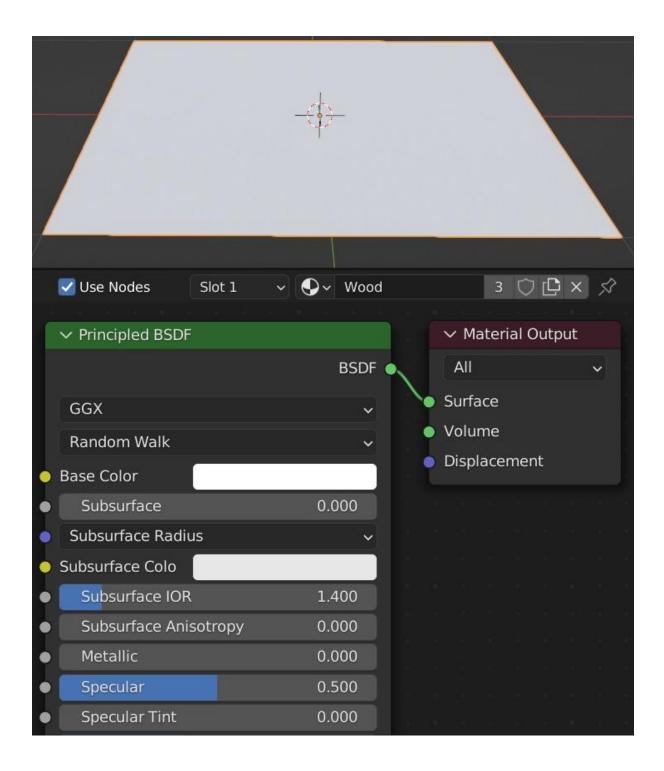






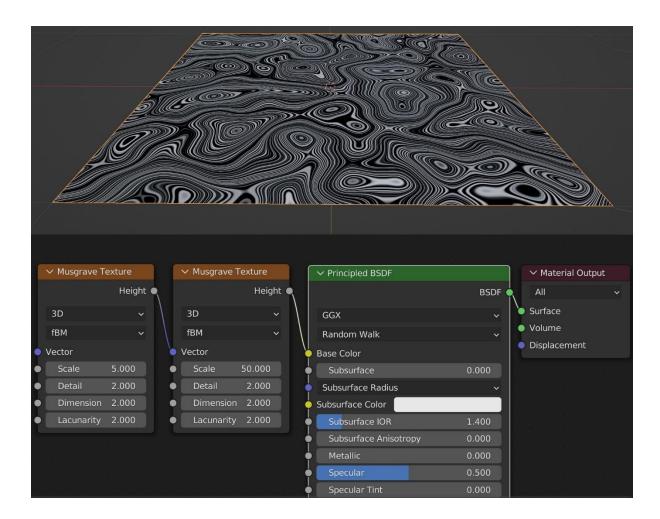


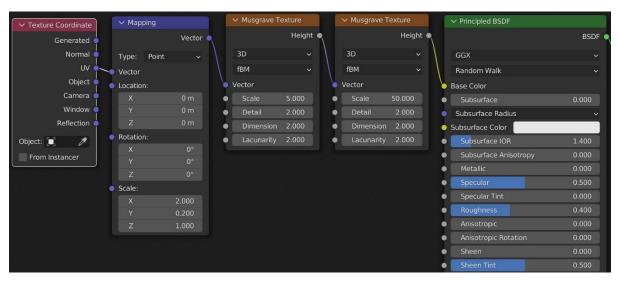






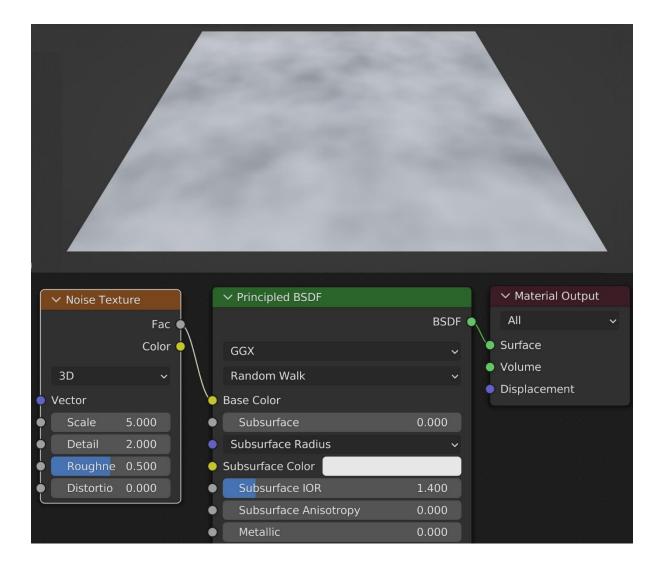
	∨ Musgrave Te	exture
		Height 🌢
	3D	~
	fBM	~
	Vector	
•	Scale	5.000
•	Detail	2.000
	Dimension	2.000
•	Lacunarity	2.000
		al an

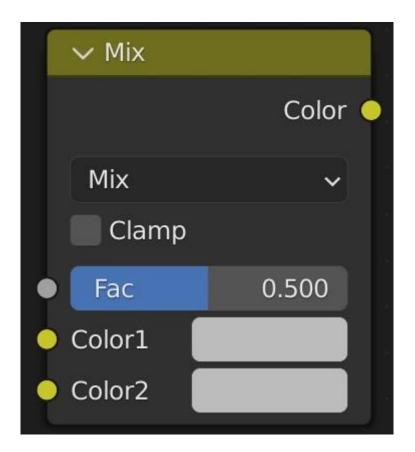




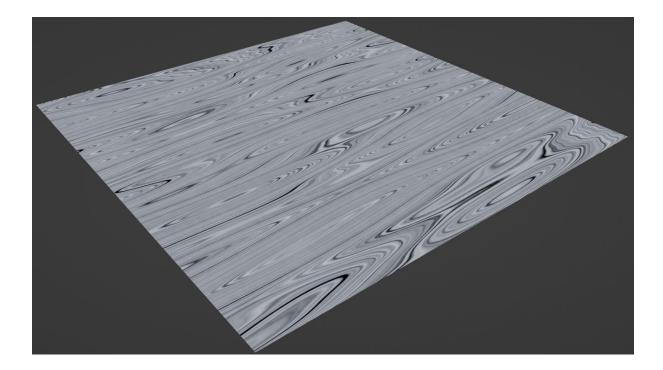


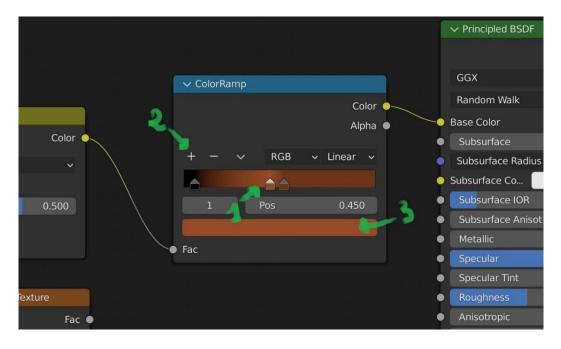
	🗸 Noise Textı	ure
		Fac ●
		Color 🖕
Ĩ	3D	~
• \	Vector	
•	Scale	5.000
•	Detail	2.000
•	Roughness	0.500
	Distortion	0.000

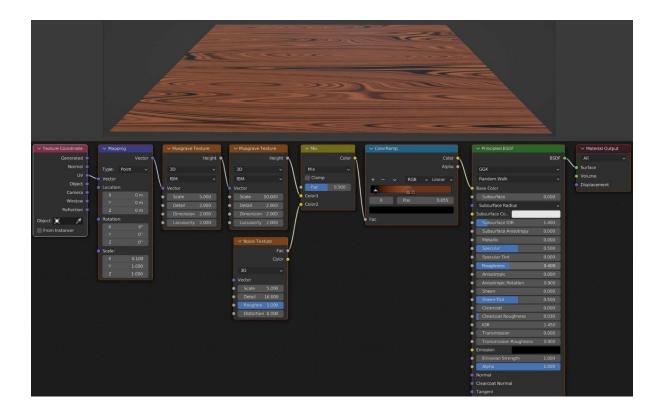


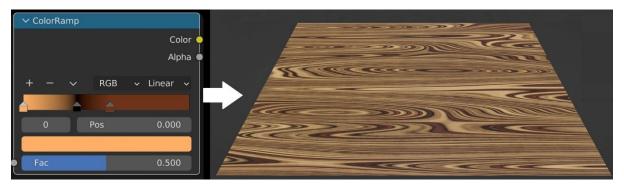


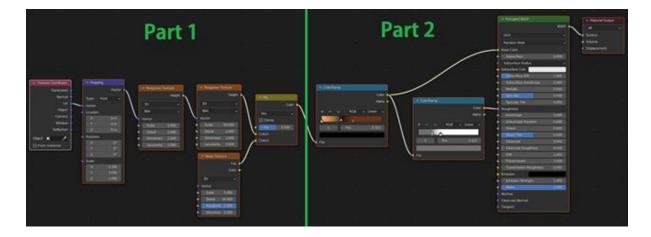
✓ Texture Coordinate	✓ Mapping		✓ Musgrave	Texture		∽ Musgrave T	Texture			✓ Principled BSDF		→ Material Outpu	ut
Generated		Vector		Height 🔵			Height 🗨				BSDF	All	
Normal	Type: Point	— , N	3D					∽ Mix		GGX		 Surface 	
uv 🔍	Vector		fBM			fBM	~	C. LADAS	Color 🔍	Random Walk		• Volume	
Object 🤤	Location:		Vector			Vector		Mix		base Color		Displacement	
Camera 🔍			• Scale		•			Clamp		Subsurface			
Window 🧕			 Detail 		•			Fac		Subsurface Radius	<u> </u>		
Reflection 🔵			Dimensio		•			Color1		Subsurface Color			
Object: 🔲 🧪	Rotation: X		Lacunarit		•			Color2		Subsurface IOR Subsurface Anisotropy	0.000		
From Instancer								/		Subsurface Anisotropy Metallic	0.000		
					ſ	✓ Noise Tex	ture	/		Specular	0.500		
en a con a con	Scale:						Fac 🖌			Specular Tint	0.000		
							Color 🥥			Roughness	0.400		
		0.200				3D				Anisotropic			
					•	Vector				Anisotropic Rotation			
					•					Sheen	0.000		
<u>.</u>					•					Sheen Tint	0.500		
5 18 60 8 (n 30 e) da					•	Roughne	1.000			Clearcoat	0.000		
					•					Clearcoat Roughness IOR	0.030		
										Transmission	0.000		



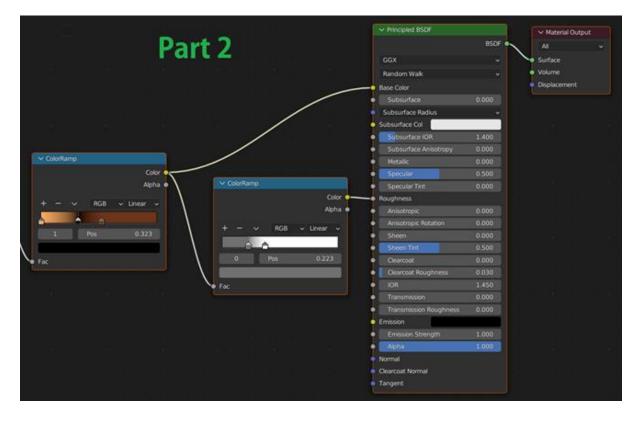




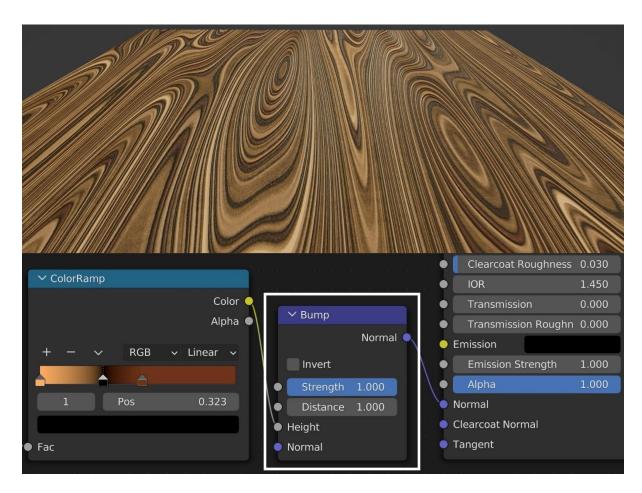




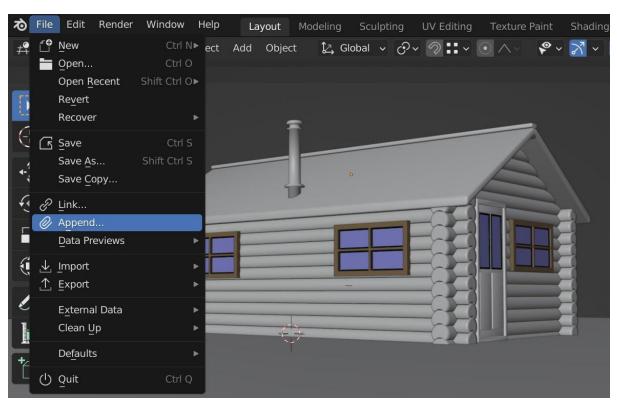




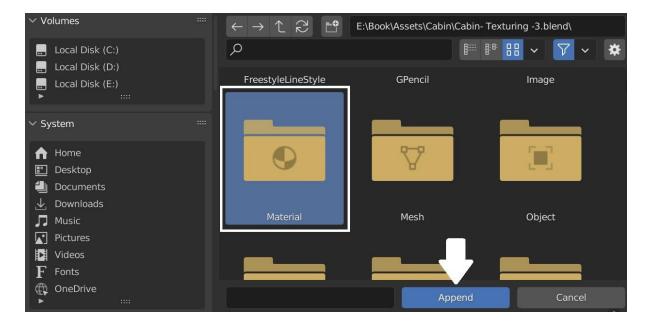


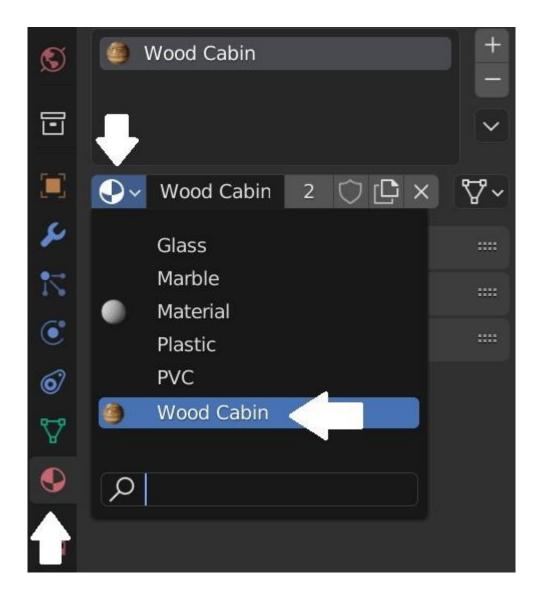






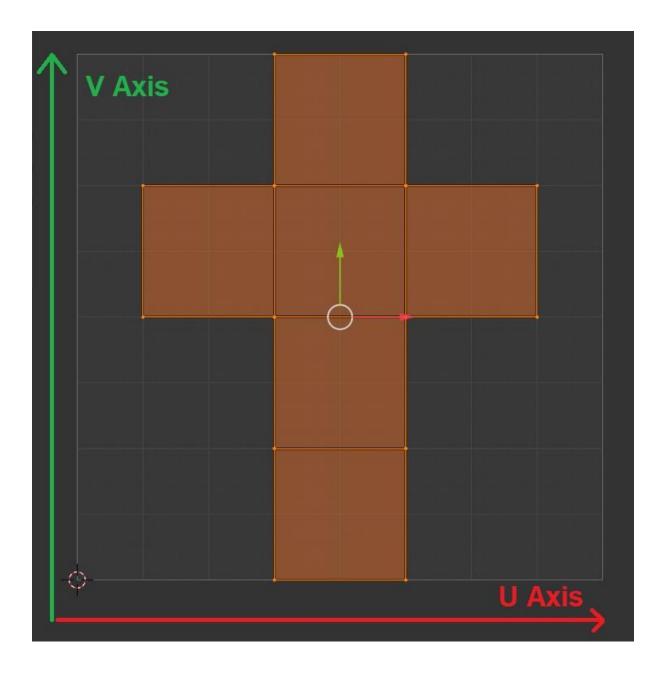
Chapter 03: Efficient Unwrapping and Texturing in Blender







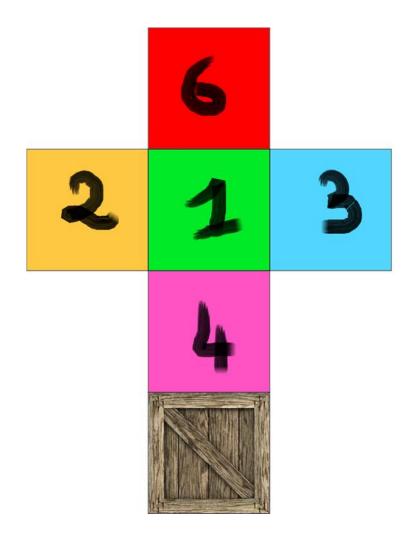


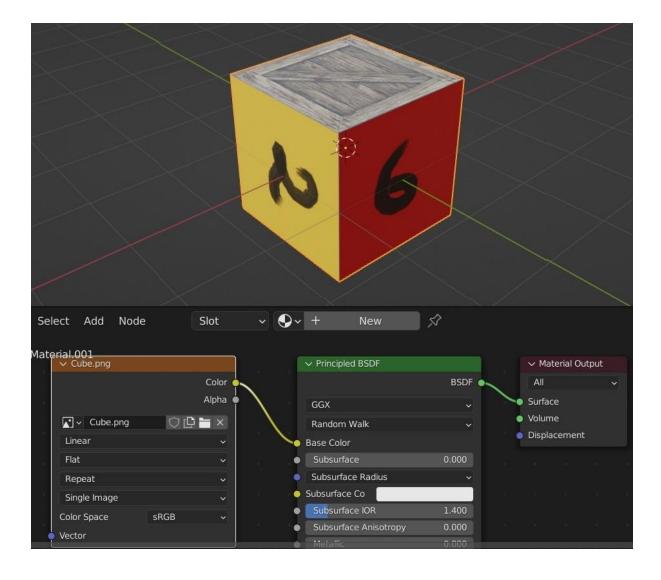


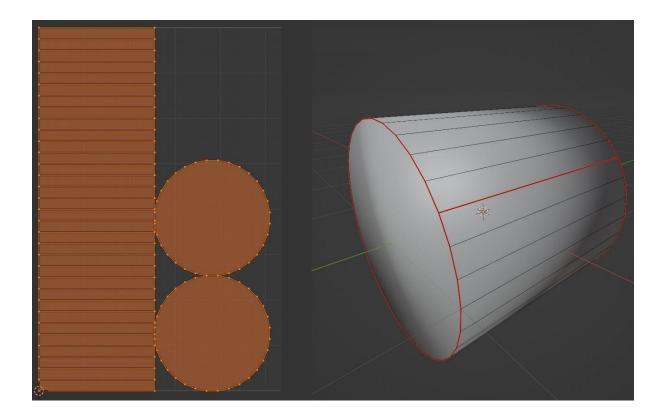
	Edge
	Extrude Edges Bevel Edges Ctrl B Bridge Edge Loops Screw
	Sub <u>d</u> ivide Subdivide Edge- <u>R</u> ing Un-Subdivide
÷	Rotate Edge <u>C</u> W Ro <u>t</u> ate Edge CCW
	Edge Slide Loop Cut and Slide Ctrl R Offset Edge Slide Shift Ctrl R
	Edge Crease Shift E Edge Bevel Weight
	Mark Seam Clear Seam
	Mark Sharp Clear Sharp Mark Sharp <u>f</u> rom Vertices Clear Sharp from Vertices

			UV Mapping
			Unwrap
	\$	$\left \right\rangle$	Smart UV Project Lightmap Pack Follow Active Quads
			Cube Projection Cylinder Projection Sphere Projection
			Project from View Project from View (Bounds)
			Mark Seam Clear Seam
			Reset
Ĩ∎∽ 🖓 🎛 🗗 🖬 📓	↓ View	-	
General			
≠♀ 3D Viewport	Shift F5		
Image Editor	Shift F10		
🚺 UV Editor	Shift F10		
Compositor	Shift F3		
쨆 Texture Node Editor	Shift F3		
🍋 Geometry Node Editor	Shift F3		
🕐 Shader Editor	Shift F3		
💾 Video Sequencer	Shift F8		
-슈- Movie Clip Editor	Shift F2		

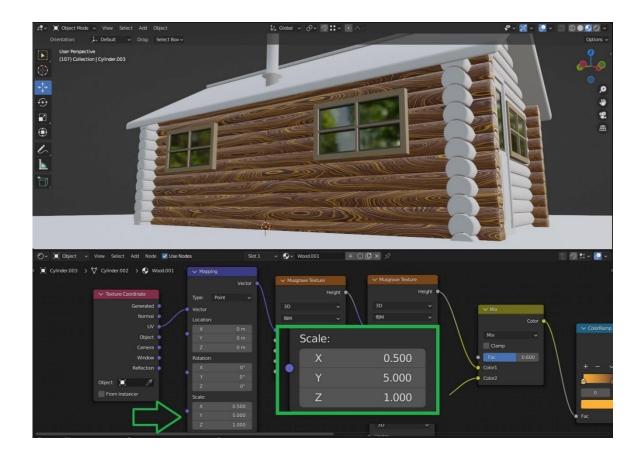
18 - 2 🗄 🕂 🖓 🖬 🕼 -	UV		[•]~ <	⊘ нн ∨	◎ / ~	∧ +	New	🔚 Open	5
		Transform		•					
		Mirror		•					
		Snap		•					
		Snap to Pixels							
		Constrain to Image	Bounds						
		Minimize Stretch							
		Stitch	Alt	t V					
		Align	Shift	W►					
		Show/Hide Faces		٠.					
		Reset							
		Export UV Layout							

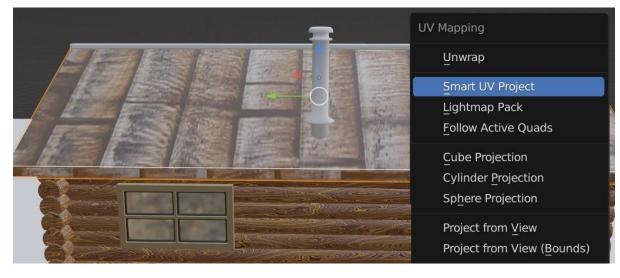


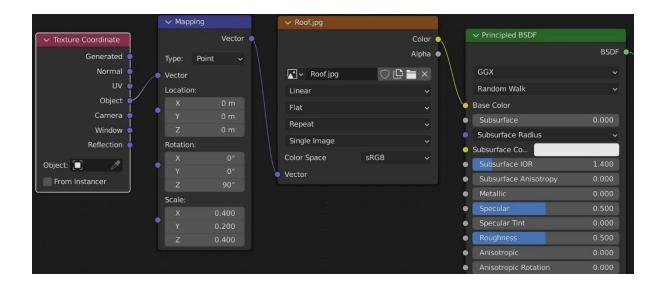




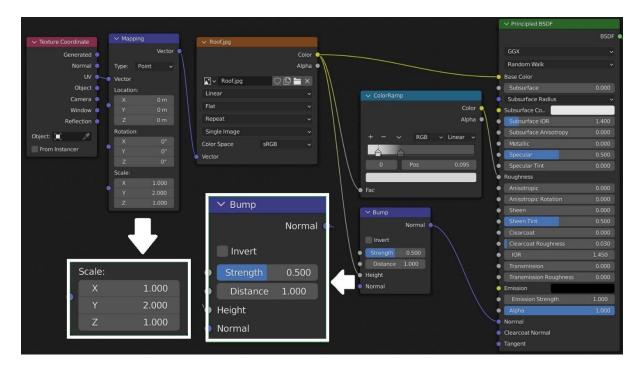
Rotate Edge <u>C</u> W Ro <u>t</u> ate Edge CCW
Edge Slide Loop Cut and Slide Ctrl R Offset Edge Slide Shift Ctrl R Edge Crease Shift E Edge Bevel Weight
Mark Seam Clear Seam Mark Sharp Clear Sharp Mark Sharp from Vertices



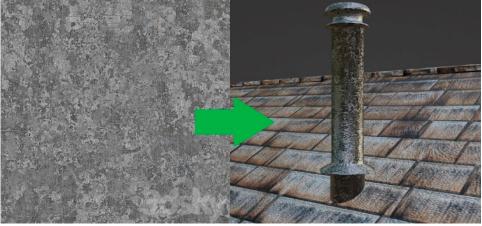


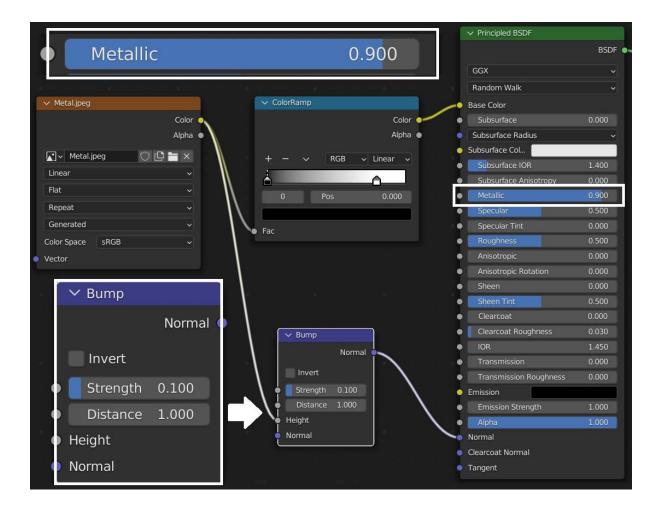




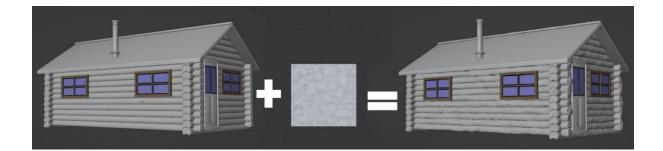


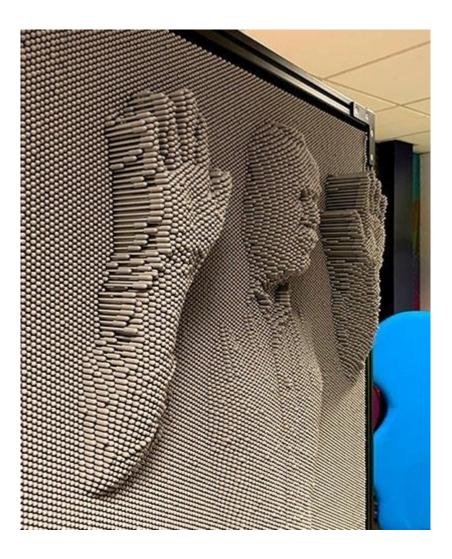


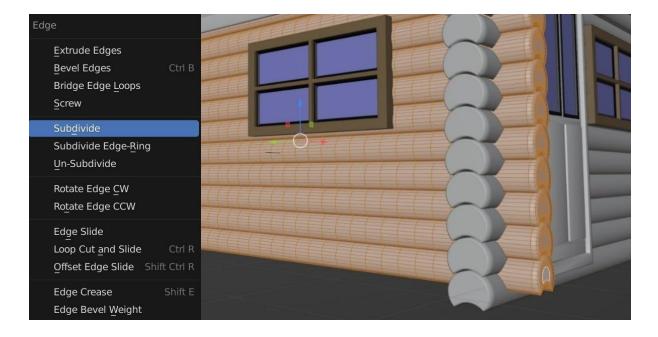


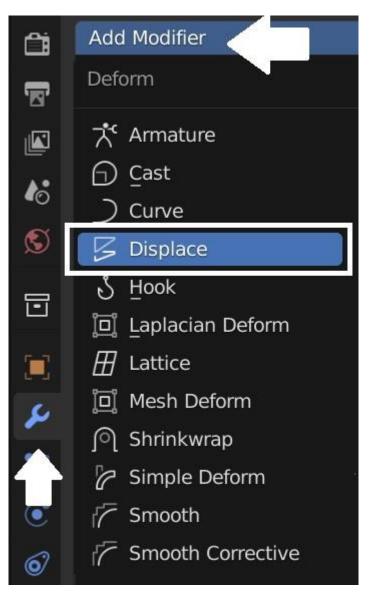


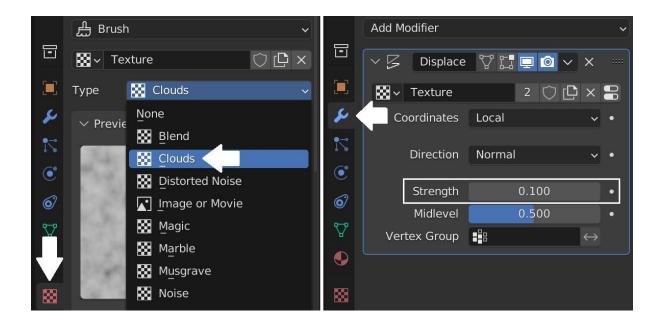






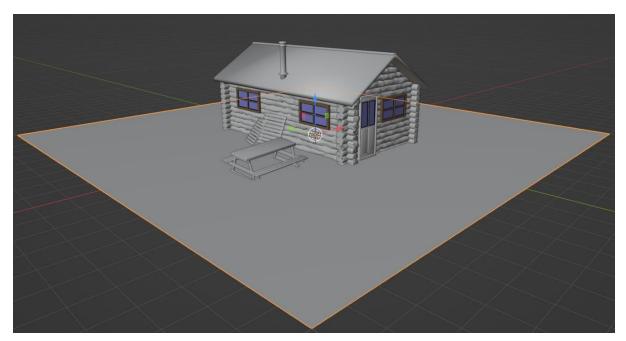




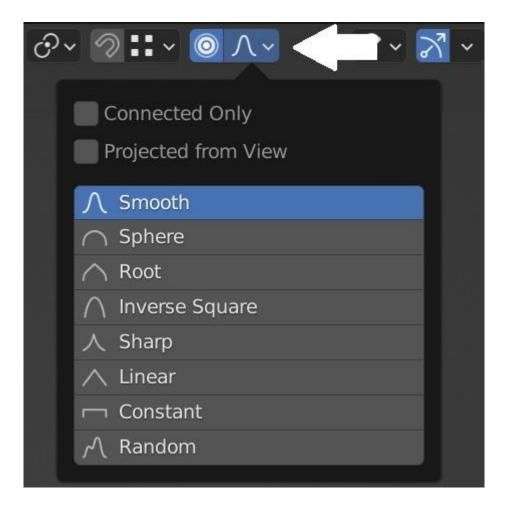


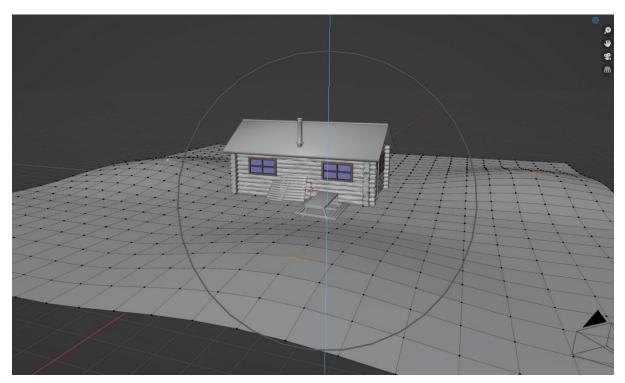


Chapter 04: Creating Realistic Natural Plants in Blender

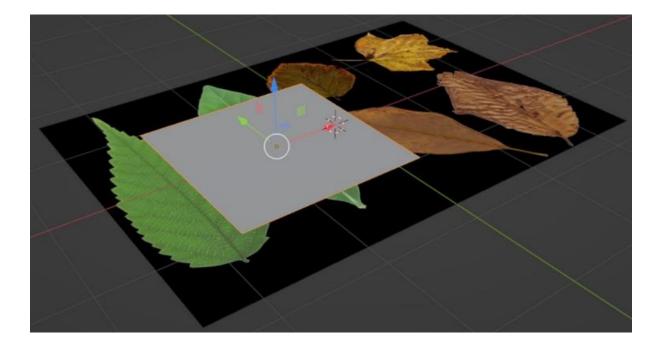


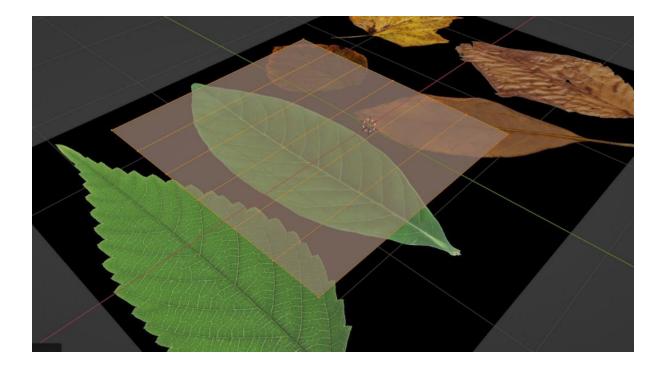
		Edge
		Extrude Edges Bevel Edges Ctrl B Bridge Edge Loops Screw Subdivide Subdivide Edge-Ring
✓ Subdivide		Un-Subdivide
Number of Cuts Smoothness	25 0.000	Rotate Edge <u>C</u> W Ro <u>t</u> ate Edge CCW
	Create N-Gons	Edge Slide
Quad Corner Type	Straight Cut 🗸 🗸	Loop Cut and Slide Ctrl R
Fractal	0.000	Offset Edge Slide Shift Ctrl R
Along Normal	0.000	Edge Crease Shift E
Random Seed	0	Edge Bevel Weight

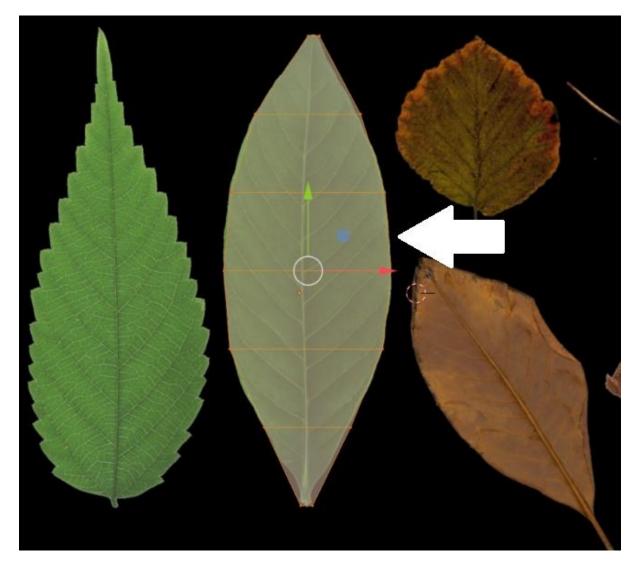


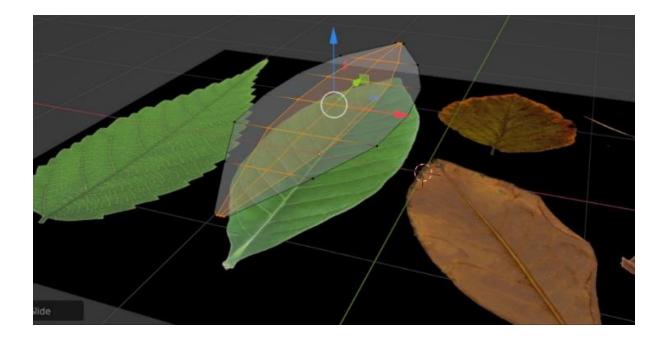


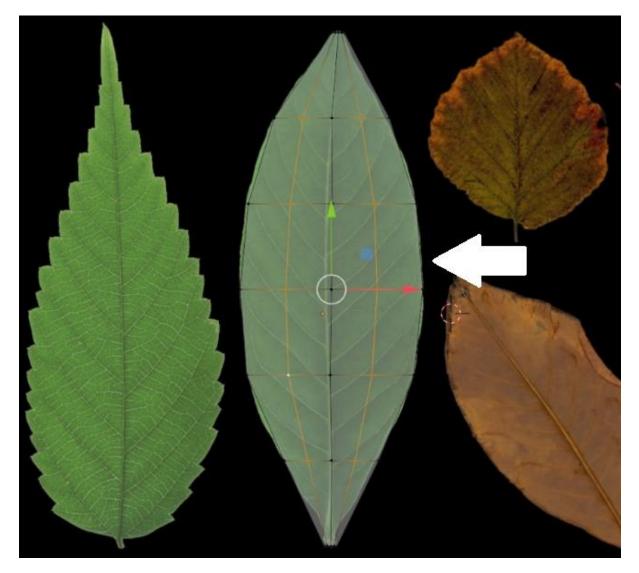
✓ Transform Location:			ltem
Х	0 m	<u>6</u>	lool
Y	0 m	Ъ.	
Z	0 m	æ	View
Rotation:			Š
Х	0°	<u>7</u>	te
Y	0°	æ	Create
Z	0°	æ	
XYZ Euler		~	
Scale:			
Х	1.000	æ	
Y	1.000	æ	
Z	1.000	æ	

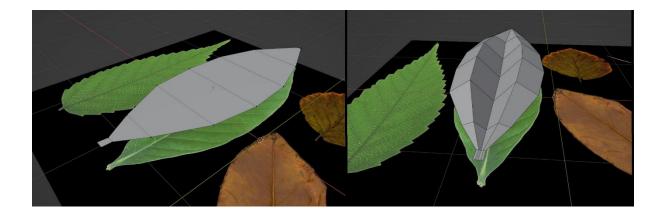


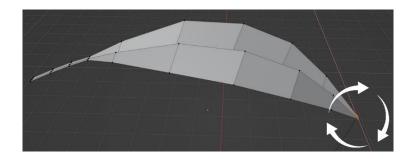


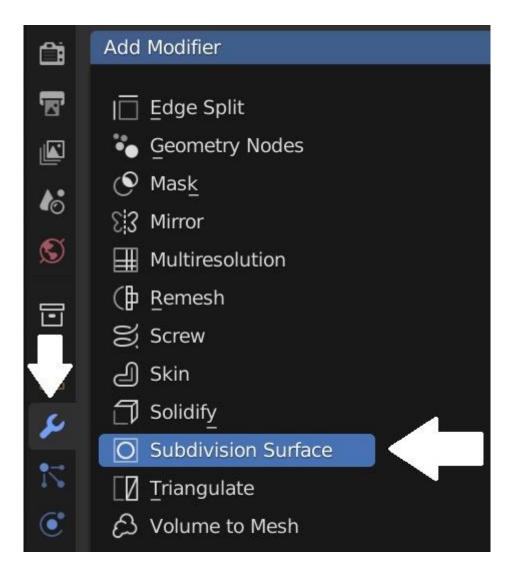


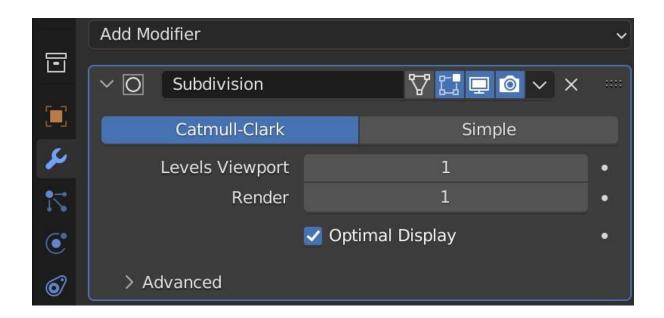


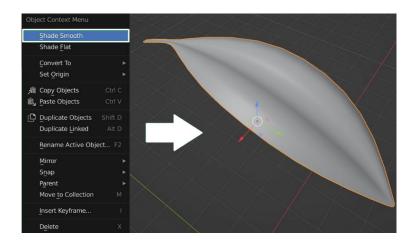




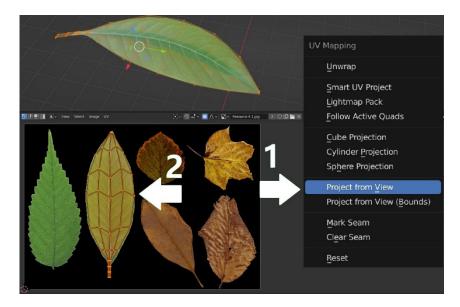


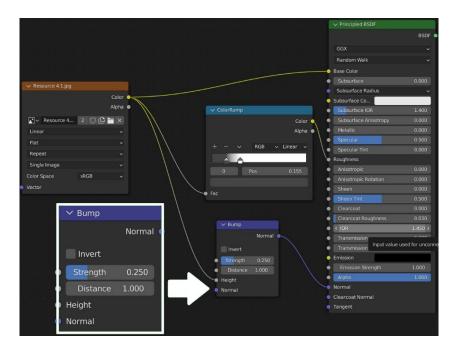


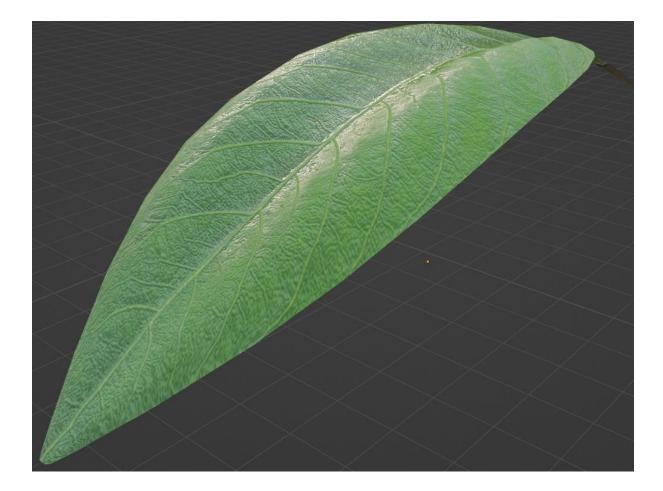




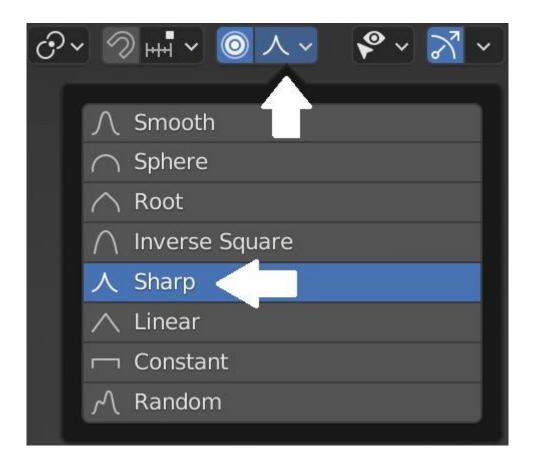


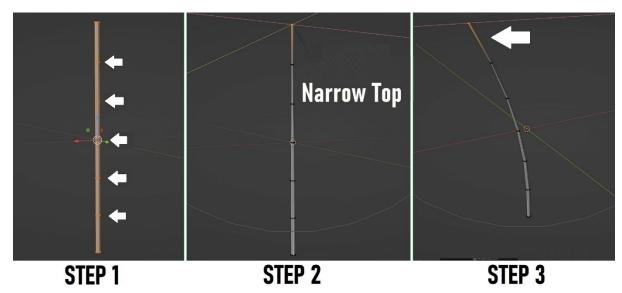


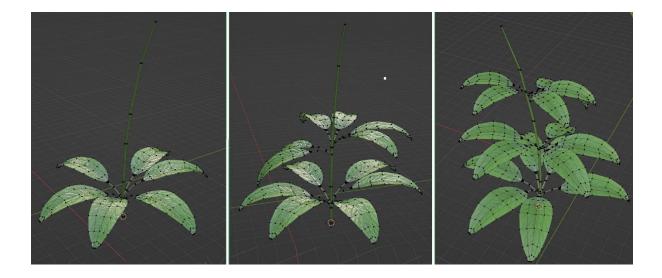




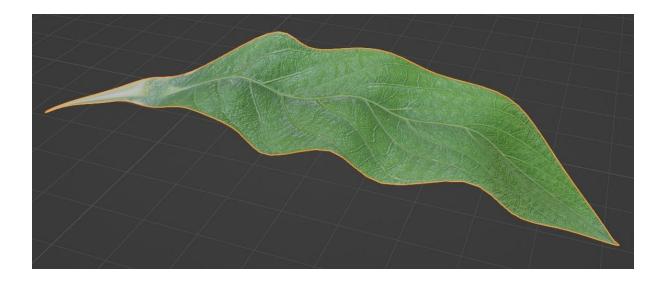
\sim Add Cylinder			
Vertices	8		
Radius	0.004 m		
Depth	0.4 m		
Cap Fill Type	N-Gon	~	
	🗹 Generate UVs		
Align	World	~	
Location X	0 m		
Y	0 m		
Z	0 m		
Rotation X	0°		
Y	0°		
Z	0°		



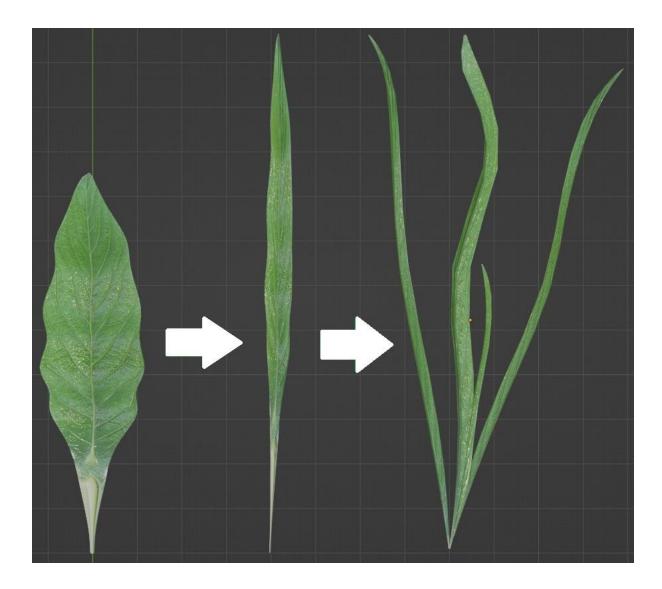


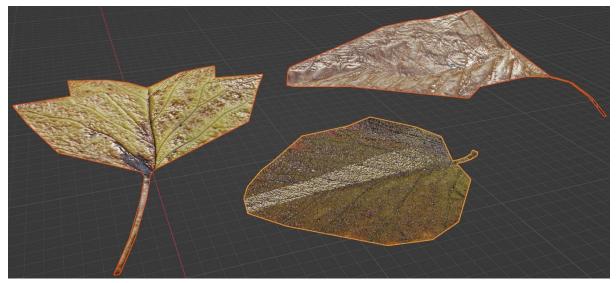


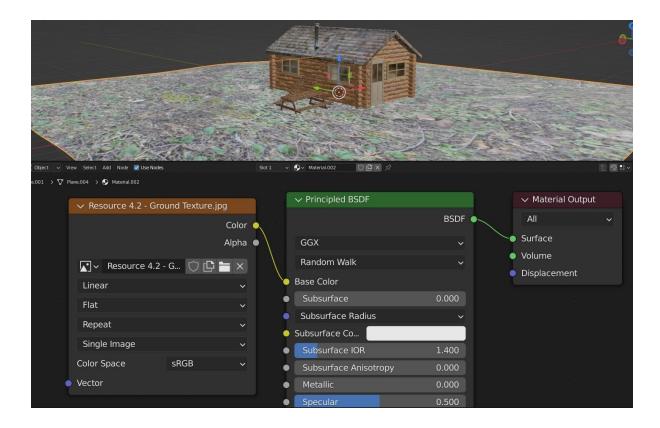


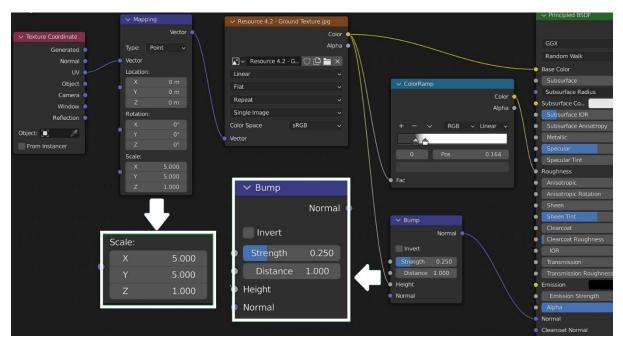




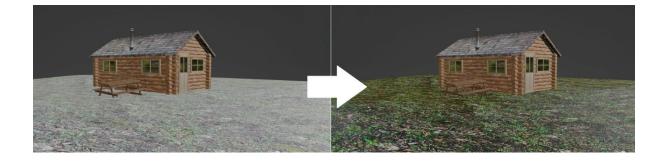


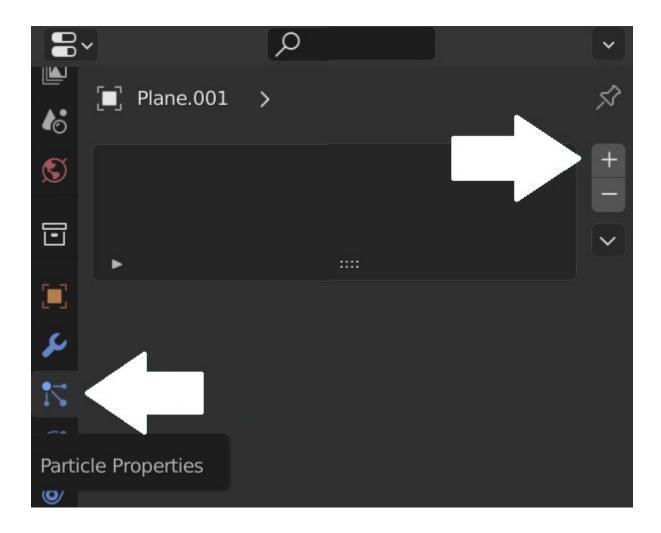






						✓ Principled BSDF	
✓ Forest.jpg			✓ Bright/Co	ontrast			BSDF 🌒
		Color Alpha		Color (GGX	~
∏ ∼ Forest.jpg	00		Color Bright	-0.200		Random Walk Base Color	~
Linear		→	• Contrast	0.000	•	Subsurface	0.000
Flat		→			•	Subsurface Radius	~
Repeat		~	1 1 1 1 1			Subsurface Co	
Single Image					•	Subsurface IOR	1.400
Color Space	sRGB	~			•	Subsurface Anisotropy	0.000
 Vector 					•	Metallic	0.000
Vector					•	Specular	0.500
					•	Specular Tint	0.000
					e e	Roughness	





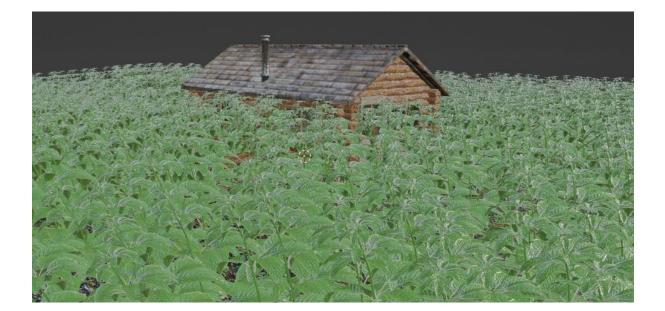


B	<u>م</u>		•
	🔲 Cube 🗲 🏹 Particl	leSystem 🔨	?
1 0	RarticleSystem	📮 🙆 📑	-
S			
	•		
	ParticleSettings		
	Emitter	Hair	
م	Regrow	Advanced	
₽	\sim Emission		:
●	Number	1000	
6	Seed	0 •	
₽	Hair Length	4 m •	
	Segments	5 •	
	> Source		

6	\checkmark Render		::::
Ś	Render As	Object ~	•
J	Scale	0.050	•
Ŀ	Scale Randomness	0.000	•
		🗹 Show Emitter	•
r	∨ Object		
7	Instance Object	Plants-1 ×	
٢		Global Coordinates	•
0		Object Rotation	•
₽		🗹 Object Scale	•
•	> Extra		



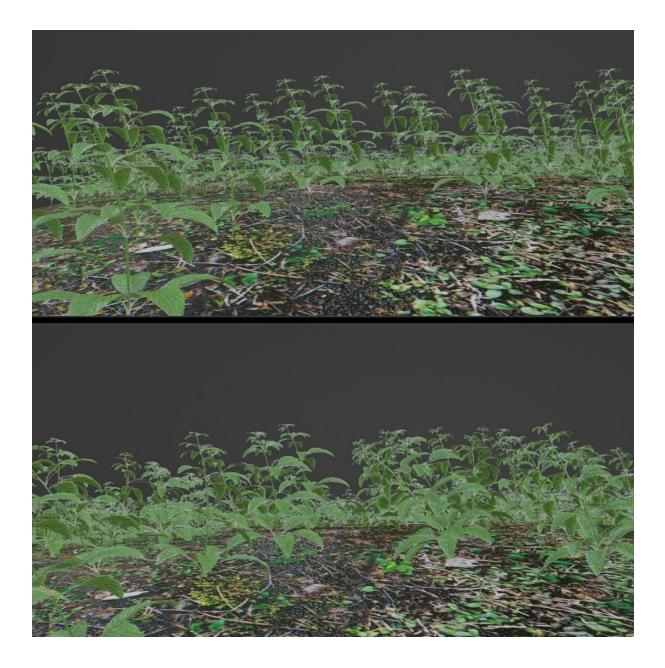
6	V 🗹 Rotation		::::
S	Orientation Axis	Velocity / Hair 🛛 🗸	
5	Randomize	None	•
	Phase	Normal	•
	Randomize Phase	Normal-Tangent	•
2		Velocity / Hair	
	> Angular Velocity	Global X	
7	> Physics	Global <u>Y</u>	::::
۲۰ ۲۰	> Physics ~ Render	Global Y Global Z	
	✓ Render	-	
©* ©?	✓ Render Render As	Global Z	•
 ● ● > <	 ✓ Render Render As Scale 	Global <u>Z</u> Object X	
©* ©?	✓ Render Render As	Global <u>Z</u> Object X Object Y	•



	∨ Render		::::
2	Render As	Object ~	•
₹5	Scale	0.010	•
۲	Scale Randomness	0.200	•
 Image: Construction 		✓ Show Emitter	•
	> Object		
	> Extra		



	V 🗹 Rotation		
r	Orientation Axis	Velocity / Hair 🗸 🗸 🗸	
13	Randomize	0.100	•
٢	Phase	0.000	•
6	Randomize Phase	0.000	•
₽	> Angular Velocity		

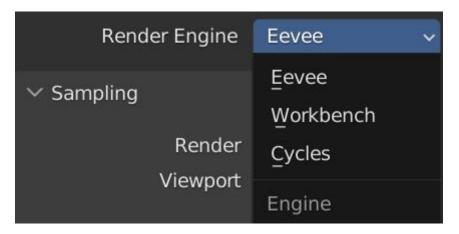


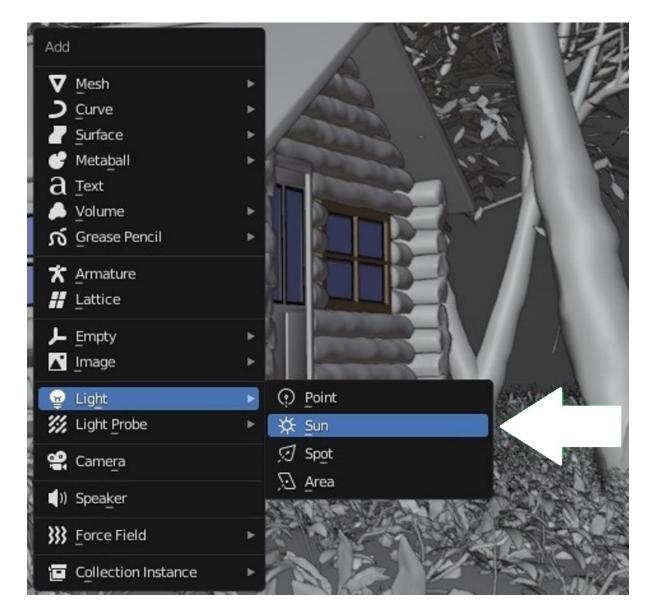
	✓ Emission		::::
2	Number	< 1000 >	
17	Seed	0	•
٢	Hair Length	4 m	•
67	Segments	5	•
♥	> Source		

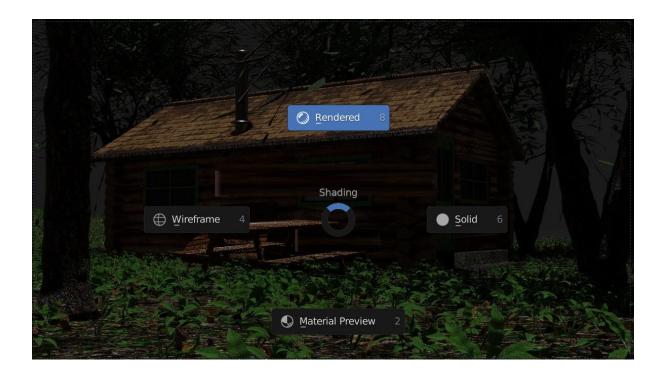
	·	~
	🔳 Plants-1 🔉 🂦 Plants-2	<u> </u>
ير	ParticleSystem	
7		
•	► ===	
	ParticleSettings.001	
Ó	Emitter	Hair



Chapter 05: Achieve Photorealistic Lighting in Your Environment with Blender

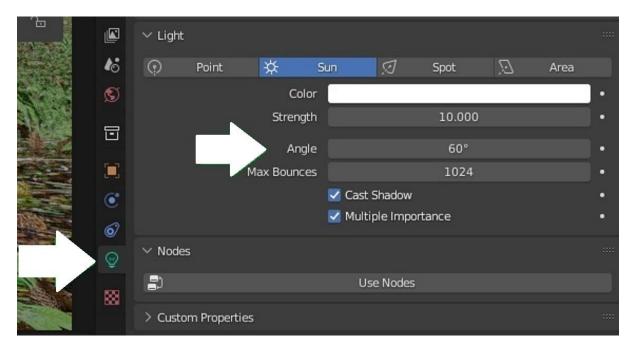






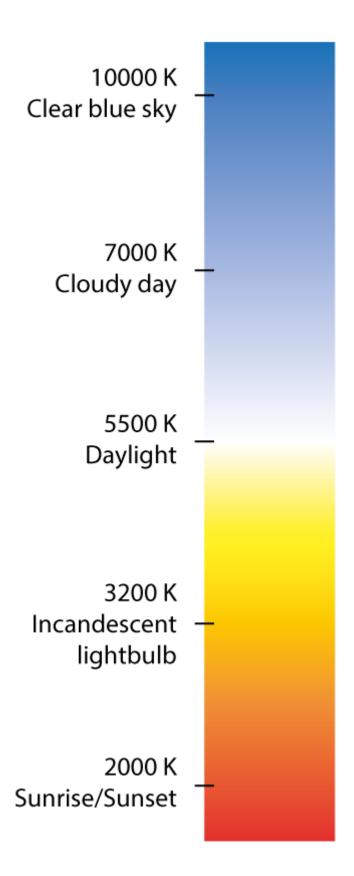
	8	•]			Q					
	ŧΥ	🔲 Sun.0	01 > 3	失 Sun						5Ì
	Ċi	∰r > Su	n							Ø
	8	> Previe	w							
		∨ Light								
S. Marshar	18		Point	☆	Sun	Ø	Spot	<u>e</u>	Area	
	S			Col	or [•
	▣			Streng	th		10.000			•
AND ST				Ang	le		0.526°			•
				Max Bounce	es		1024			•
AN AN	۲					Shadow				•
States -	6				Mult	iple Impor	tance			•
	Q	\sim Nodes								
7	8				U	se Nodes				
$\sum_{i=1}^{n}$	609	> Custo	m Propertie	25						



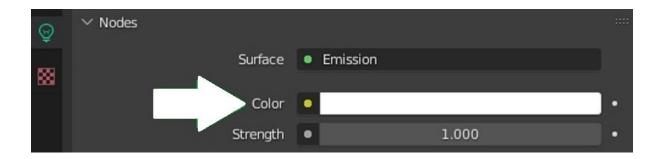


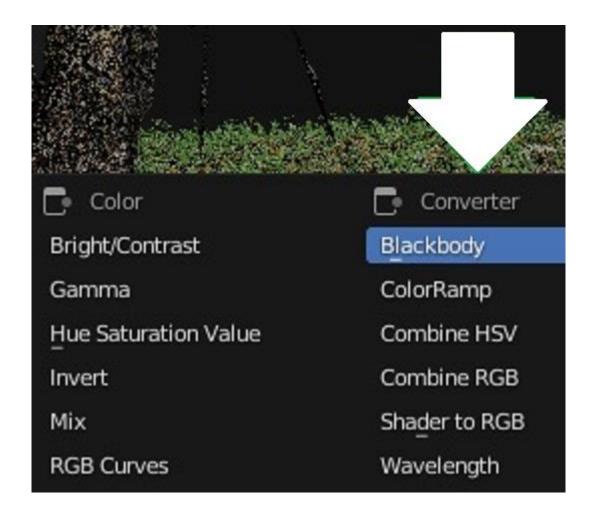






	✓ Light	:							::::
18	0	Point	茶	Sun	I.	Spot	Ø	Area	
S			Co	lor					•
			Stren	gth		10.000			•
			An	gle		60°			•
			Max Bound	es		1024			•
۲				🔽 Ca					•
6				M 🔽	uli npo	ortance			•
Ģ	∼ Node	25			\checkmark				
88	-				Use Nodes	;			
888	> Cust	om Propert	ies						



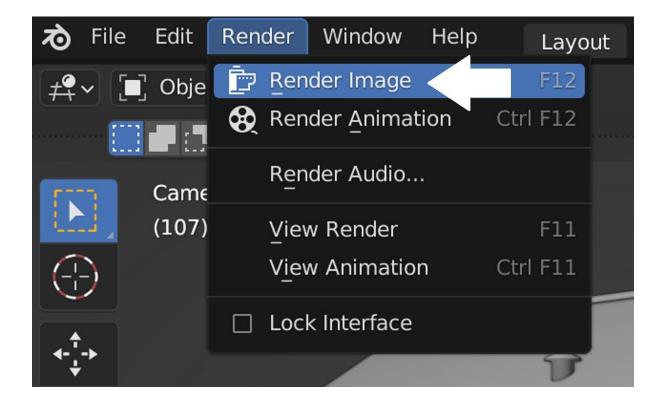


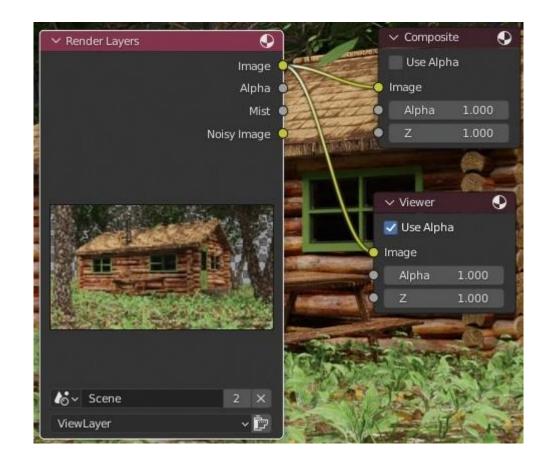
\sim Nodes				::::
s	urface 🛛 💿	Emission		
•	Color 📀	Blackbody		
Tempe	rature 🛛 😐		5500.000	•
St	rength 🛛 🔹		1.000	•



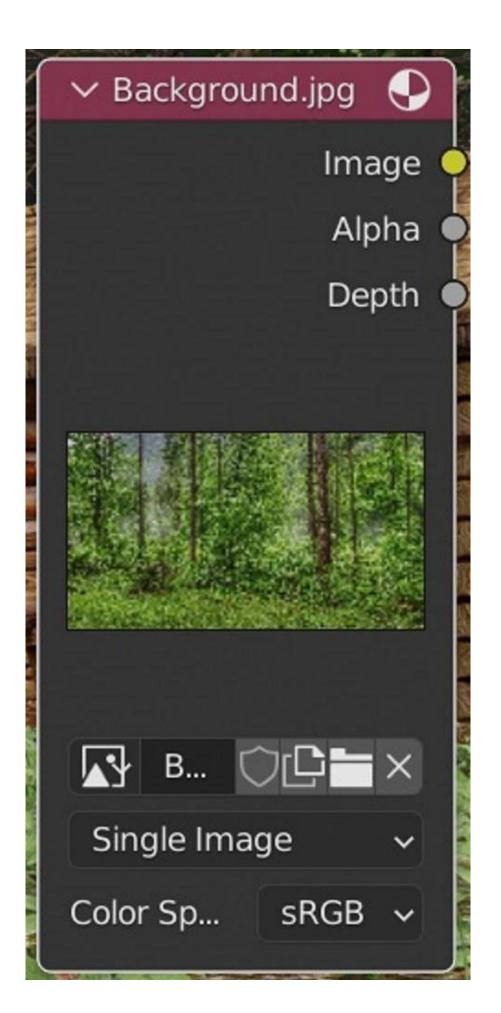
Ê		Render Engine	Су	cles		~
5		Feature Set	Su	pported		~
		Device	GP	U Compute		
			0	Dpen Shading Language		
•© §	✓ Sampl > Viev				:=	
ē	V Ren	•			•- :=	
		Noise Threshold	✓	0.0100		
ركم		Max Samples		64		
		Min Samples		0		
5		Time Limit		0 sec		
●	> 🔽 C	Denoise				
07	> Adv	anced				

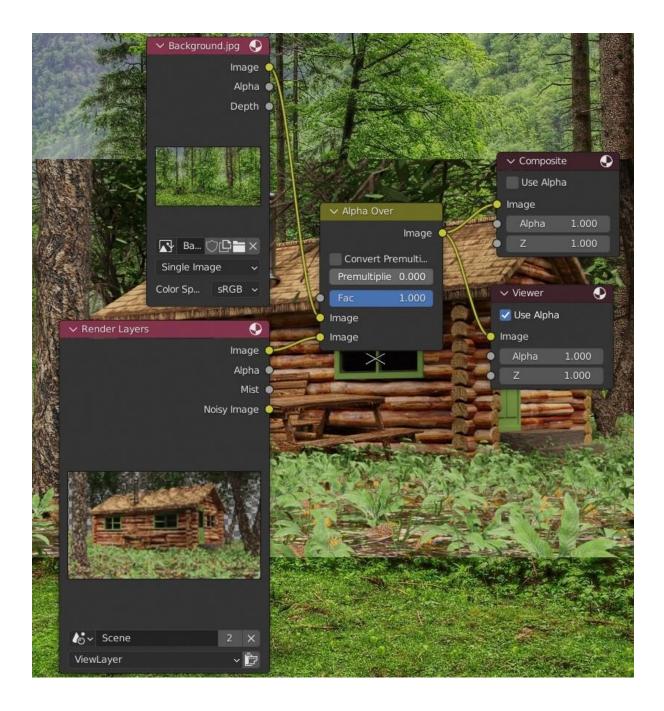
Ê	∽ Film ←	::::
	Exposure	1.00
	\sim Pixel Filter	
6	Туре	Blackman-Harris 🗸 🗸
S	Width	1.50 px
0	✓ ✓ Transparent	
		Transparent Glass
<u>ب</u>	Roughness Threshold	0.10
-	> Performance	:=

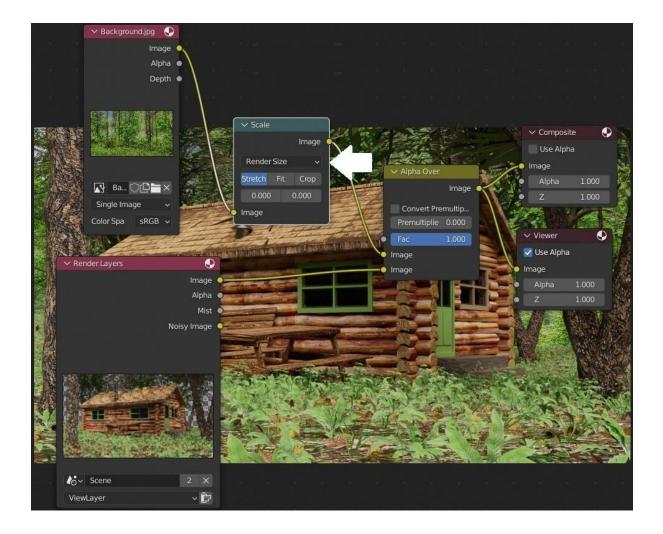












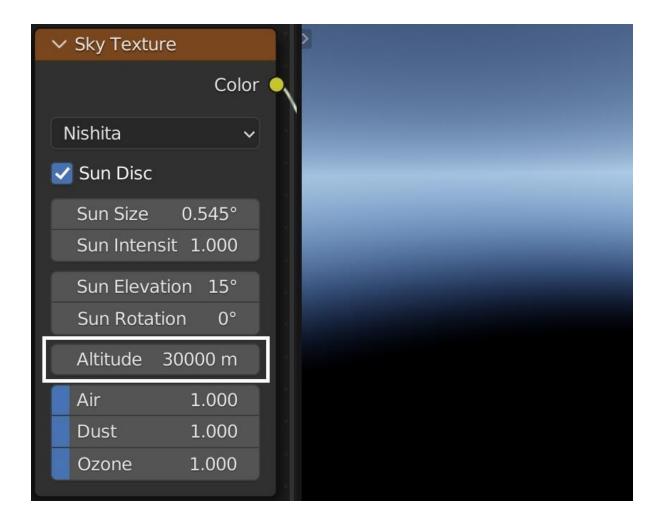
	<u>م</u>		 Image: A second s	📑 Input	📑 Texture
έY	🎸 Scene > 🔊 World		Ŕ	Ambient Occlusion	Brick Texture
•	•0			Attribute	Checker Texture
<u>Ci</u>	S v World		\bigcirc \square \times	Object Info	Environment Texture
	✓ Surface		::::	RGB	Gradient Texture
	✓ Surface			Vertex Color	Image <u>T</u> exture
	📳 Use I	Nodes		Volume_Info	Magic Texture
6		clearound			Noise Texture
S	Surface • Ba	ckground			Point Density
	Color 🛛		•		Sky Texture
ī	Strength	1.000	•		Voronoi Texture
					Wave Texture
	> Volume				White Noise Texture

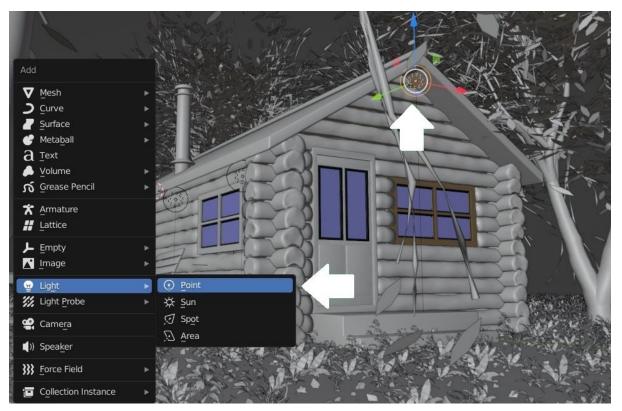


0~	🔇 World 🗸	View S	Select	Add	Node		Use I	Vode	s							_		
	🔲 Object																	
>. 🍋	🔊 World																	
ж. р.	🙆 Line Style																	(54) S
	Shader Type																	
		î) :	_									1	~ W	/orld	Out	tput		
÷ .	✓ Sky Texture) a cler		a d	110	50	h		All					~
1		Colo	r 🔍			Backg						<u> </u>	Surf	ace				
× 1	Nishita		j l	1			Ba	ackg	irou	nd	• -			me				
÷					🖕 Colo	or						<u> </u>	/oiu	me				
	🗹 Sun Disc				• •	Stren	igth	0.	200		1							
* 1	Sun Size 0	.545°			\square		171111111	0.3525		_	J							
÷	Sun Intensi	1.000																350 S
3 B	Sun Elevation	15° ו																
× 1	Sun Rotation	0°																
2	Altitude	0 m																501 S
* 1	Air	1.000																201
2	Dust	1.000																
	Ozone	1.000																
				1.15					2020	100		 		1010			-	

✓ Sky Texture		
	Color	
Nishita	~	A AND A A
🛃 Sun Disc		
Sun Size	5°	
Sun Intensi	1.000	
Sun Elevatio	on 15°	
Sun Rotatior	י 0°	
Altitude	0 m	
Air	1.000	
Dust	1.000	
Ozone	1.000	



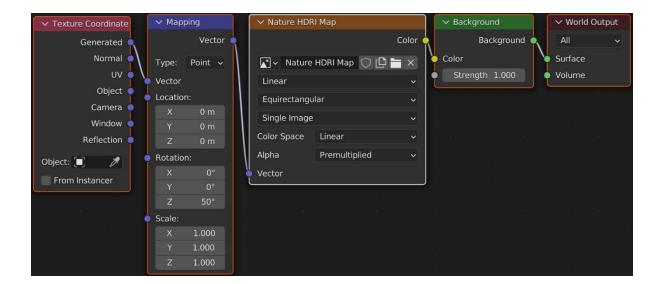






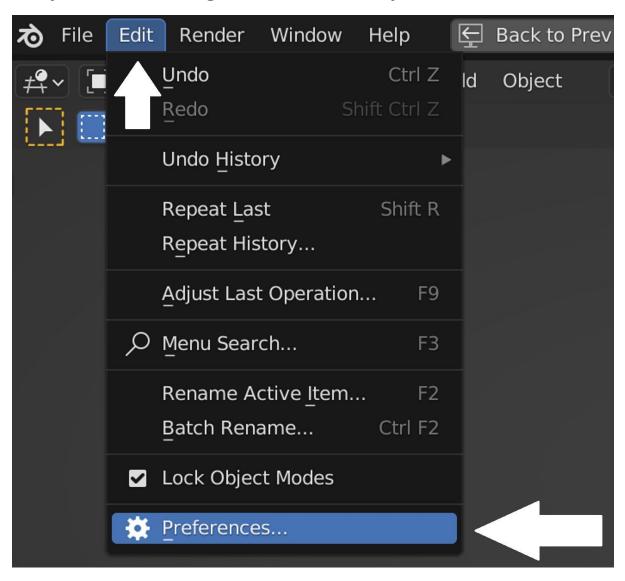


✓ Environment Texture		✓ Background	✓ World Output
	Color	Background	All ~
💽 - Vew 🔚	Open	Color	Surface
Linear	~	Strength 0.100	• Volume
Equirectangular	~		
Vector			

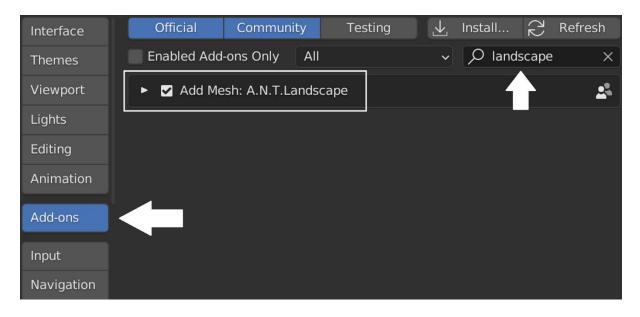






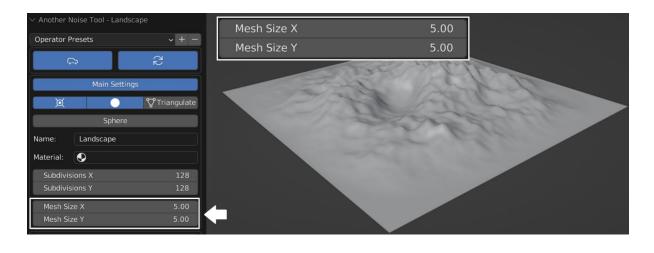


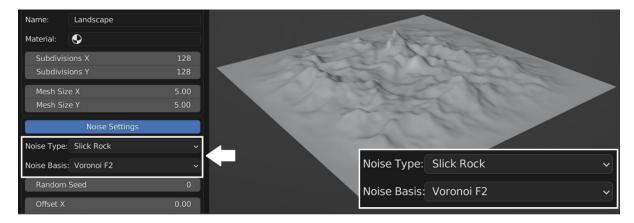
Chapter 06: Creating Realistic Landscapes in Blender

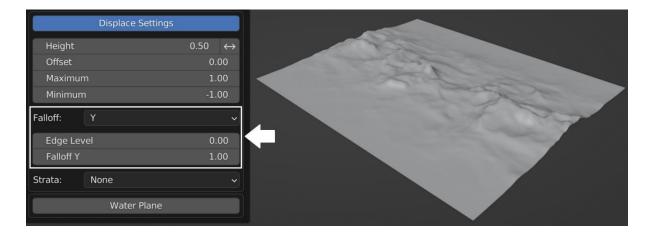


Add		
V Mesh		Plane
→ Curve	►	🗍 Cube
Surface	►	⊖ Ci <u>r</u> cle
🕑 Metaball	►	🕀 UV Sphere
a Text		🖾 _lco Sphere
🔔 Volume	►	Cylinder
က် Grease Pencil	►	
🛣 Armature	►	⊙ <u>T</u> orus
Lattice		# Grid
		 දිටි Monkey
Empty	•	
	•	√ Landscape
🙀 Light	►	
🧱 Light Probe	►	

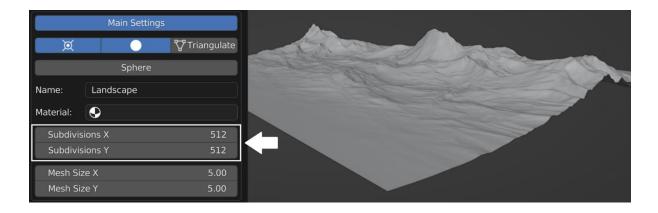
\sim Another Noise $$	Tool - Landscap)e
Operator Presets	5	~ + -
<u></u>		22
	Main Settings	
X		🌄 Triangulate
	Sphere	
Name: Lan	dscape	
Material:		
Subdivisions X	<	128
Subdivisions Y	/	128
Mesh Size X		2.00
Mesh Size Y		2.00
	Noise Settings	
Noise Type: Het	ero Terrain	~



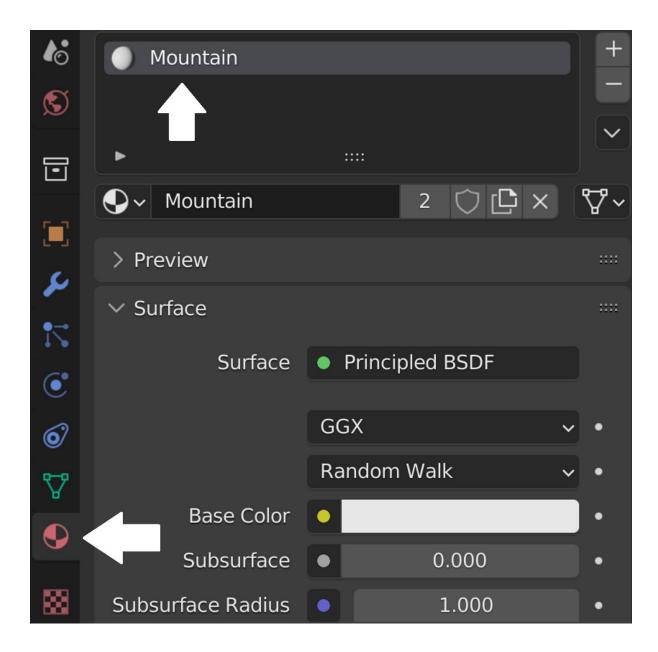




Offset X	0.00	
Offset Y	0.00	
< Size X	2.00 >	
Size Y	1.00	
Noise Size	1.00	
Depth	8	
Dimension	1.00	
Lacunarity	2.00	
Displace Settin	ngs	
< Height	0.75 > ↔	
Offset	0.10	
Maximum	1.00	
Minimum	-1.00	



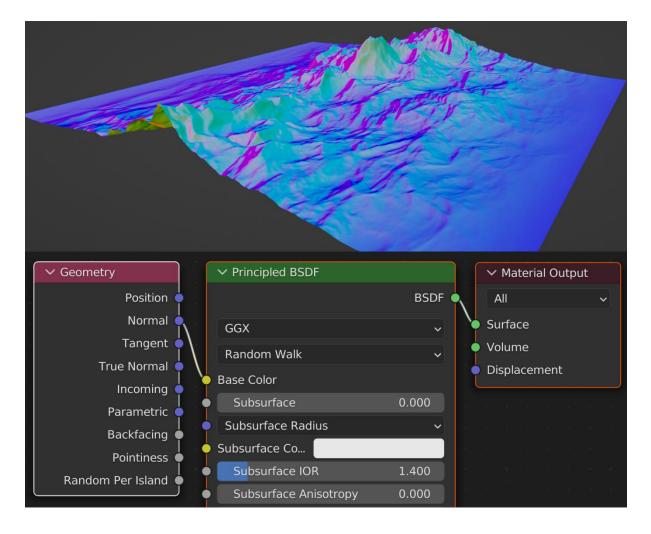
	Scale:		
	Х	1.000	C o
	Y	1.000	G
	Z	1.000	æ
all an law	Dimensions:		
	Х	24	20 m
	Y	24	20 m
	Z	3	08 m

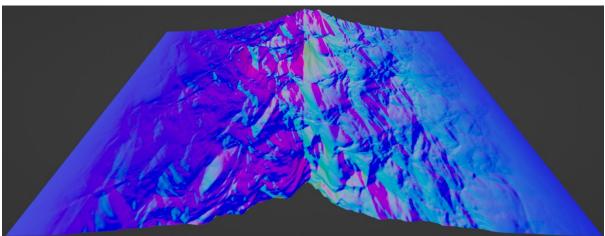


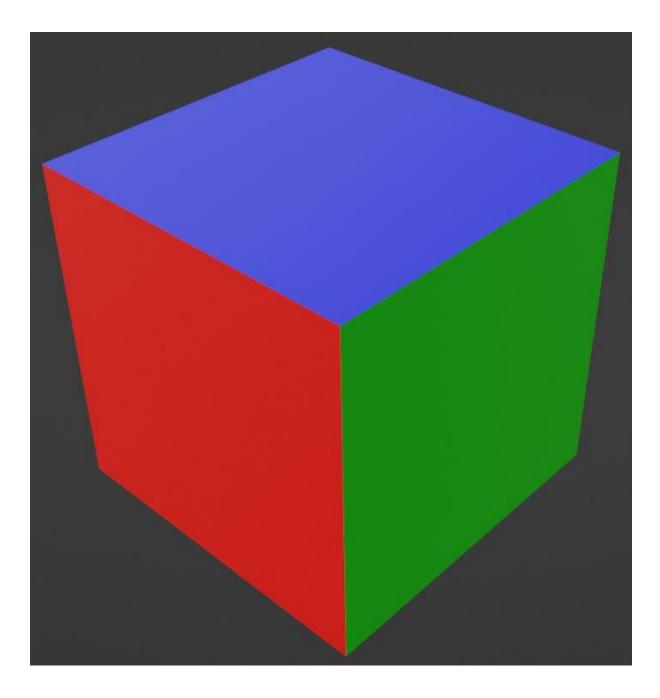
🕜 🗸 Playback 🗸 Keying	🗸 View	Marker 💿 🗸	
General		Animation	
≠ 3₽ Viewport	Shift F5	♣ Dope Sheet	Shift F12
🔟 Image Editor	Shift F10	🔇 Timeline	Shift F12
🚺 UV Editor	Shift F10	🏒 Graph Editor	Shift F6
🗾 Compositor	Shift F3	⁴ 2∎ D <u>r</u> ivers	Shift F6
쨆 Texture Node Editor	Shift F3	립 Nonlinear Anir	nation
🍋 Geometry Node Editor	Shift F3		
Shader Editor	Shift F3		
💾 Video Sequencer	Shift F8		

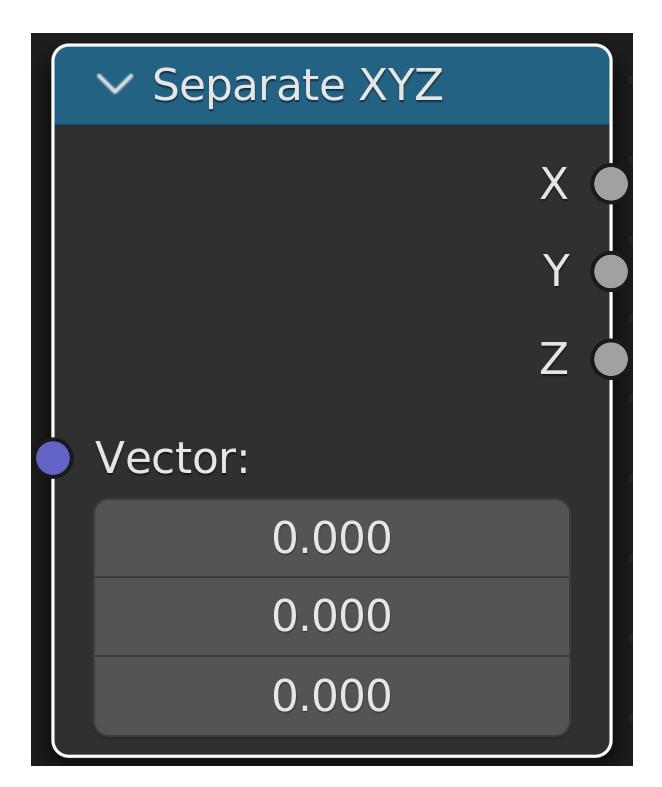
Geometry

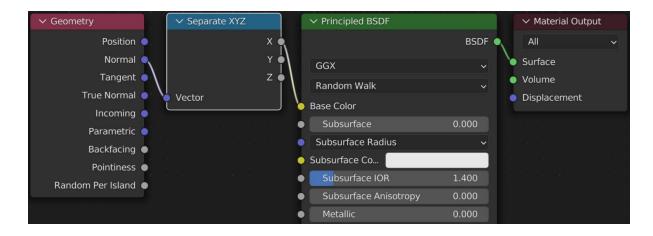
Position Normal Tangent True Normal Incoming Parametric Backfacing Pointiness Random Per Island

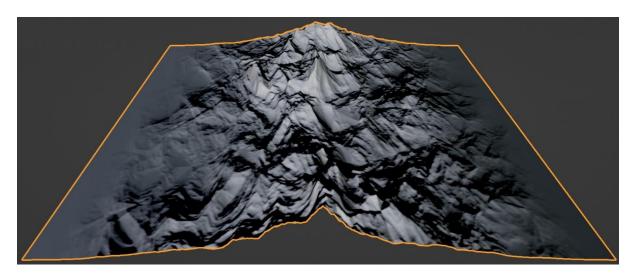


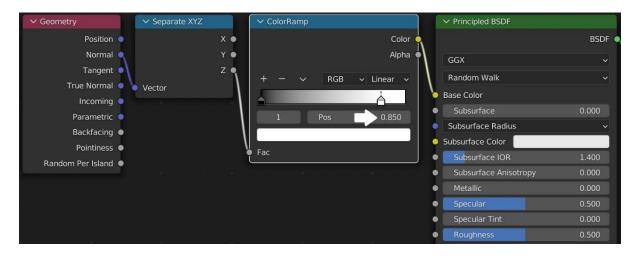


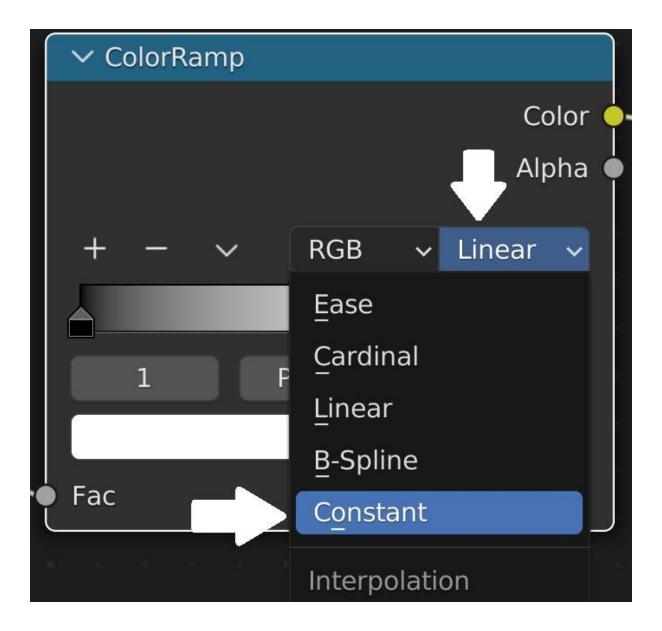


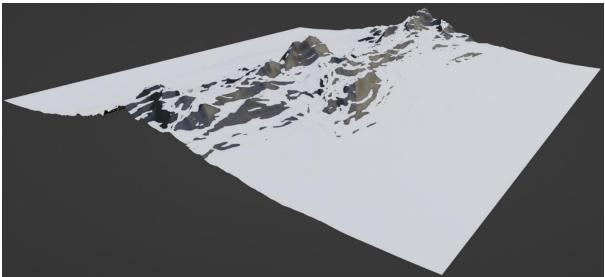


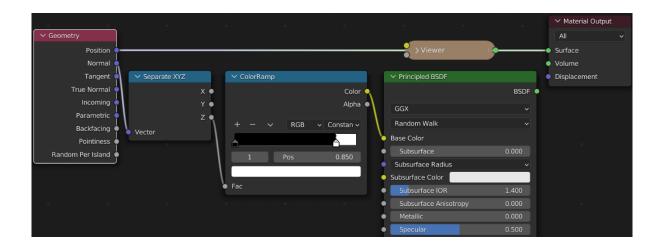


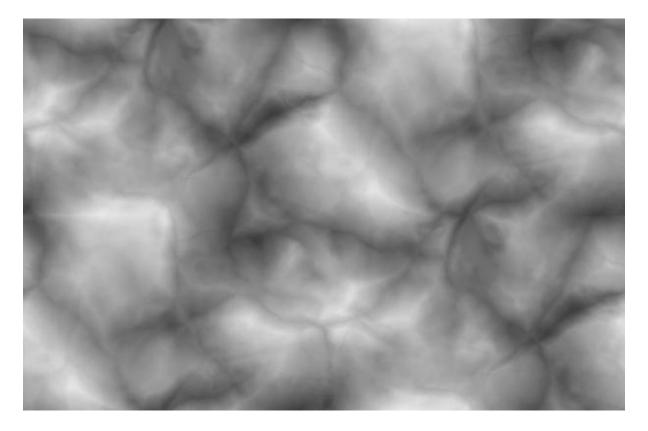






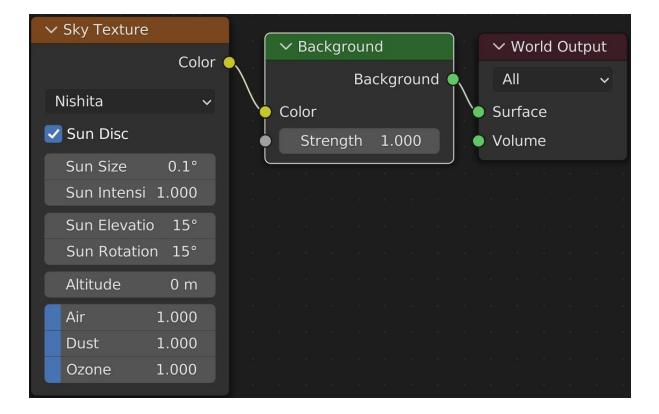






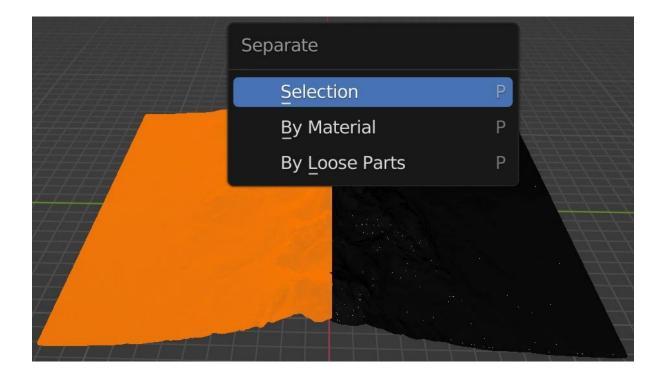
ſ	✓ ColorRamp			. .		•		sion Roughne)					
			Color 💽	/		•	Emission									
			Alpha	\ · · · · · · · · · · · · · · · · · · ·	10 10 10 10 10 10	-		Strength		1.000						
			Apria e	\		•	Alpha			1.000						
		RGB	∽ Consta…∽	Λ	Color 🖕		Normal									
	A		4	Mix	~	\ •	Clearcoat No	ormal				~	Mater	rial Ou	tput	
		Pos	0.850	🔪 🔪 🖂 Clam	p		Tangent					A	AII			
				Fac								Su	ırface			
	Fac			Color1			✓ Displacen	nent				• Vo	olume			
	гас			Color2			Disp	placement 🔵				-• Di	splace	ement		
	✓ Rocks.jpg			/			Object Spa	ce 🗸								
			Color 🔶			\	Height									
			Alpha 鱼			•	Midlevel	0.500								
	∏ ∽ Rocks.j	pg	0 🕒 🖿 ×			- 1 - N O	Scale	10.000								
	Linear					- •	Normal									
	Flat															
	Repeat															
	Single Image															
8.3	Color Space	sRGB	~													
	Alpha	Straight														
		Straight	Ť													
•	Vector			an 18 an 18	a de de de la	- a - ta -	es (a. 16 De	2 3 8 36	8 8 3	5 1 8 - 6		7 (Da)	35 - 16-		S 36	

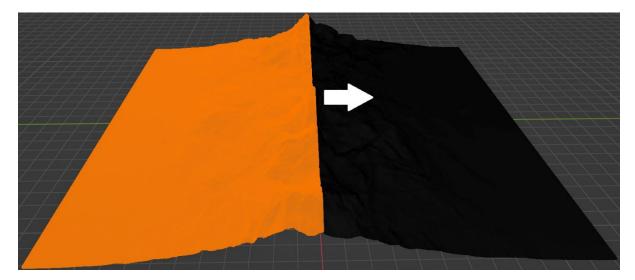
✓ Texture Coordinate		✓ Mapp	bing	→ Rocks.j	pg	
Generated			Vector			Color 🧲
Normal 🔵		Type:	Point 🗸			Alpha 🗨
UV 🔵	1 . Y	Vector		∏ ∼ Ro	cks.jpg	🗘 🗗 🖿 ×
Object 🔵		Locatio	n:	Linear		~
Camera 🔵		Х	0 m	Flat		~
Window 🔵		Y	0 m			
Reflection		Z	0 m	Repeat		~
Object: 🔳 🛛 🗡		Rotatio	n:	Single In		~
From Instancer		Х	0°	Color Space	ce sRGB	~
		Y	0°	Alpha	Straight	~
		Z	0°	Vector		
		ocare:				
		Х	25.000			
		Y –	75.000			
		Z	1.000			

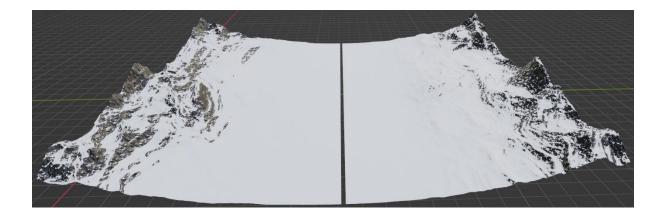


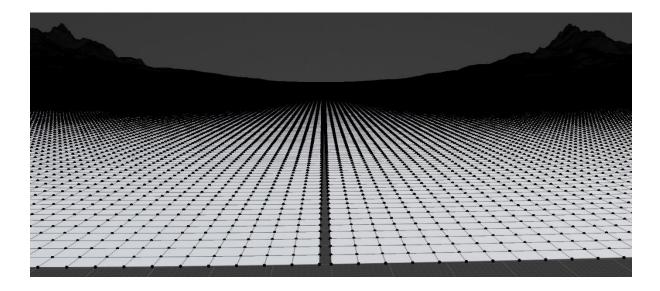


#¶ ~ I Edit Mode ✓ I I ✓ <	
	Viewport Overlays
> User Perspective	
(1) Landscape	Guides
Objects 1/1	🧹 Grid 🗹 Floor Axes 🛛 X Y Z
Vertices 131,072 / 262,144	Scale 1.000 Subdivisions 10
Edges 261,376 / 523,264	Text Info 3D Cursor
Faces 130,305 / 261,121	Statistics Annotations
Triangles 522,242	

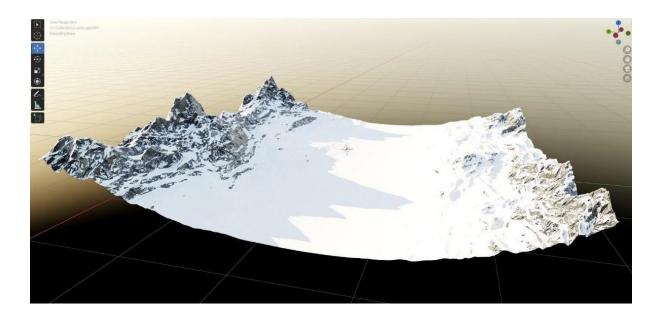


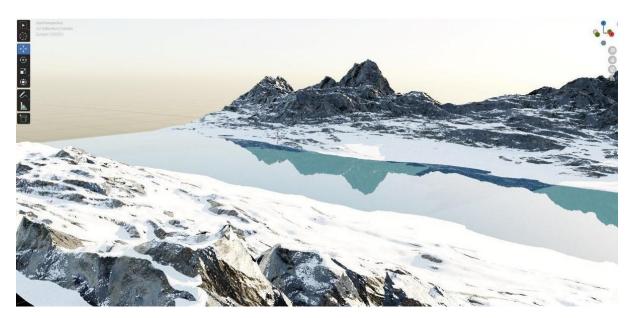




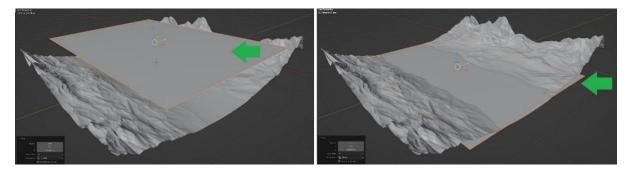


	Edge	
	Extrude Edges	
	Bevel Edges	Ctrl B
	Bridge Edge <u>L</u> oops	
	Screw	
	Subdivide	
 	Subdivide Edge- <u>R</u> ing	
	Un-Subdivide	

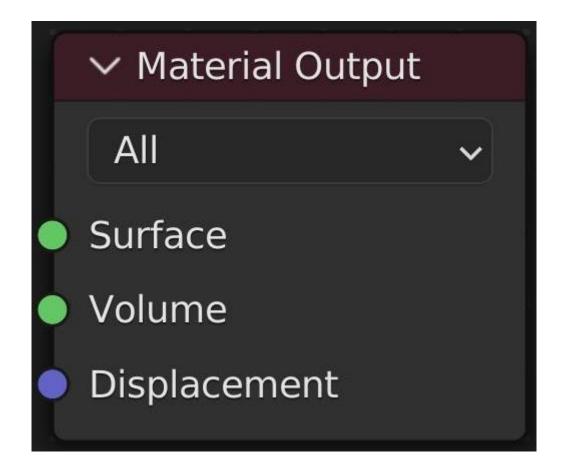




Chapter 07: Creating and Animating Realistic, Natural-Looking Water

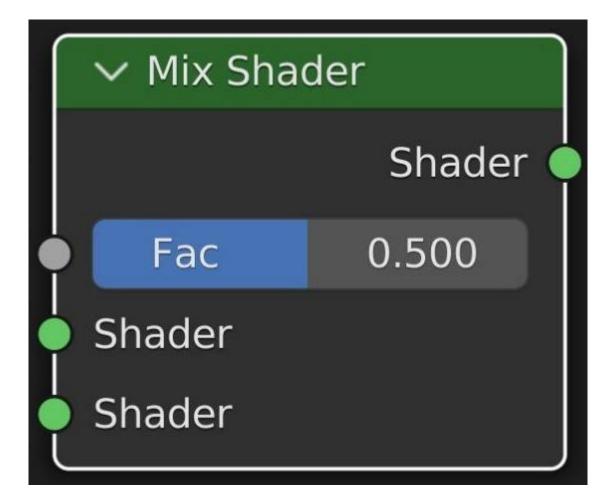


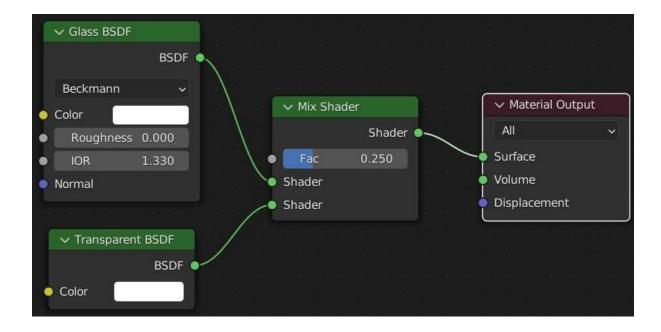
8	م				~
ţ٩	🔲 Cube 🗲 💽 Water				\$
Ċi	💽 Water				+
5					
	•				
6	♀ Water			◯ 🗗 ×	₽~
S	> Preview				
0	✓ Surface				
		Use Nodes			
ير	Surface	• Principled BS	DF		
12		GGX		, ,	•
۲		Random Walk		```	•
6	Base Color	•			•
\$7	Subsurface	•	0.000		•
•	Subsurface Radius	•	1.000		•
			0.200 0.100		•
88	Culture Color	_	0.100	_	
	Subsurface Color		1 400	_	•
	Subsurface IOR		1.400		
	Subsurface Anisotropy	•	0.000		•

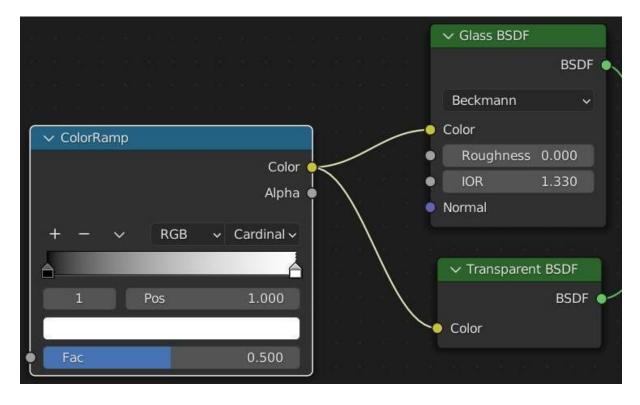


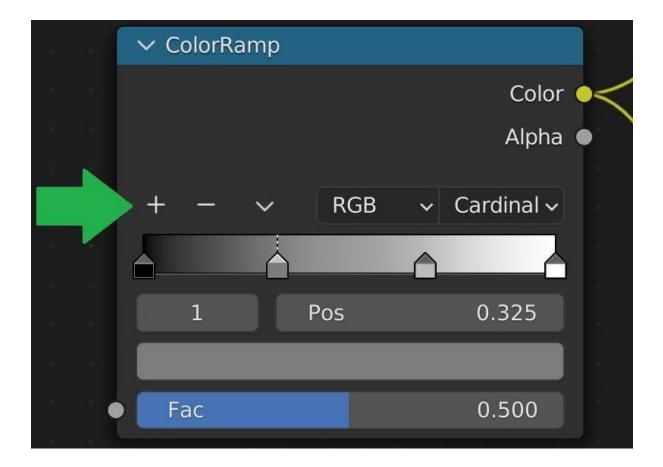


✓ Glass BSDF	
	BSDF
Beckmann	~
Color	
Roughness	0.000
IOR	1.330
Normal	





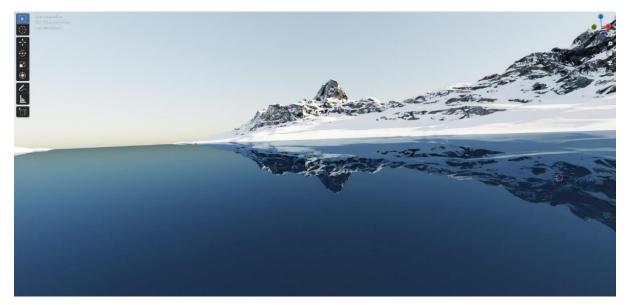






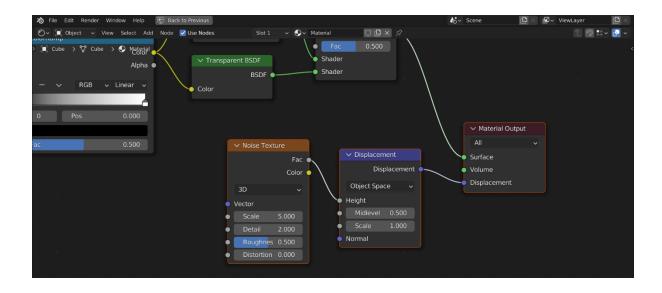






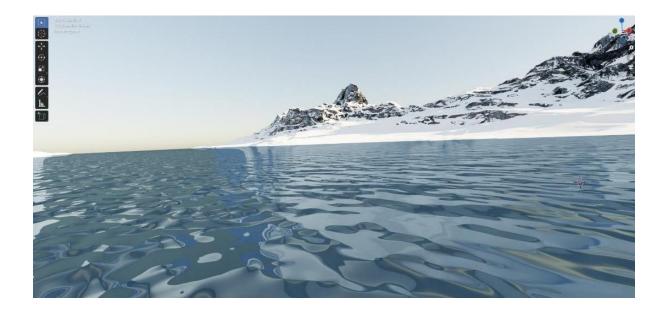
	Noise Text	ure
		Fac 🔵
		Color 🦲
	3D	~
• \	/ector	
•	Scale	5.000
•	Detail	2.000
•	Roughne	0.500
• [Distortion	0.000

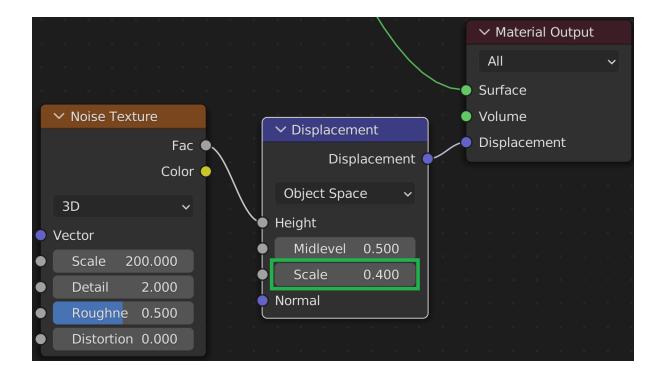
 Displacement 						
Displacement 🔵						
	Object Spa	ce	~			
	Height	0.000				
	Midlevel	0.500				
	Scale	1.000				
	Normal					





\sim	Noise Te	xture
		Fac
		Color
	3D	~
) Ve	ector	
	Scale	200.000 >
	Detail	2.000
	Roughne	e 0.500
	Distortio	n 0.000

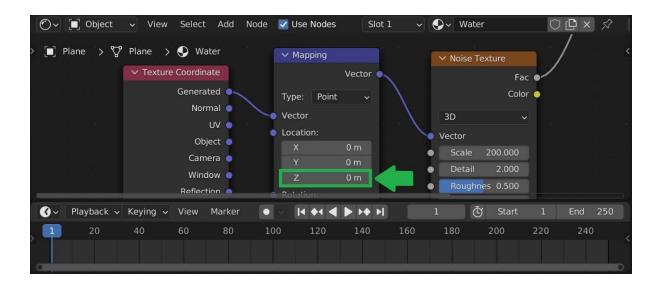


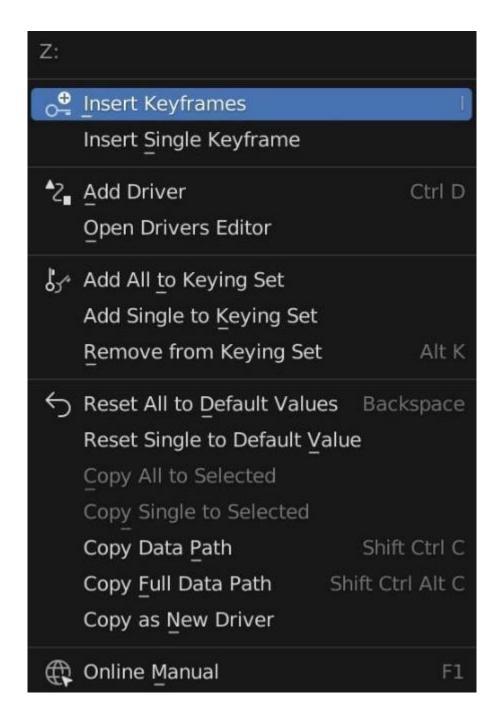


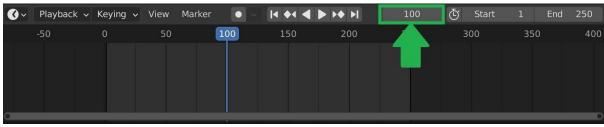


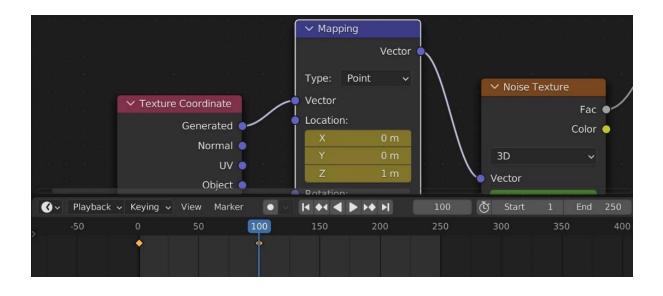
	\checkmark Mapping		✓ Noise Texture	e
✓ Texture Coordinate	V	ector		Fac •
Generated	Type: Point			Color 🖕
Normal •	Vector		3D	
UV 🔷 👘 🔤	Location:			
Object 🔵		m	Vector	
Camera 🔵		m		.000
Window 🥥		m		.000
Reflection			Roughnes 0	.500
	X	0°	Distortion 0	.000
Object: 🔳 🛛 🗡		0°		
From Instancer	Z	0°		
	Scale:			
	X 1.0	000		
	Y 1.0	00		
********	Z 1.0	00		8 5 a

General		Animation	Sci	ipting		Data	
ᅻ 3D Viewport	Shift F5	•≣• Dope Sheet	Shift F12	Text Editor	Shift F11	E Outliner	Shift F
🔽 Image Editor	Shift F10	🕜 Timeline	Shift F12	on Console	Shift F4	吕 Properties	Shift F
🚺 UV Editor	Shift F10	Y∕ GI		No. of the second s		늘 File Brows	er Shift F:
Compositor	Shift F3	^2∎ D <u>i</u> Shortcut:	and playback co Shift F12	itrois.		Asset Brow	wser Shift F:
쨆 Texture Node Editor		티로 Nonlinear Anii	mation			Spreadshe	eet
🖺 Geometry Node Editor	Shift F3					🗱 Preference	es
🕐 Shader Editor	Shift F3						
💾 Video Sequencer	Shift F8						
-ф- Movie Clip Editor	Shift F2						
🕜 🗸 Playback 🗸 Keying 🦄	 View 	Marker 💽 🗸		♦ > 1	L Č	Start 1	End 250
20 40	60	80 100	120 14	0 160	180	200 220	240







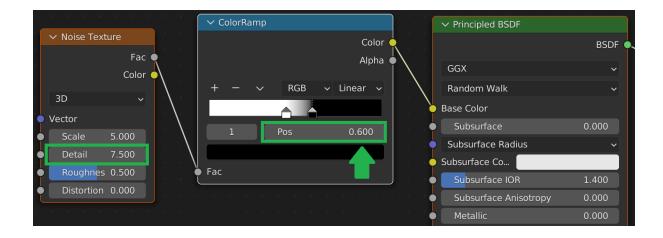


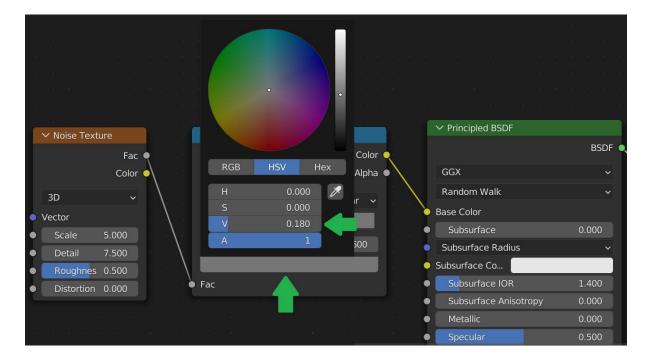
Chapter 08: Creating Procedural Mud Material



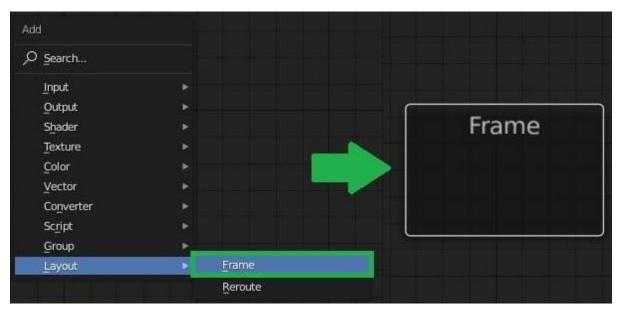
	tala ^{an} talan ang karata	¢	8.		Q			~
و الالالية من المراجع الم <u>الم</u> الية المارية. المراجع المراجع		₩ 4	ł¥	Sphere	> 💽 Mud			52
	Object Context Menu	e (<u> 1</u>	Mud				+
	Shade Smooth	Æ T	8	- Hidd				
	Shade <u>F</u> lat			ы				\sim
	Convert To ► Set Origin ►		₽ ©	♥~ Mud			♡ 🗗 ×	∿~
de la compañía de la comp	Copy Objects Ctrl C Paste Objects Ctrl V		•	> Preview				
The second secon	Duplicate Objects Shift D Duplicate Linked Alt D)		(2)		Use Nodes		
	Rename Active Object F2		2 ⊼		Surface	Principled BSD	۶F	
	Mirror 🕨					GGX		~ •
	S <u>n</u> ap ►		•			Random Walk	4	* •
	Parent ►		07		Base Color	•		•
	Move to Collection M		₽		Subsurface	•	0.000	•
	Insert Keyframe		•	Subs	surface Radius		1.000	•
	Delete X						0.200	•
		8	88				0.100	•

1	✓ Principled BSDF				10 J.	n (12).		3.		
			BSDF		ΥM	ateri	al Oi	utpu	t	
					All				~	-
	GGX			•	Surfa	ace				
	Random Walk		~		Volu	me				
•	Base Color			•	Disp	lacer	nent			
•	Subsurface		0.000							
•	Subsurface Radius		~							
•	Subsurface Color									
•	Subsurface IOR		1.400							
•	Subsurface Anisotr	ору	0.000							
۰	Metallic		0.000							
۰	Specular		0.500							
۰	Specular Tint		0.000							
۰	Roughness		0.500							
•	Anisotropic		0.000							
۰	Anisotropic Rotatio	n	0.000							
۰	Sheen		0.000							
۰	Sheen Tint		0.500							
۰	Clearcoat		0.000							
٠	Clearcoat Roughne	SS	0.030							
•	IOR		1.450							
•	Transmission		0.000							
•	Transmission Roug	hness	0.000							
•	Emission									
۰	< Emission Strength		1.000 >							
•	Alpha		1.000							
•	Normal									
•	Clearcoat Normal									
•	Tangent									

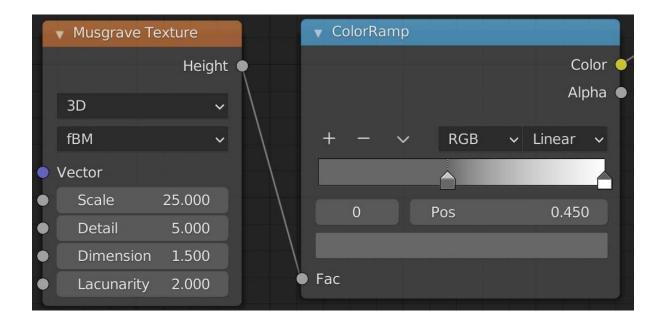




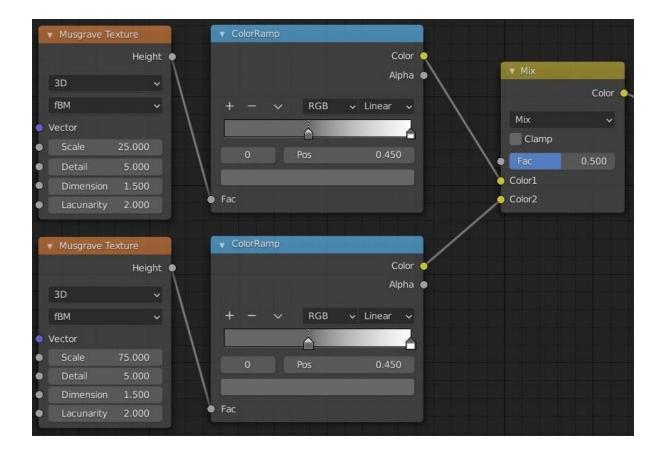




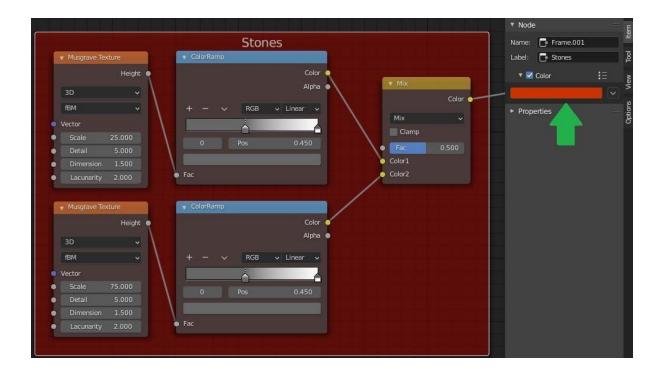
			▼ Node
1	W	ater Puddles	Name: 📑 Frame
		ColorRamp	Label: 📑 Water Puddles
 Noise Text 	ure Fac • Color •	Color (Alpha (► Color Froperties
3D Vector	- \	+ - v RGB v Linear v	
Scale	5.000	1 Pos 0.600	
Detail	7.500		
		• Fac	

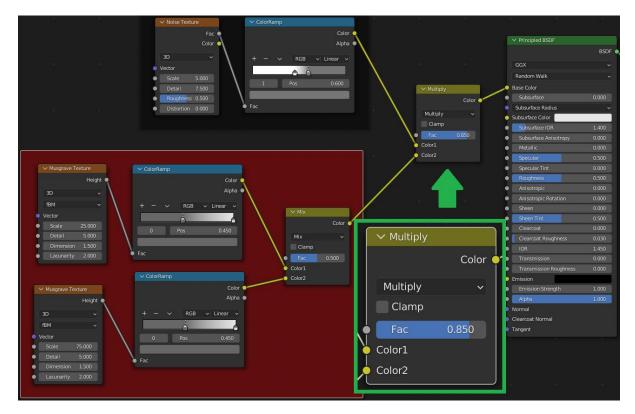


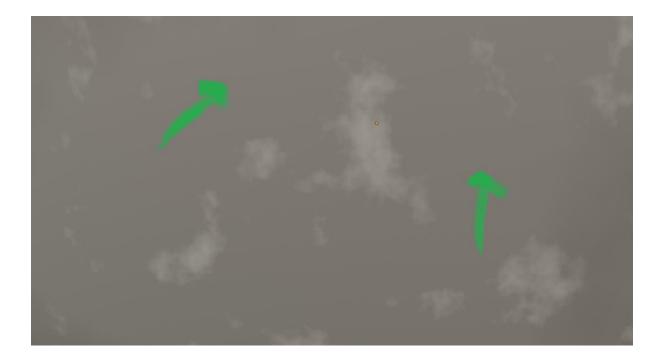




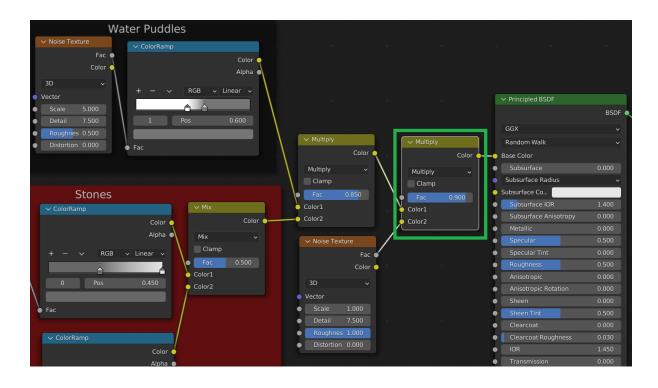


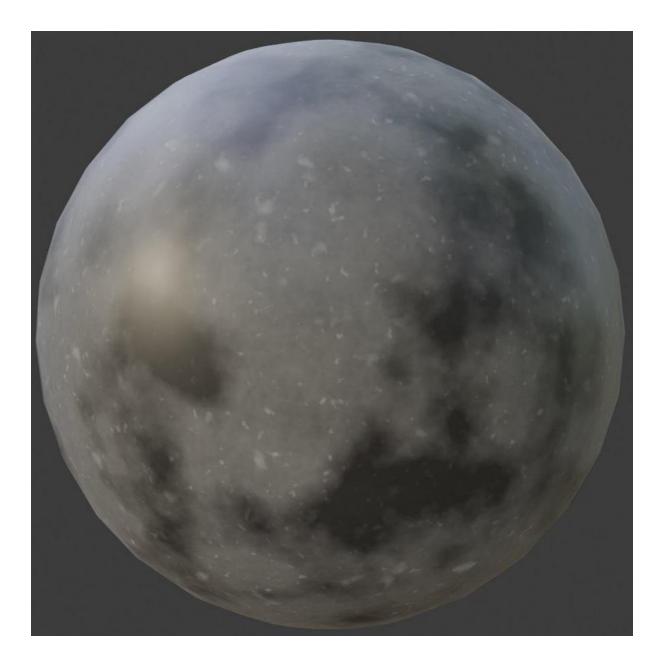


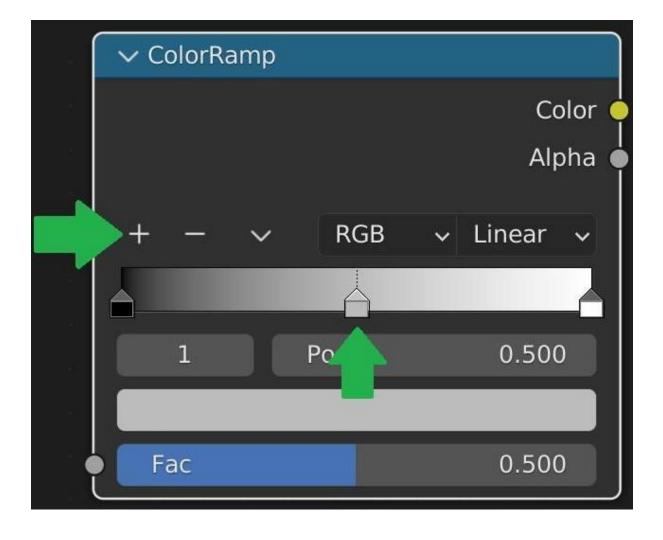


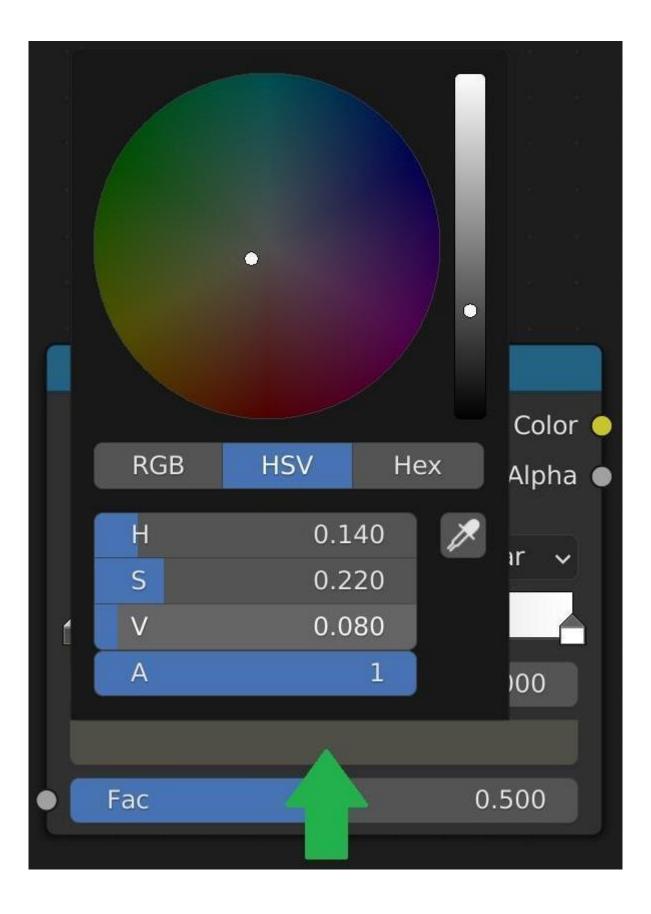


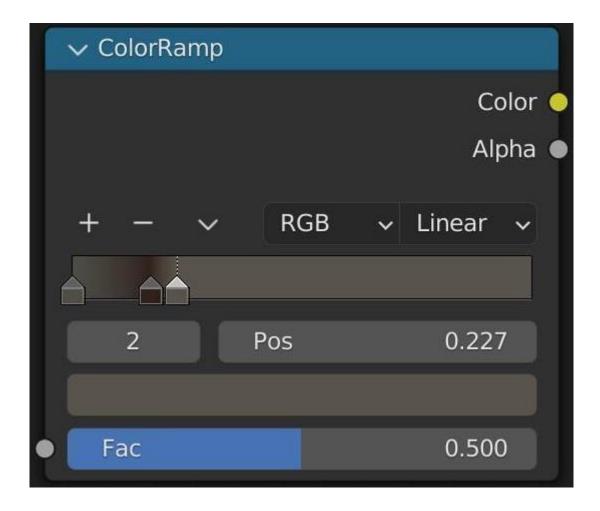
	🔻 Noise Textu	ıre	
		Fac	•
		Color	•
	3D	~	ŀ
•	Vector		H
•	Scale	1.000	h
•	Detail	7.500	ſ
•	Roughness	1.000	
•	Distortion	0.000	

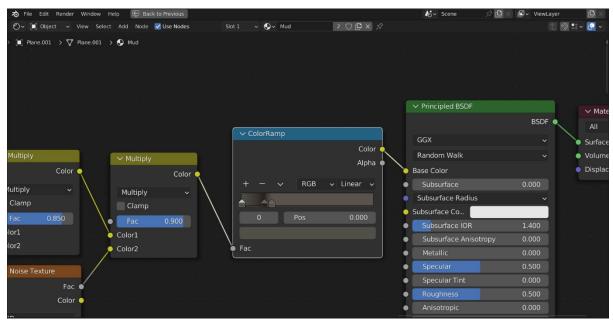


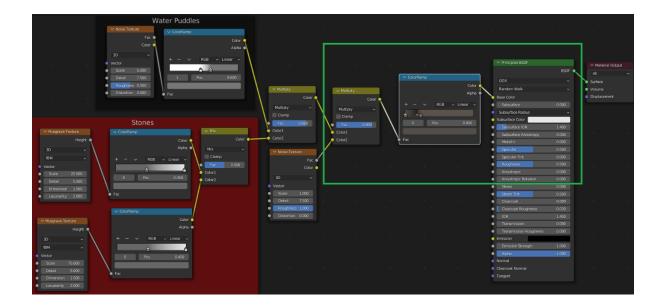


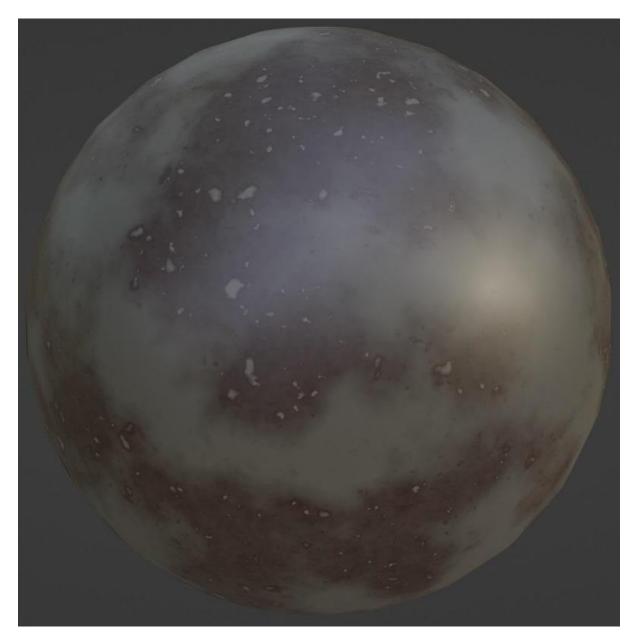




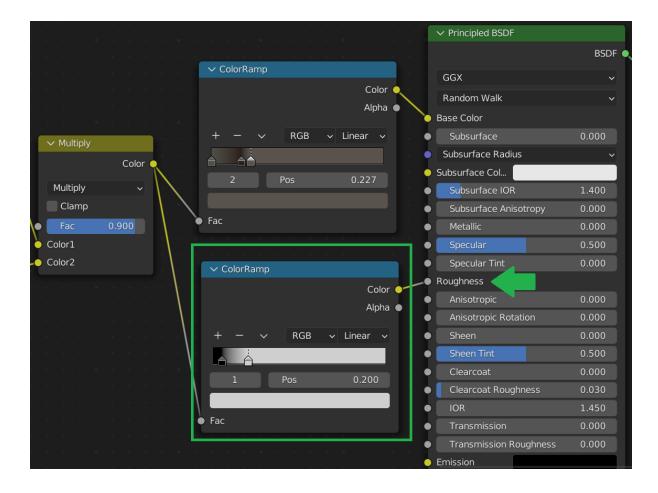


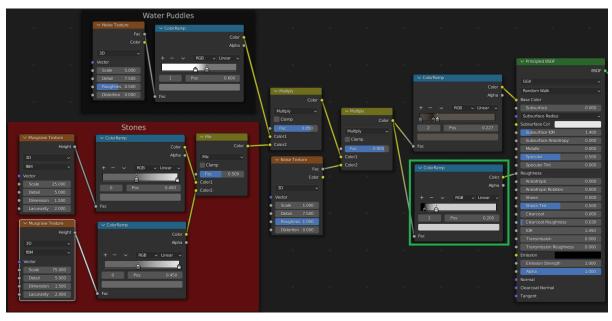


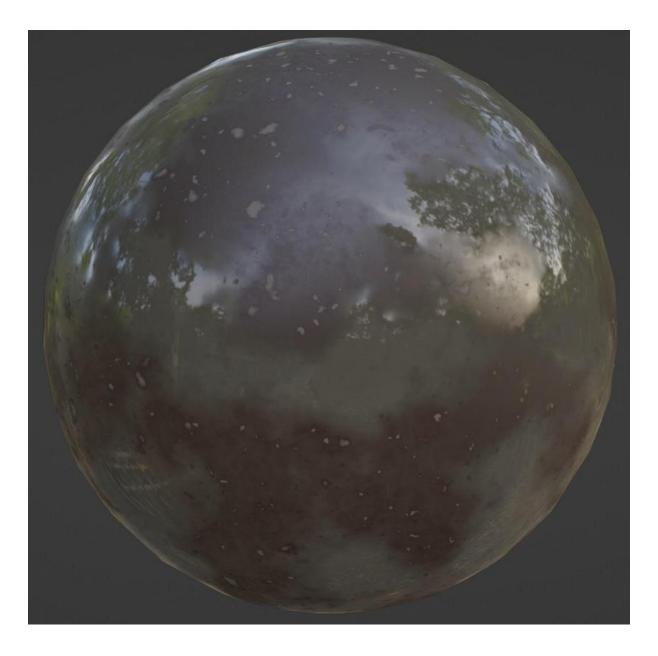


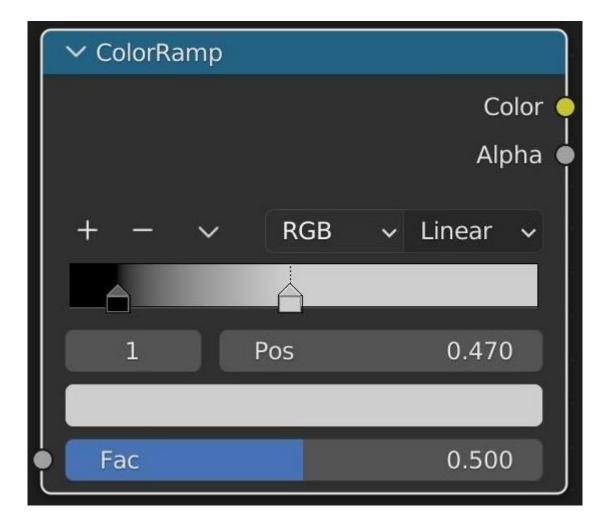


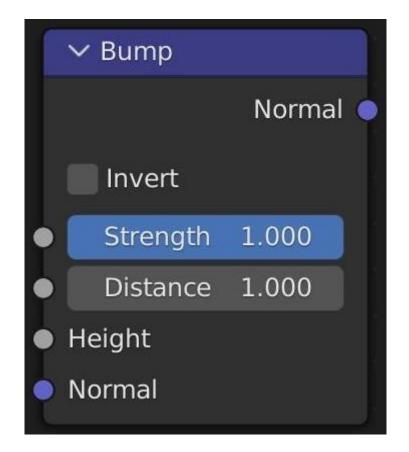
✓ ColorRan	np	
		Color 🤇
		Alpha 🕻
+ -	∽ RGB	🗸 Linear 🗸
1	Pos	0.200
• Fac		0.500

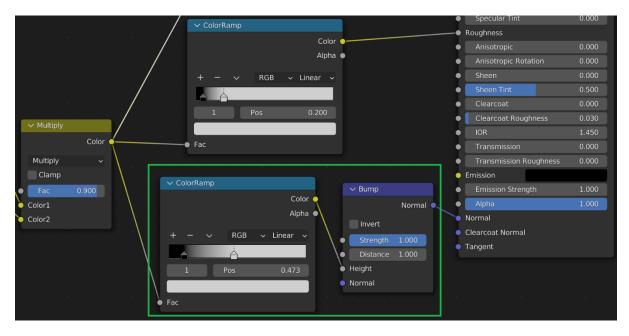


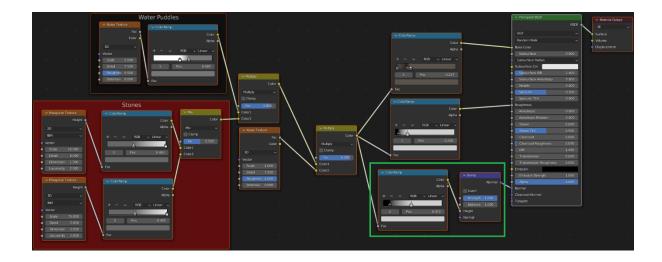






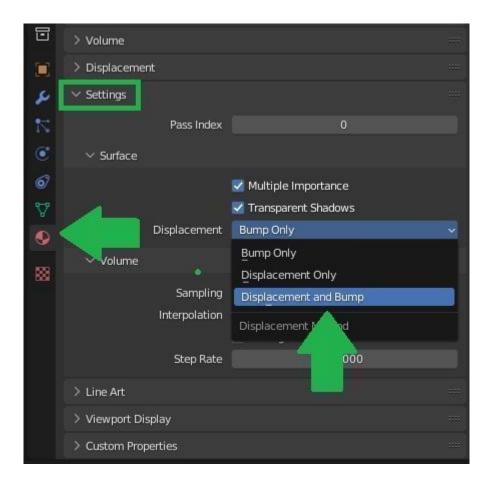


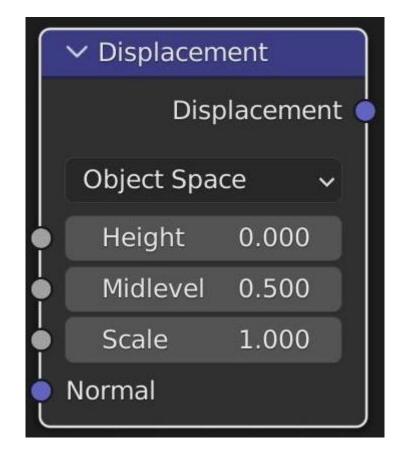


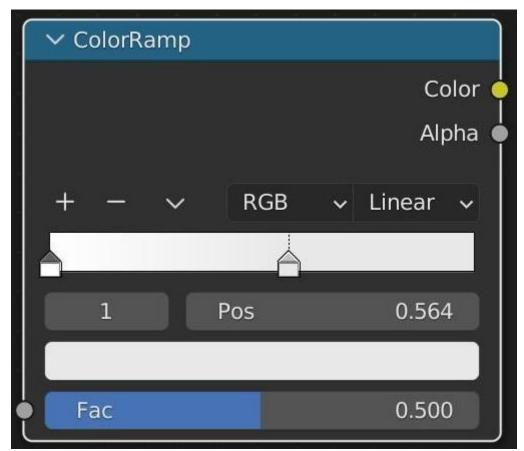




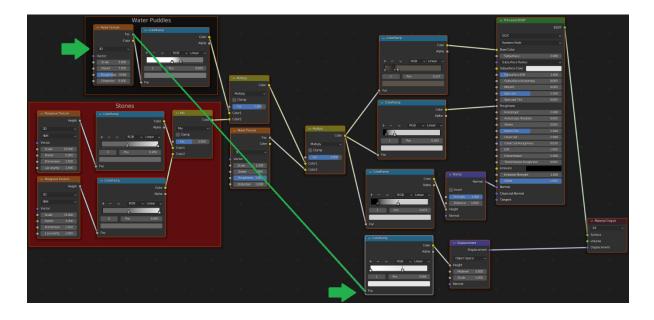
	8	م ~	~
	1 4	🎸 Scene	\$7
	Ċi	Render Engine	Eevee 🗸
	8	✓ Sampling	Eevee Workbench
	16	Render Viewport	Cycles
19 # × 💽 ×	<u>S</u>		Engine
		> Ambient Occlusion	
		> Bloom	

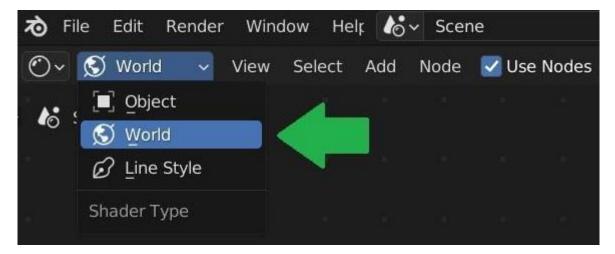




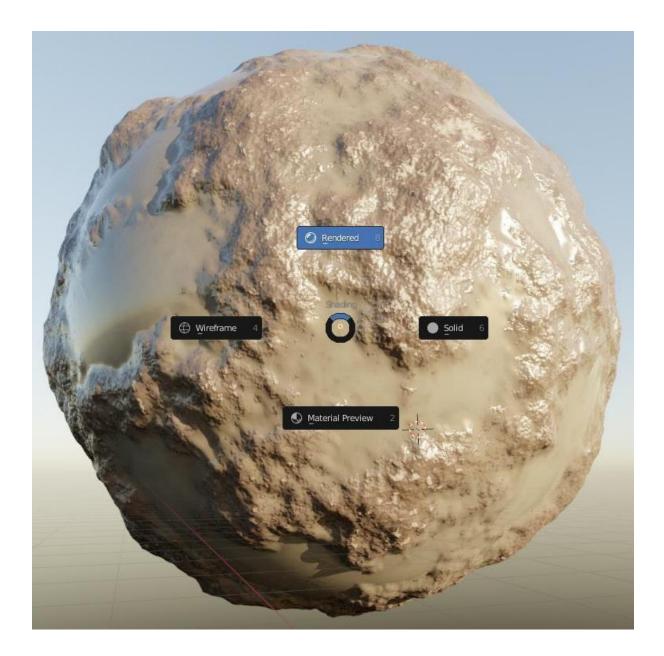






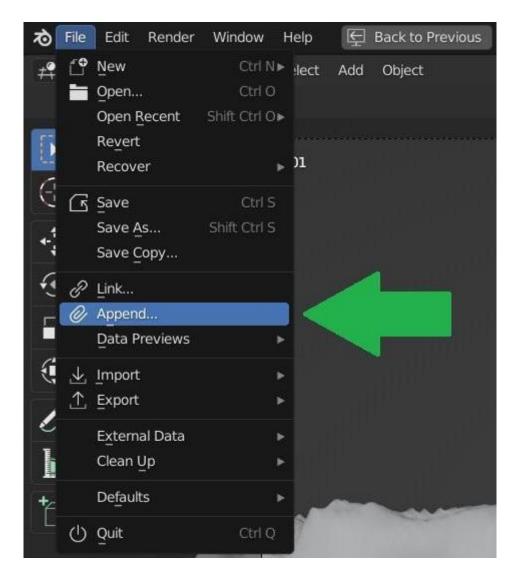


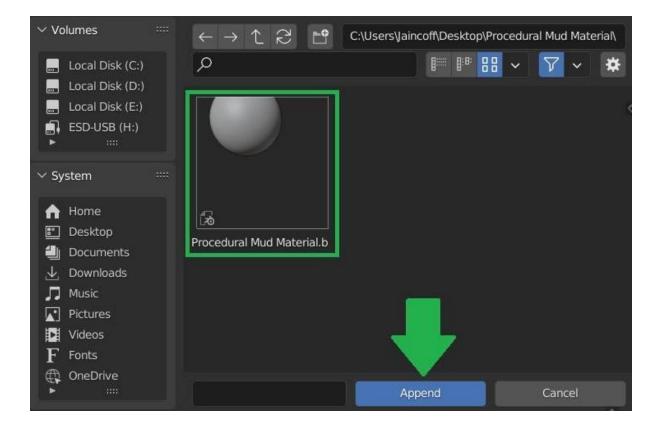
🗸 Sky Texture													
Color		∼ E	Backgro	und					~ Wo	orld (Dutp	out	
			I	Backg	round	•-	_		All				~
Nishita 🗸									Curfa	~~			
🔽 Sun Disc	-	Col	or					-•	Surfa	ce			
Surpise			Strengtl	n 0.5	00			•	Volur	ne			
Sun Size 0.545°													
Sun Intensi 1.000	e x re												
Sun Elevation 15°	a a se												
Sun Rotation 0°	5 x x												
Altitude 0 m	¥ + +()												
Air 1.000													
Dust 1.000													
Ozone 1.000													

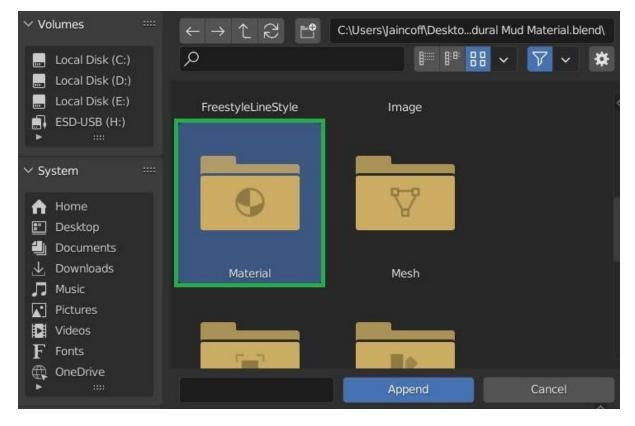


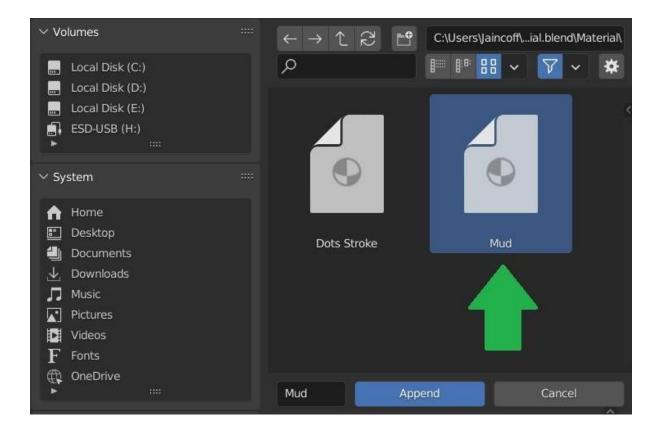
Chapter 09: Texturing the Landscape with Mud Material

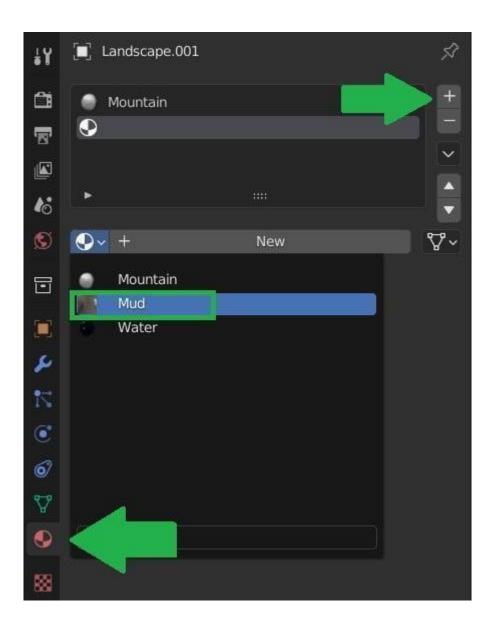


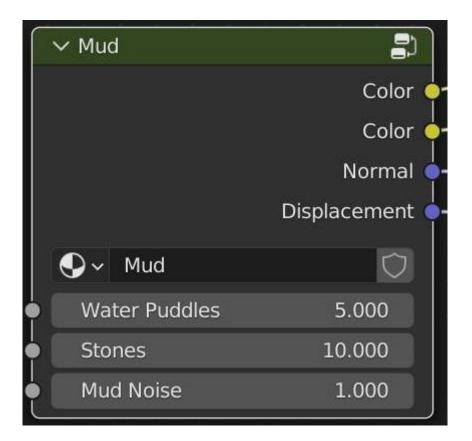




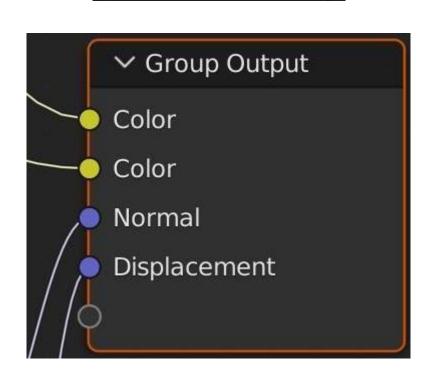


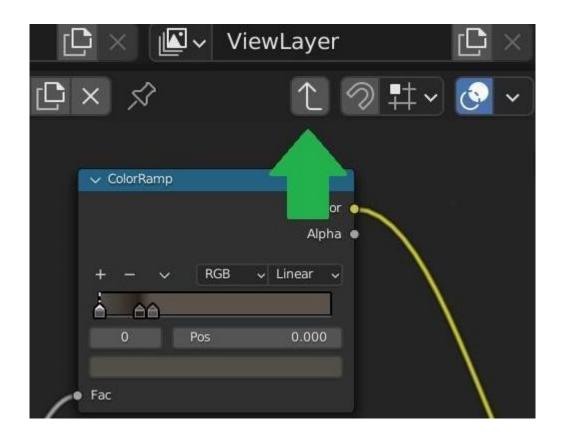


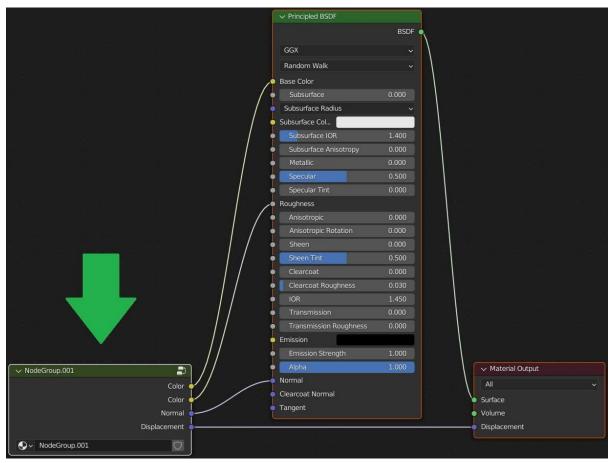


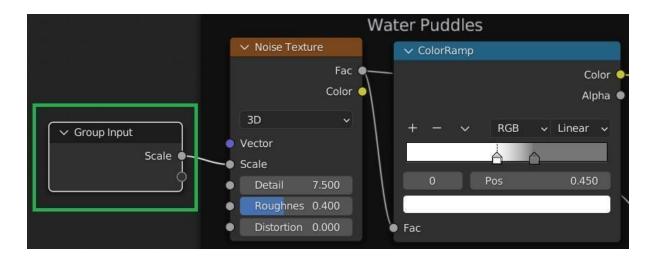


✓ Group Input

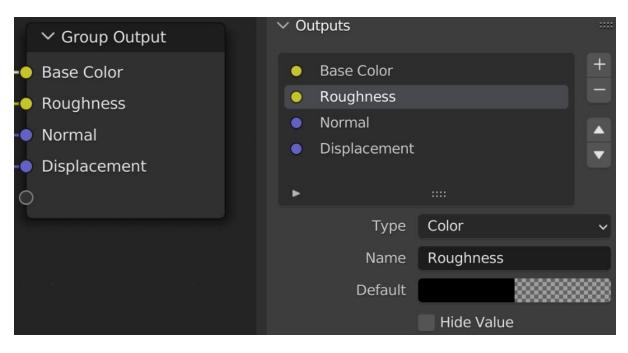




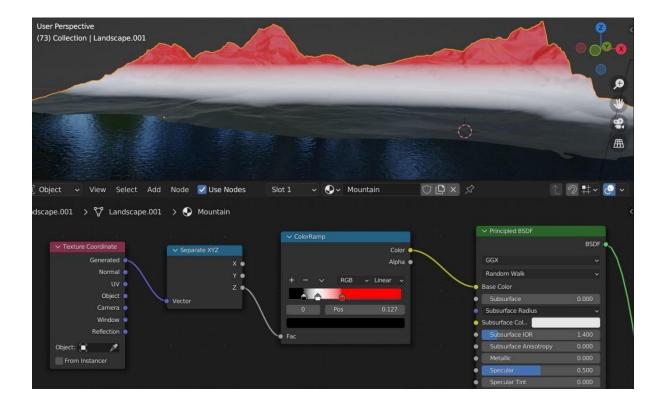


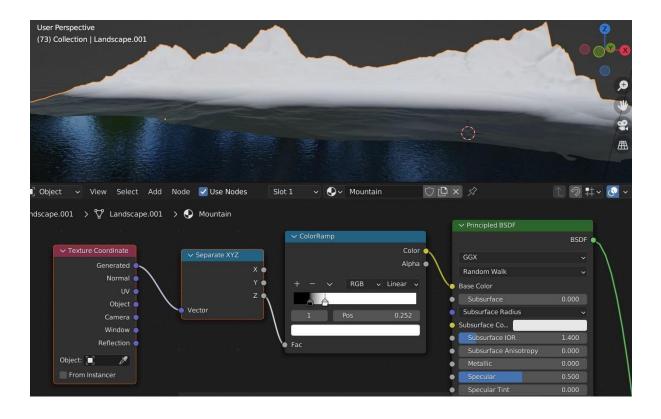


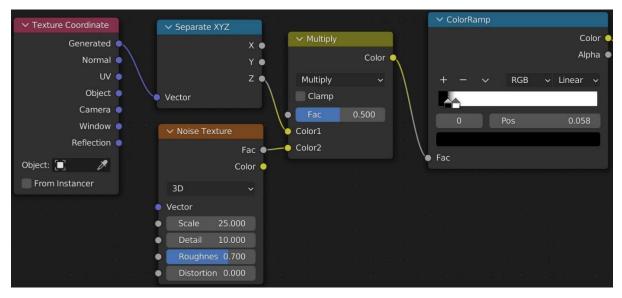


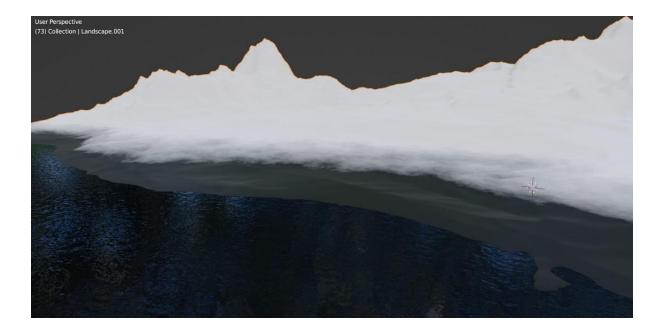


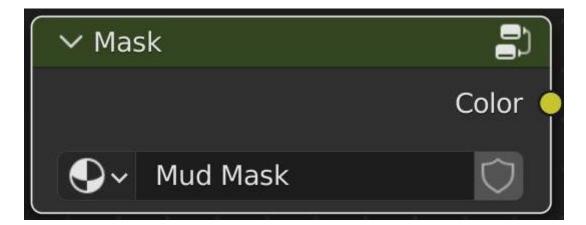
∽ Mud)
	Base Color 🖕
	Roughness 🖕
	Normal 🖕
	Displacement 🖕
♀ ~ Mud	\bigcirc
Water Puddles	5.000
Stones	10.000
Mud Noise	1.000

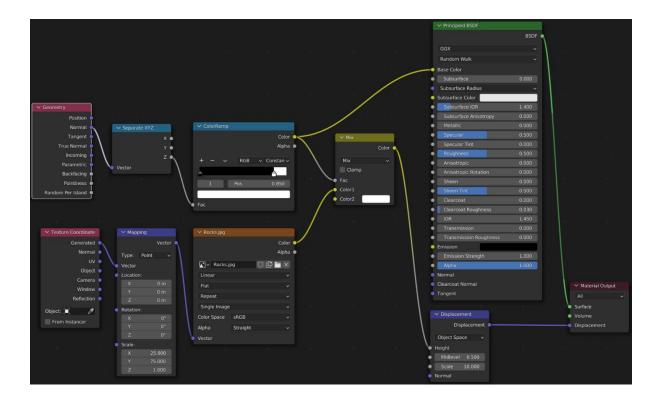


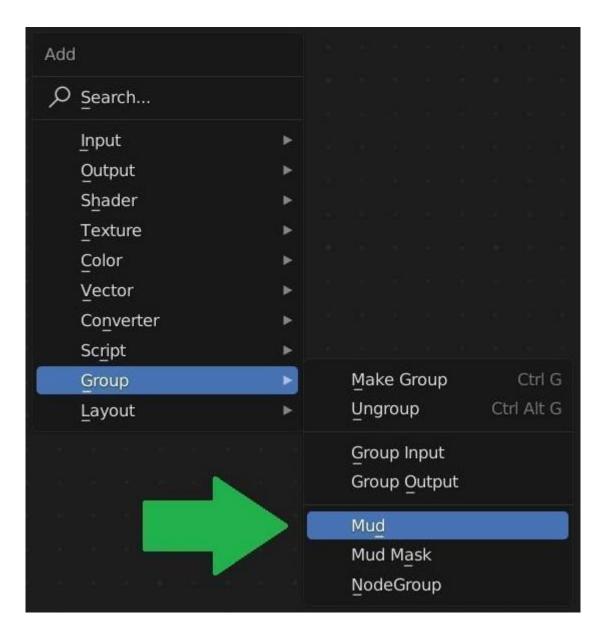










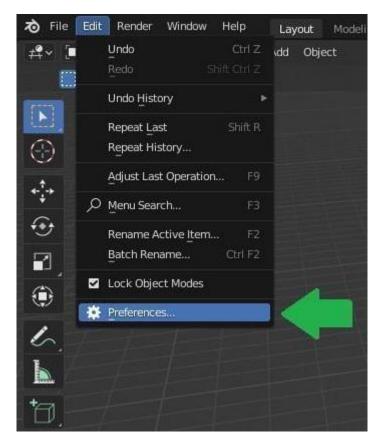


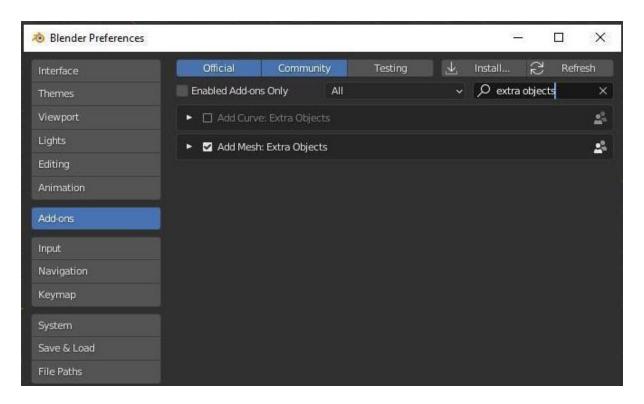
		✓ Principled BSDF			d H N
Mask			BSDF	✓ Material Output	
		GGX		All	
V Mud Mask		Random Walk		Surface	
	Color 😐	Base Color		Volume	
● ✓ Mud Mask		Subsurface	0.000	Displacement	
		Subsurface Radius			
Mud Mate	Prial	Subsurface Col			
		Subsurface IOR	1.400		
✓ Mud	2)	 Subsurface Anisotropy 	0.000		
	Base Color	Metallic	0.000		
	Roughness 🖕	Specular	0.500		
	Normal 🖕	Specular Tint	0.000		
	Displacement 🖕	Roughness	0.400		
Q∽ Mud	D A	Anisotropic	0.000		5 C 25
Water Puddles	5.000	Anisotropic Rotation	0.000		
 Stones 	10.000	Sheen	0.000		4 4 8
Mud Noise	1.000	Sheen Tint	0.500		
		 Clearcoat 	0.000		
		Clearcoat Roughness	0.030		
Rock & Snow N	Material	• IOR	1.450		
✓ Mountain		Transmission	0.000		
Piouritain	Base Color •	Transmission Roughness	0.000		4 5 5
	Roughness	Emission			
	Normal Map	Emission Strength	1.000		5 S S
	Displacement	 Alpha 	1.000		
		Normal			
● ✓ Mountain		Clearcoat Normal			
		Tangent			

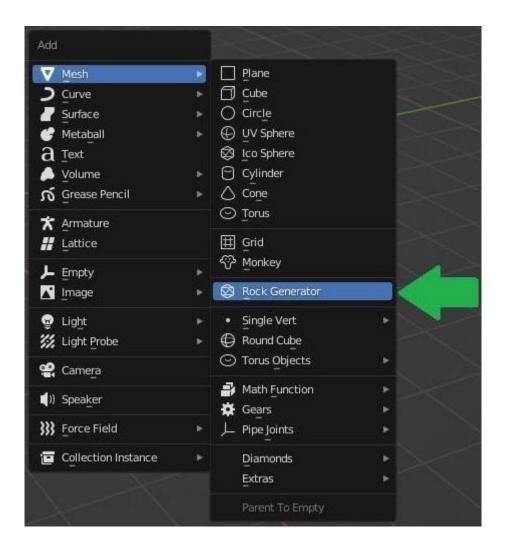
	✓ Mud Mask				
		Color 🔍			
	. Mud Mask		√ Mix		
				Cold	or 🔶
		\sim	Mix		、
		\sim . The second second second second λ	Association of the		
	∽ Mud		Clamp		
		Base Color 📀 —	Fac		
		Roughness 🥥	-o Color1		
		Normal 🍯	Color2		
		Displacement 💧			
	Q∼ Mud				
•	Water Puddles	5.000			
•	Stones	10.000			
0	Mud Noise	1.000			
		/			
	✓ Mountain				
	• Mountain				
		Base Color 🧹			
		Roughness 🥥			
		Normal Map 🧕			
		Displacement 🧶			

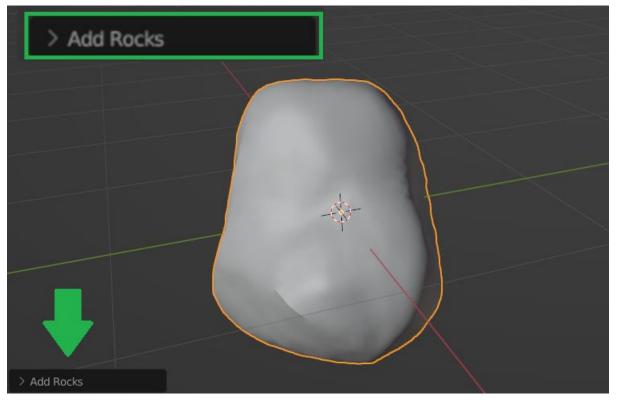


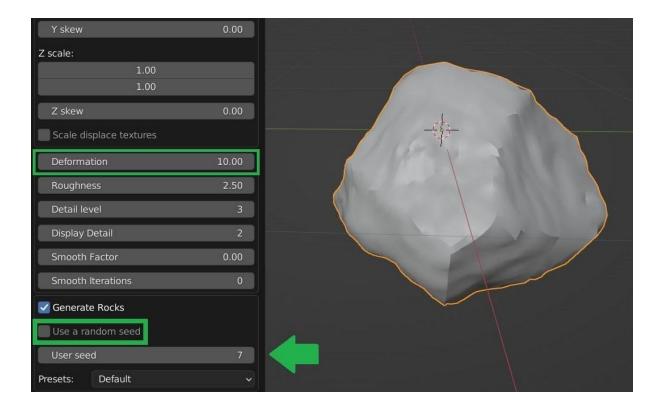
Chapter 10: Creating Natural Assets: Rock

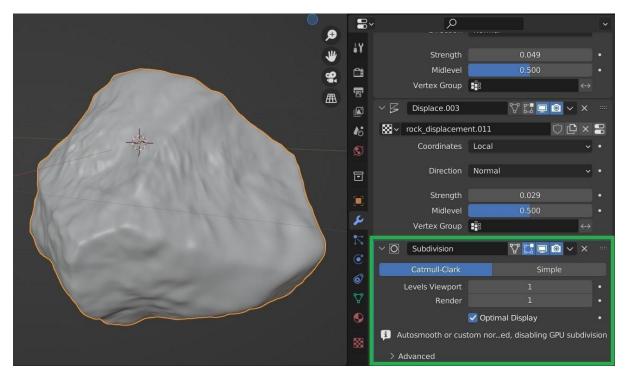


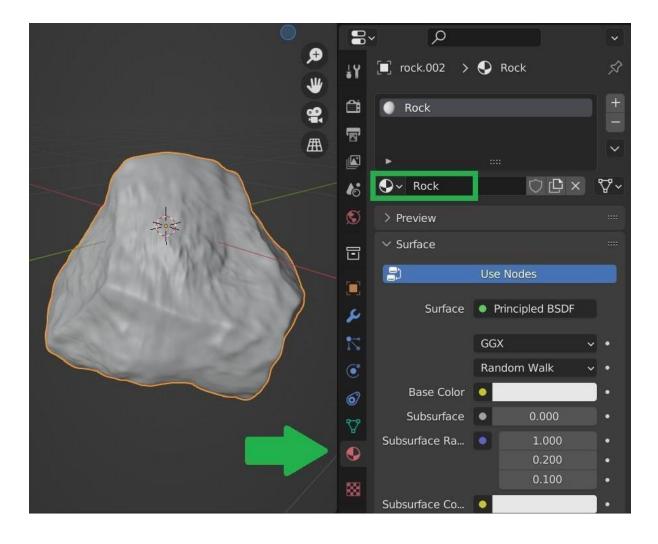




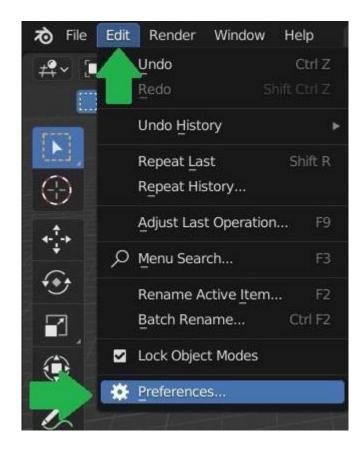


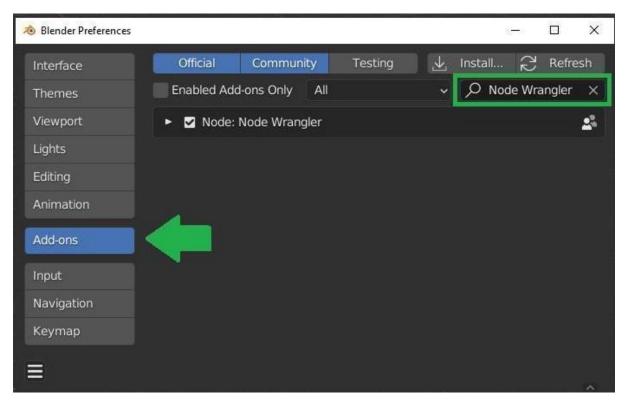


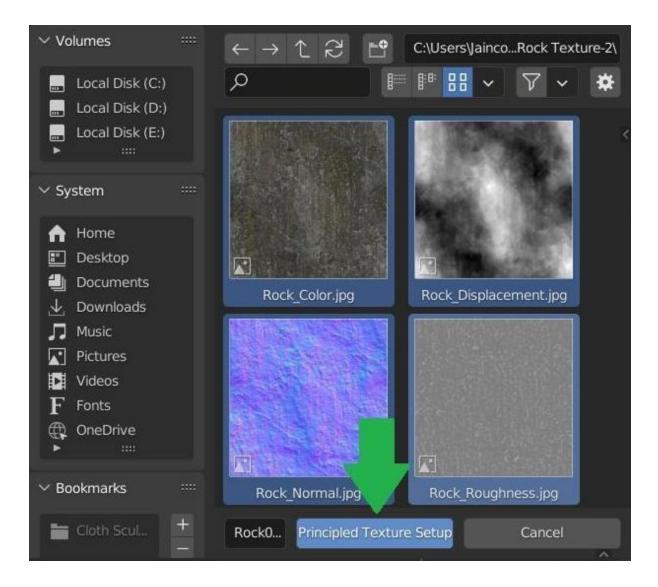


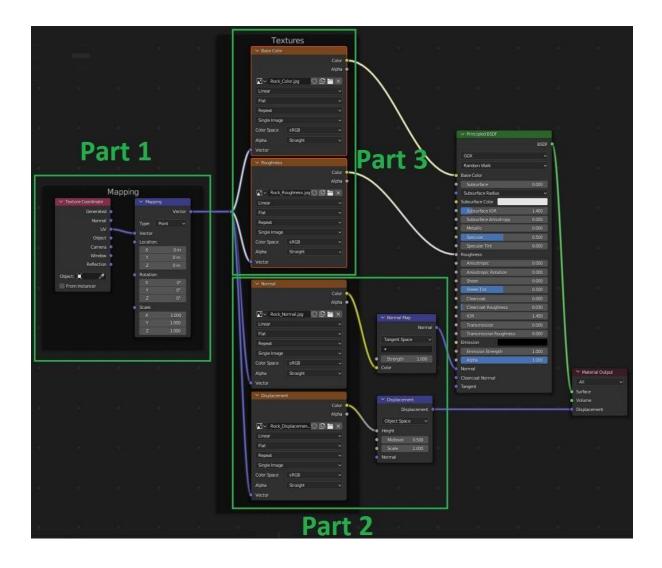


Slot 1	✓ ♥< Rock	Ċ₫× ;	⋧
A 45 12	✓ Principled BSDF		✓ Material Output
		BSDF	All 🗸
ALL REAL REAL	GGX	\ `	Surface
$z = \alpha$			Volume
- <u>5</u> - 5 - 5 -	Random Walk	~	Displacement
3 AB 32	Base Color		4
18 (B) (B)	Subsurface	0.000	জাহাত হ'ব বিজ্ঞাহ ব
	Subsurface Radius	<u> </u>	(4) [6: 4) [6: 64 (4) (4) [4
	o Subsurface Colo		
	Subsurface IOR	1.400	
30 (AE 53)	Subsurface Anisotropy	0.000	
	• Metallic	0.000	
	• Specular	0.500	
	Specular Tint	0.000	
	Roughness	0.500	
	Anisotropic	0.000	
	Anisotropic Rotation	0.000	
	Sheen	0.000	
	Sheen Tint	0.500	电子子 医白喉子子
	Clearcoat	0.000	
	Clearcoat Roughness	0.030	
	IOR	1.450	
	Transmission	0.000	(4) 6 6 6 6 (4) (4) (4) 4
	Transmission Roughness	0.000	
	e Emission		
	Emission Strength	1.000	
	e Alpha	1.000	
	Normal		
2 -	Clearcoat Normal		
S an e	e Tangent		al a s s s a a a s
a 15-72			







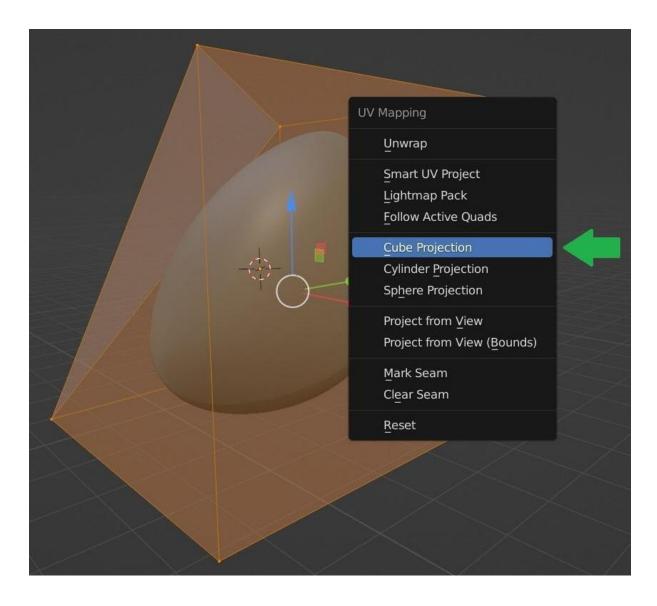


1	Mapping	g	
✓ Texture Coordinate		🗸 Мар	ping
Generated	•		Vector 🔵
Normal	•	Type:	Point ~
UV	•	Vector	
Object	•	Locatio	in.
Camera	•	X	0 m
Window	•	Y	0 m
Reflection		Z	0 m
Object: 🔳 🛛 🖋	•	Rotatio	n:
From Instancer		Х	0°
		Y	0°
		Z	0°
	•	Scale:	
		Х	1.000
		Y	1.000
		Z	1.000

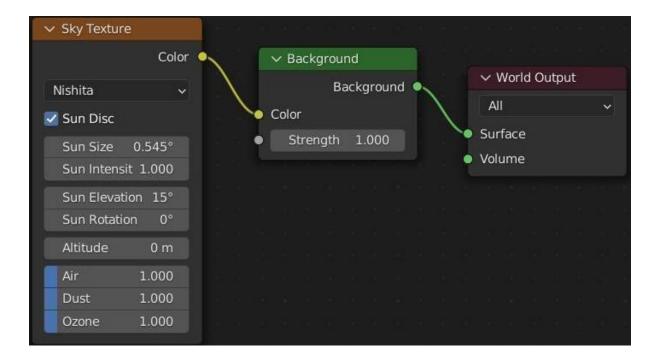
	✓ Normal							
			Color Alpha					
	Rock_Nor	mal.jpg	0 🗅 🖿 ×					
	Linear		~			✓ Normal Ma	p	
	Flat		~				Normal	
	Repeat		~			022		
	Single Image		~			Tangent Spa	ace ~	
	Color Space	Non-Color	Ŷ					
	Alpha	Straight			\ •	Strength	1.000	
\.	Vector				1	Color		
	✓ Displacement							
			Color	•		✓ Displacem	ent	
			Alpha	• \		Disp	lacement	•
	Rock_Dis	olacement.jpg	◯ 🕒 🖿 ×			Object Space	e v	
	Linear		~		\ •	Height		
	Flat		~		•	Midlevel	0.500	
	Repeat		~		•	Scale	1.000	
	Single Image		~		•	Normal		
	Color Space	Non-Color	~					
	Alpha	Straight						
•	Vector							

	Te	xtures					
	✓ Base Color						
				Color	•		
				Alpha	•		
	Rock_Co	lor.jpg	ОĽ	×			
	Linear			~			
	Flat			~			
	Repeat			~			
	Single Image			~			
	Color Space	sRGB		~			
	Alpha	Straight		~			
	Vector						
Γ	∨ Roughness						
				Color	-		
				Alpha	•		
	∏ √ Rock_Ro	ughness	¢ ₽	×			
	Linear			~			
	Flat			~			
	Repeat	~					
	Single Image	~					
	Color Space	Non-Color		~			
	Alpha	Straight					
1	Vector						



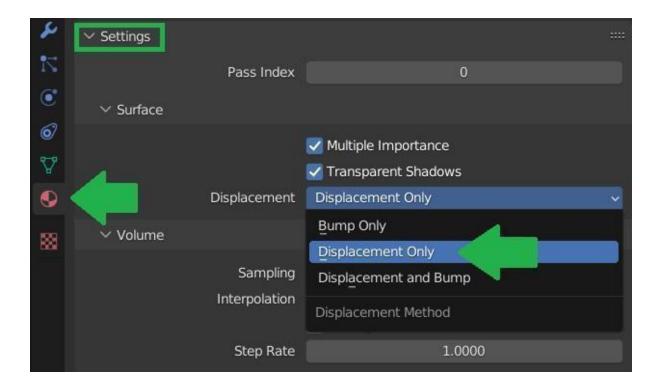




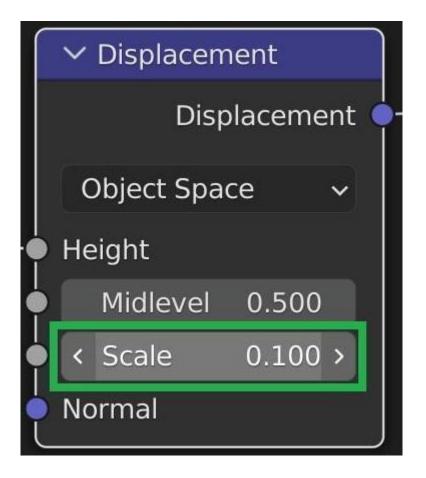


8	ب	
ŧ۲	Scene	\$
	Render Engine	Cycles 🗸
1	Feature Set	Eevee
	Device	Workbench
		Cycles
18		Engine
۲	✓ Sampling	
w	\sim Viewport	: Ξ
5	Noise Threshold	0.1000
	Max Samples	1024
r	Min Samples	0

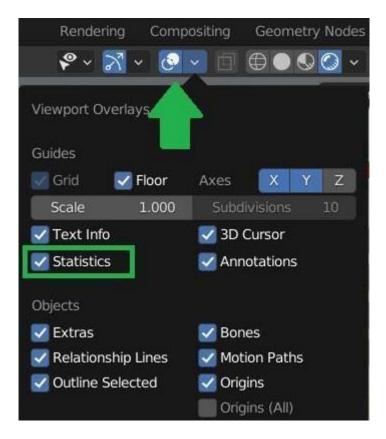


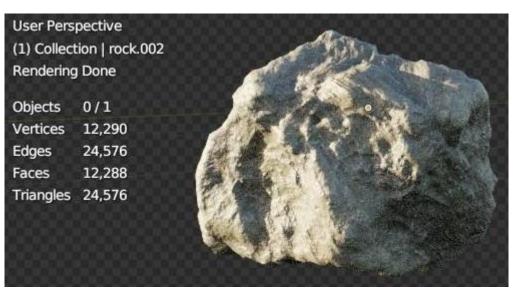


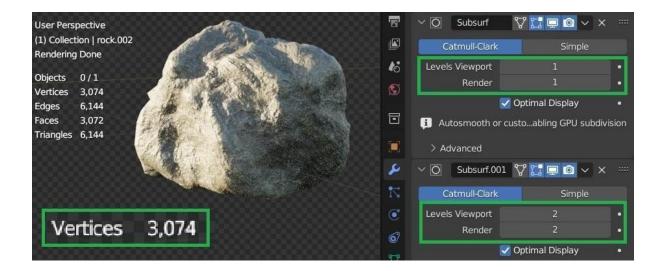








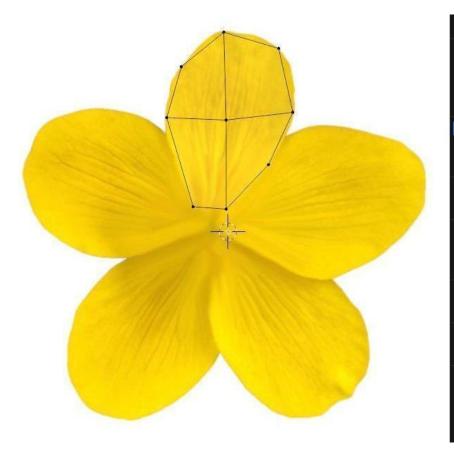




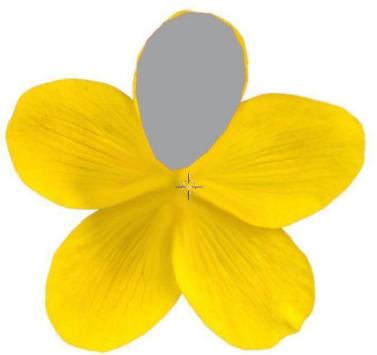
Chapter 11: Creating Realistic Flowers in Blender

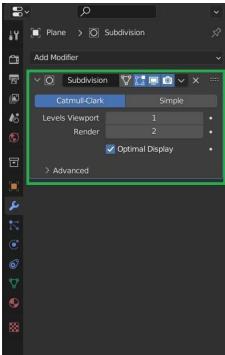


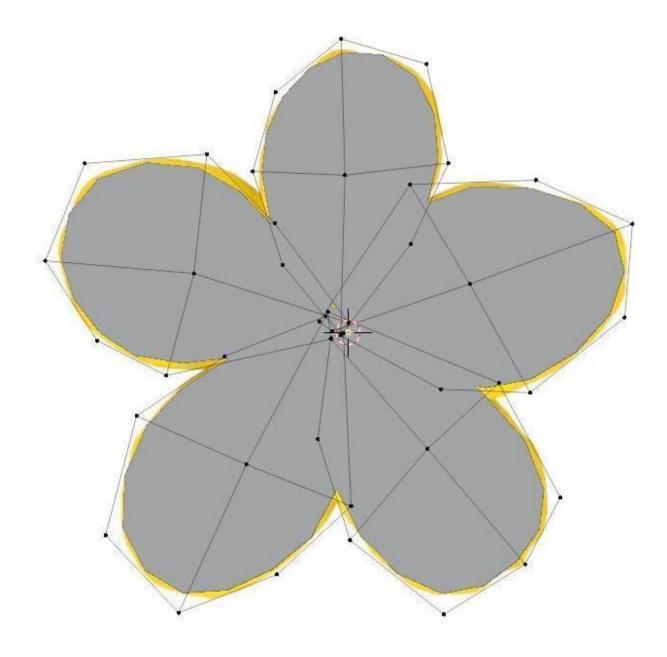
		Options	~
✓ Transform			Item
Location:			=
X	0 m	<u>a</u>	Tool
Y	0 m	2	
Z	0 m	2	View
Rotation:			Ś
Х	0°	20	ys
Y	0°	ഫ	t Ke
Z	0°	2	icas
XYZ Euler		~	Screencast Keys
Scale:			S
X	1.000	6	
Y	1.000	20	
Z	1.000	æ	

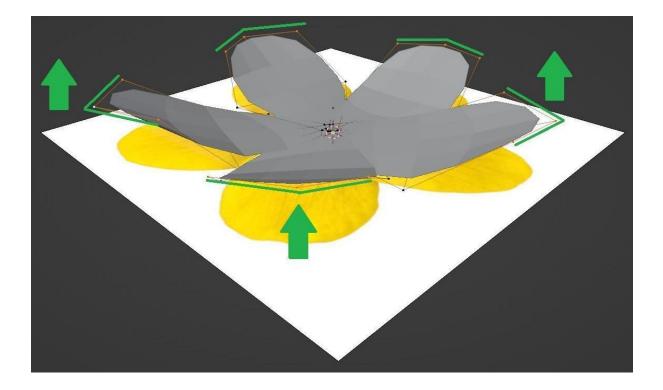


Edge	
Extrude Edges	
Bevel Edges	Ctrl B
Bridge Edge Loops	
Screw	
Subdivide	
Subdivide Edge-Ring	
Un-Subdivide	
Rotate Edge CW	
Rotate Edge CCW	
Edge Slide	
Loop Cut and Slide	Ctrl R
Offset Edge Slide Sl	hift Ctrl R
Edge Crease	Shift E
Edge Bevel Weight	
Mark Seam	
Clear Seam	
Mark Sharp	
Clear Sharp	
Mark Sharp from Ver	tices
Clear Sharp from Ver	tices

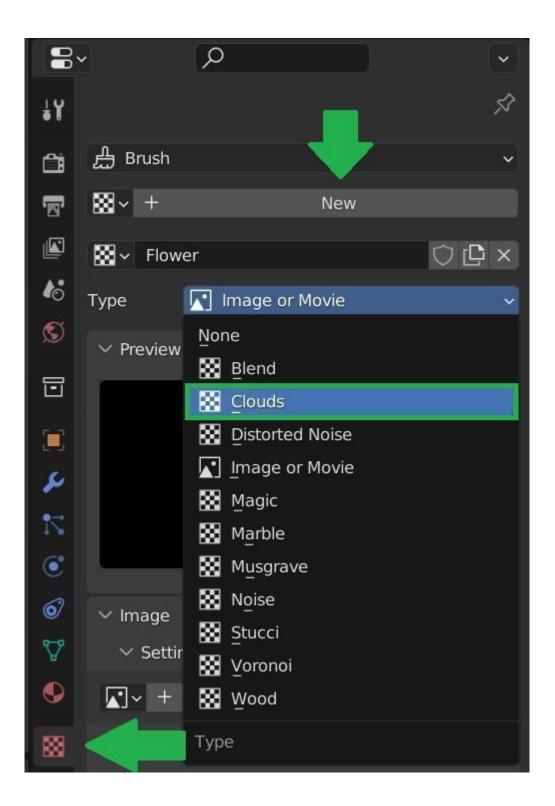


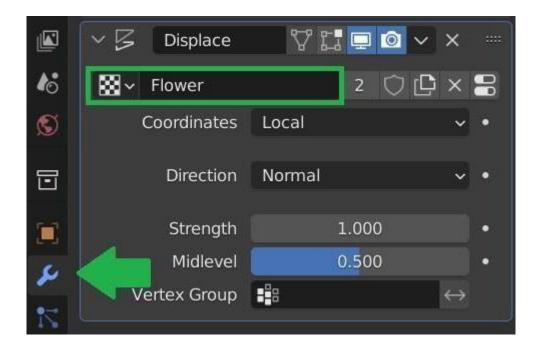


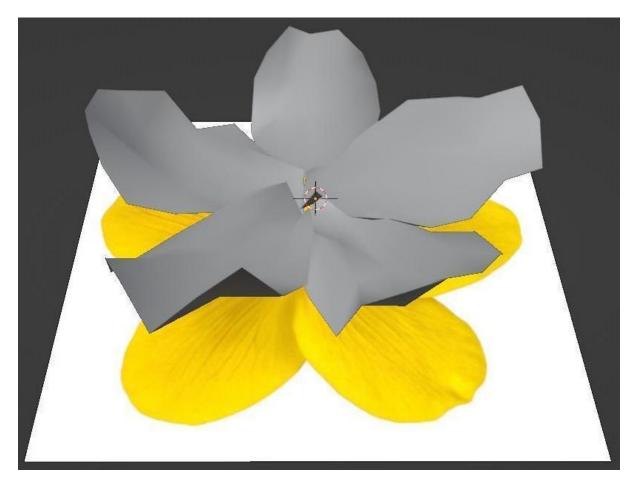


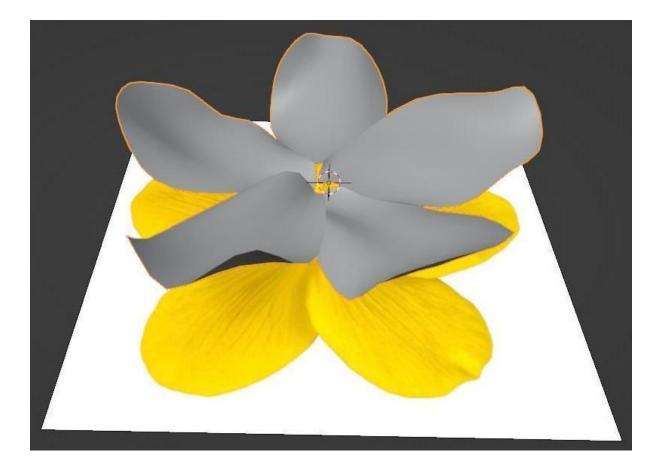




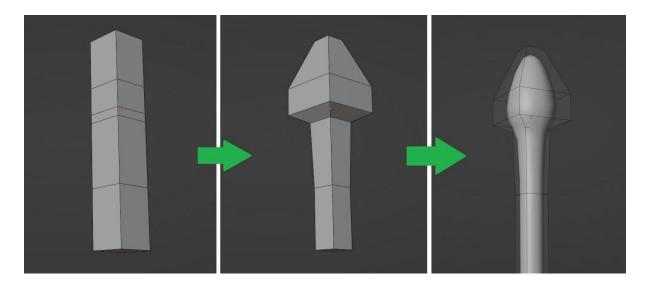


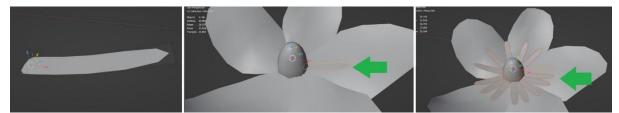




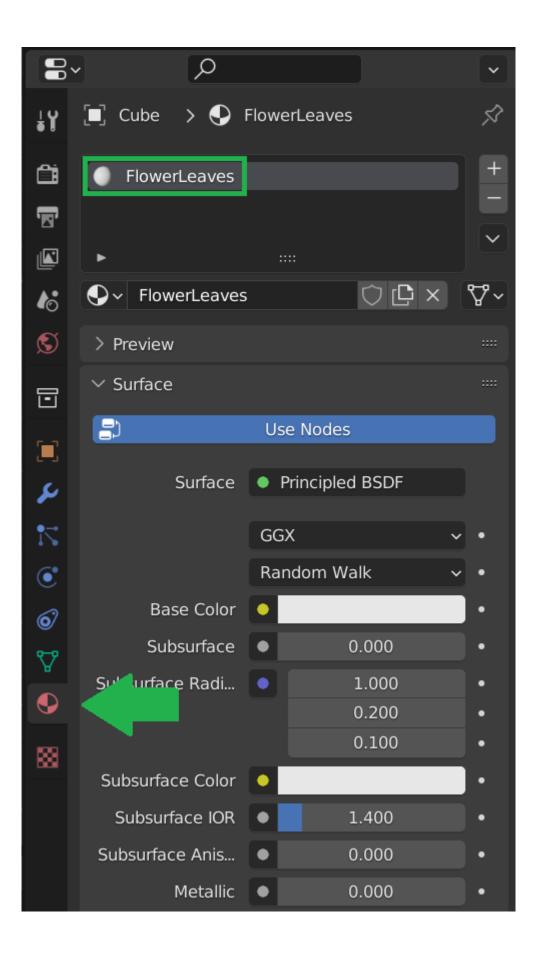


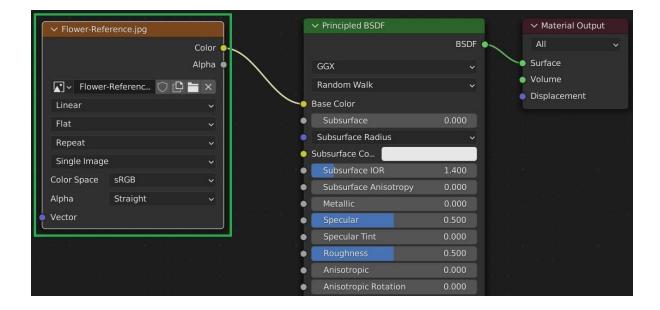


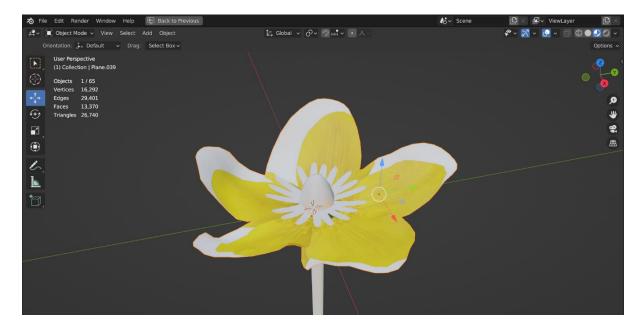


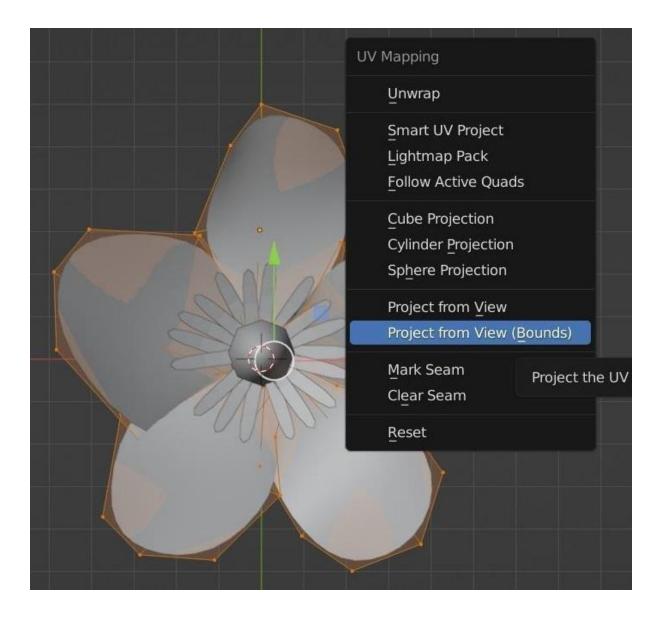


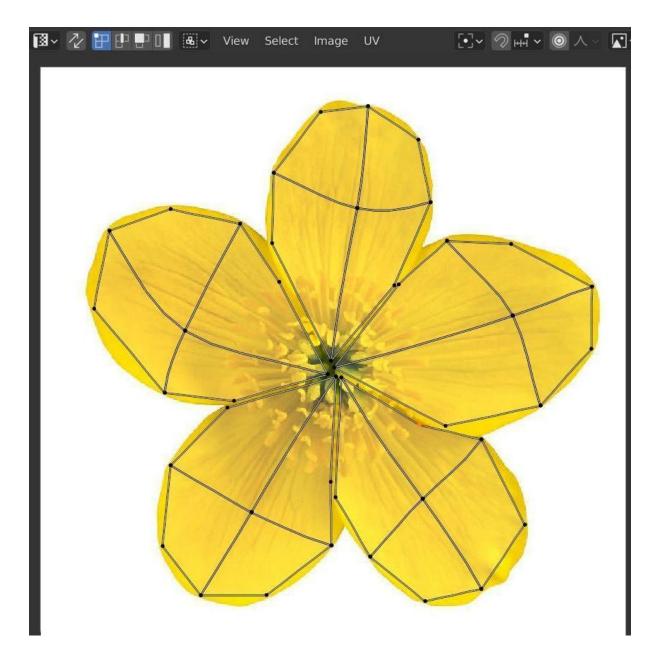




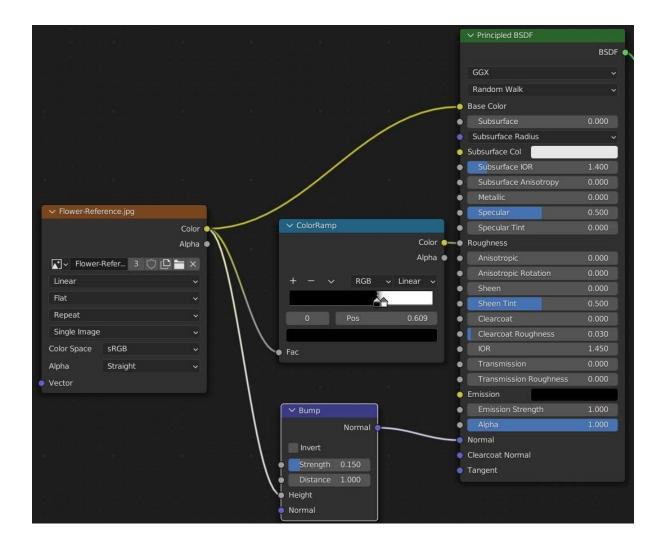








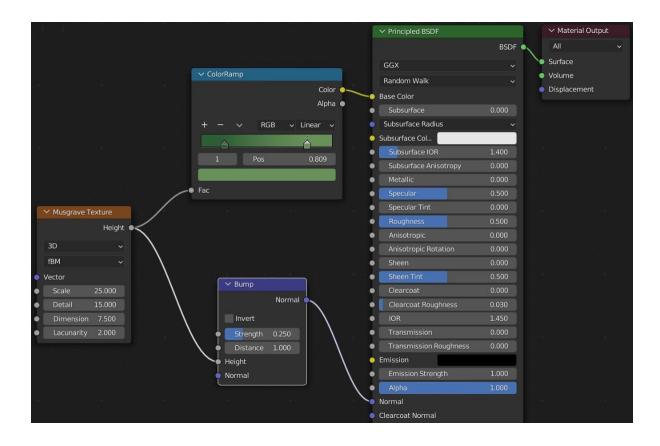


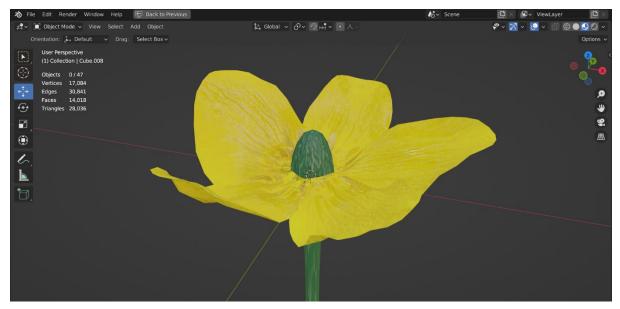




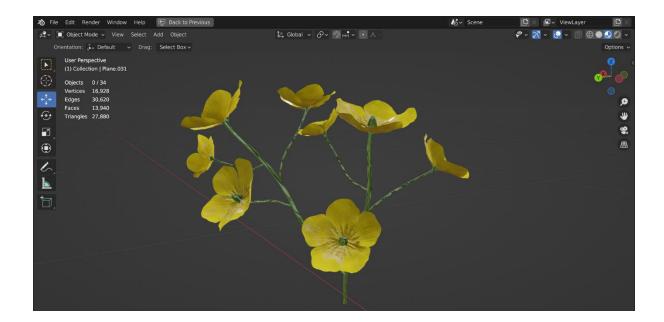
✓ Musgrave Texture					
	Heig	ht ●<			
3D		~			
fBM		~			
Vector					
Scale	25.000				
Detail	15.000				
Dimension	7.500				
Lacunarity	2.000				

∼ Co	olorRa	amp				
					Co	olor 🧲
					Alp	oha 🔵
+	_	\sim	RGB	~	Linear	~
	1		Pos		0.809	•
Fac						

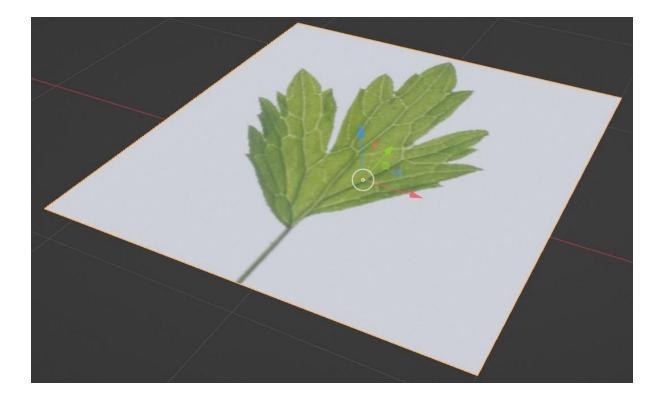


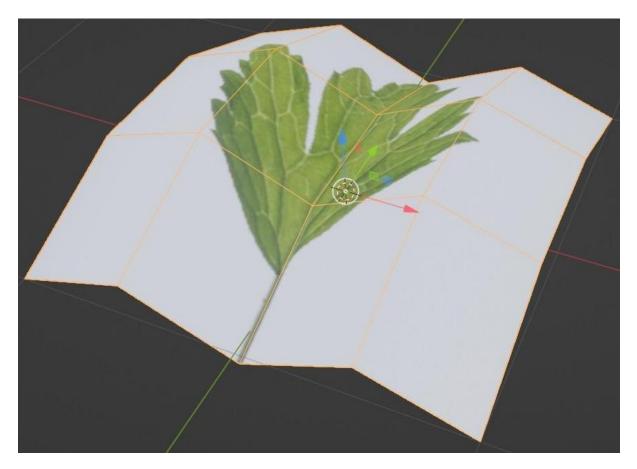


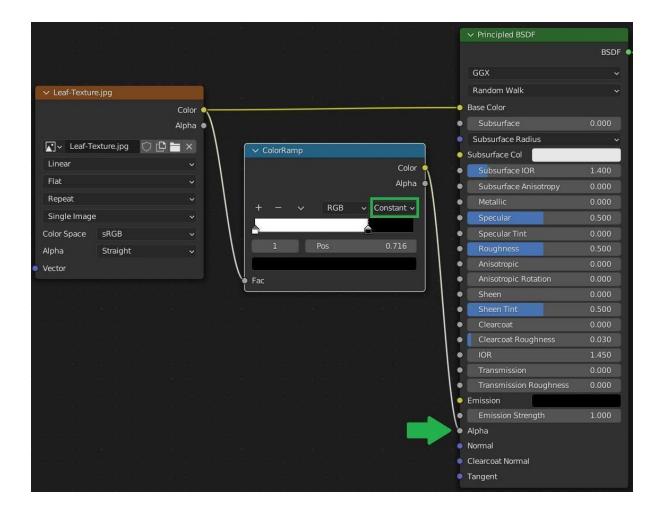


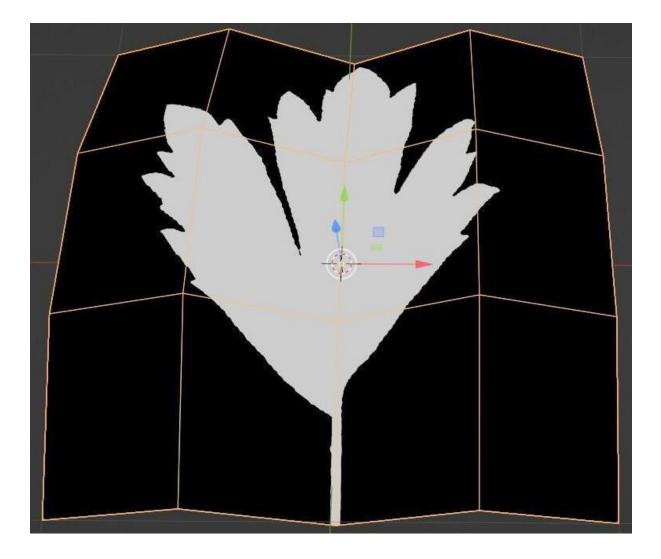


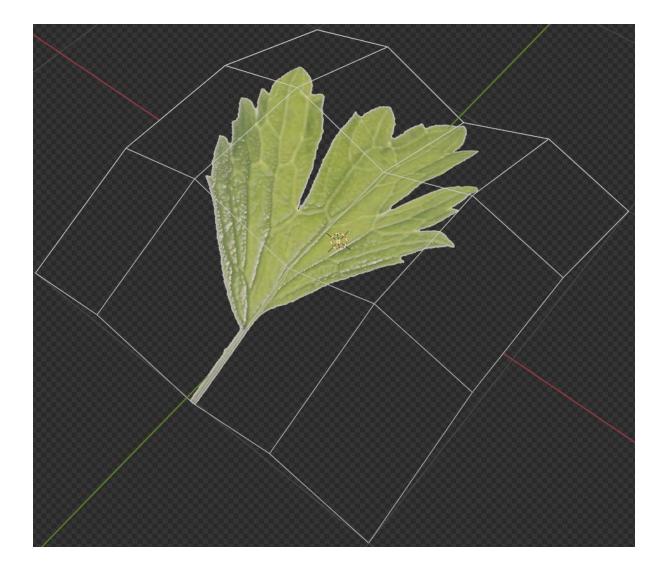


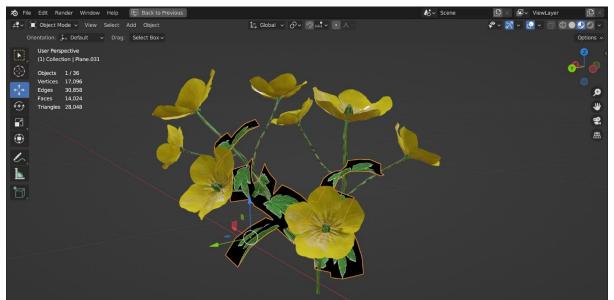










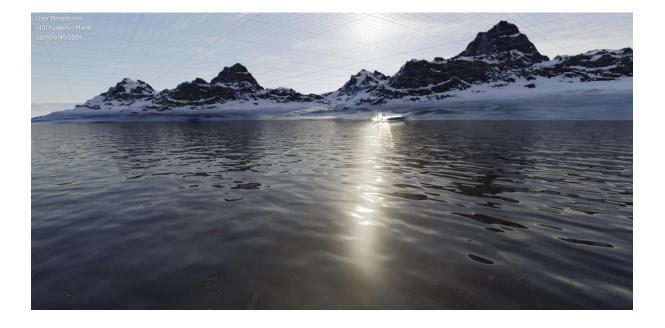


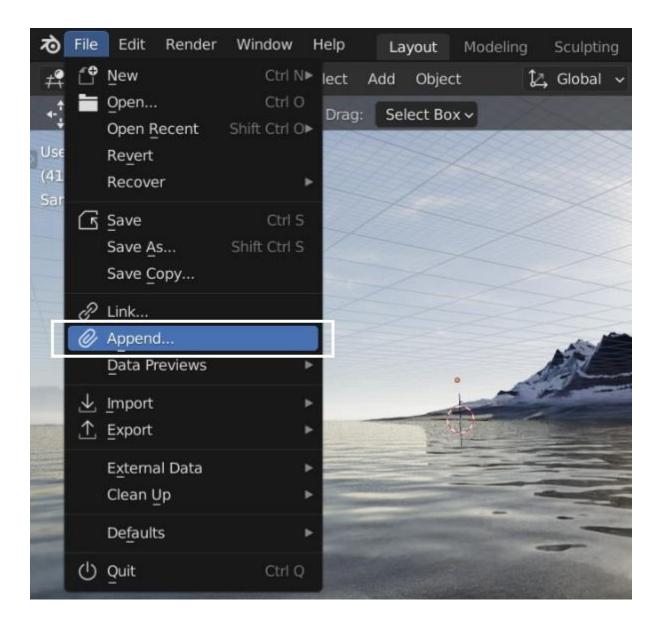
∼ Tran	sform	
Location:		
Х	0.64231 m	æ
Y	-0.025295 m	æ
Z	0.22498 m	æ
Rotatio	in:	
Х	0°	B
Y	0°	æ
Z	0°	æ
XYZ E	Euler	~
Scale:		
Х	1.000	æ
Y	1.000	ጉ
Z	1.000	æ
Dimen	sions:	
Х	0.08	35 m
Y	0.02	27 m
Z	0.2	73 m

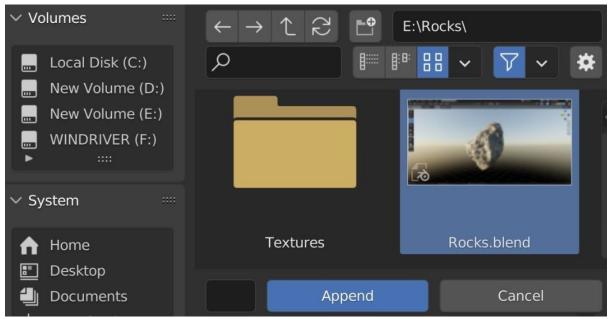


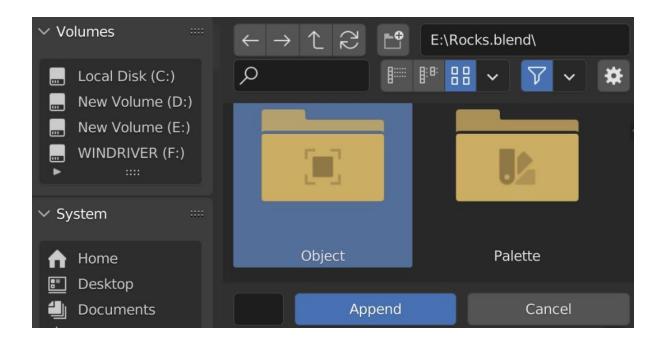
Chapter 12: Using Particle System to Scatter Objects in Blender

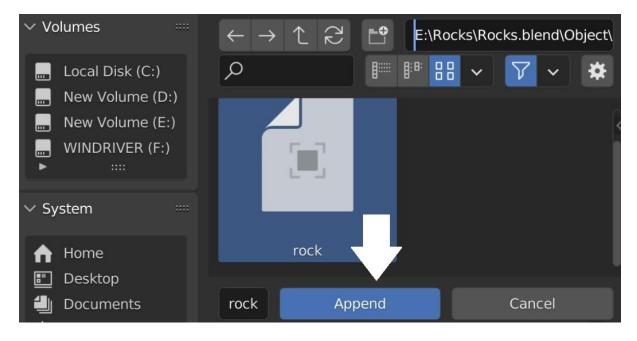




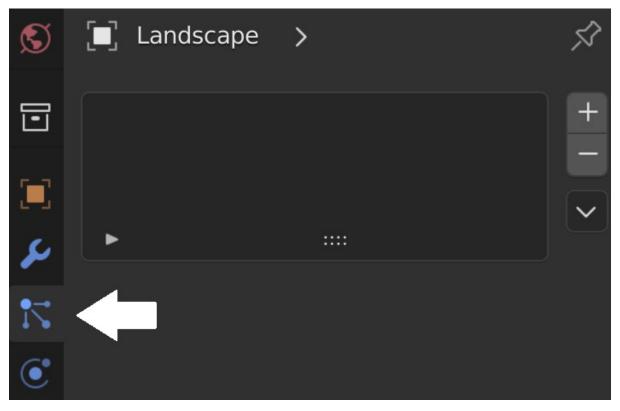


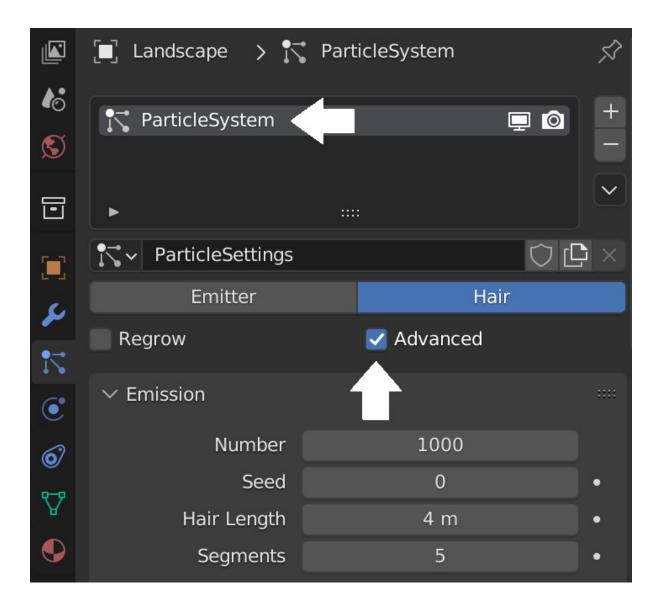


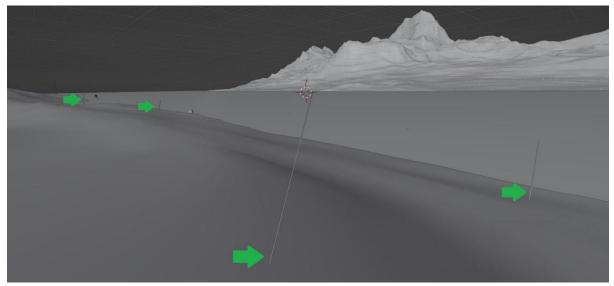


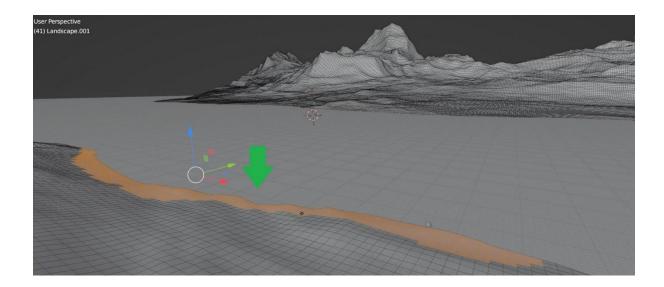






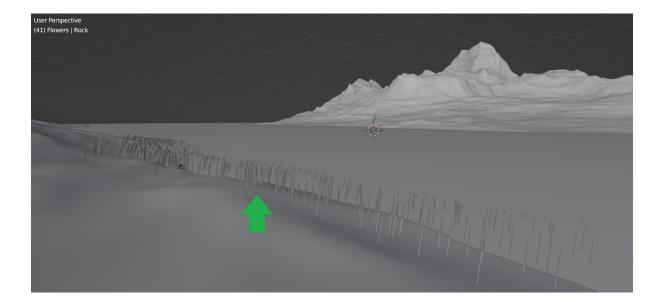


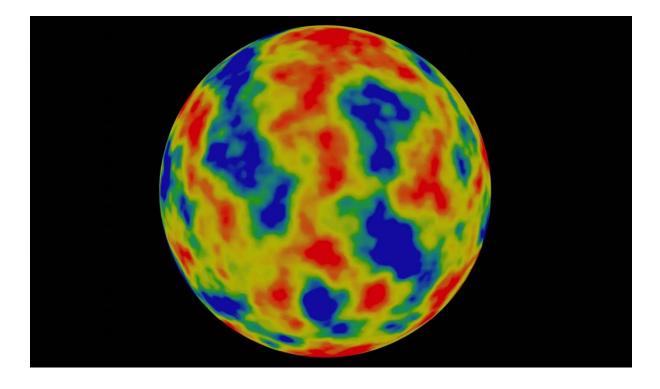


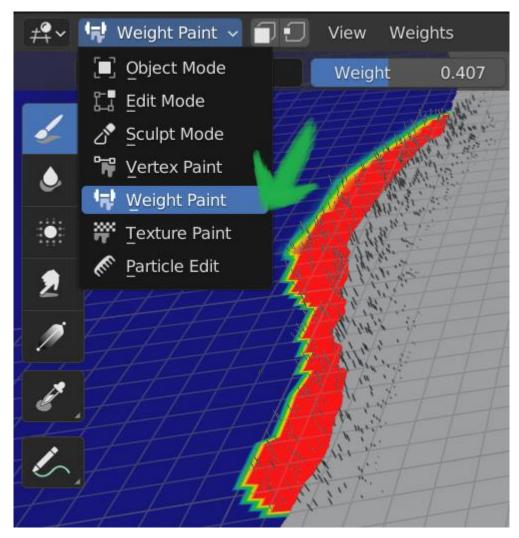


00	Y	Q				~
# ¥	Landscape.001	> 🌄 Landscape.	001			Ś
đ	℃~ Landscape.001					
5	∨ Vertex Groups					
	B Rocks				æ	+
6	·					
S						~
D						
	Assign	Remove		Select	Deselect	
8	Weight				1.00	00
ĸ	✓ Shape Keys					
۲						
6						
Δ,						~
•	> UV Maps					

6	✓ Children					
S	None	Simple	Interpolated			
ت ا	> Hair Shape					
	> Field Weights					
8	> Force Field Settings					
1	✓ Vertex Groups					
٢	Density	Rocks	× ↔	•		
6	Length		\leftrightarrow	•		
	Clump		\leftrightarrow	•		
₽	Kink	.	\leftrightarrow	•		
•	Roughness 1		\leftrightarrow	•		
	Roughness 2		\leftrightarrow	•		
- 1	Roughness End		\leftrightarrow	•		
	Twist		\leftrightarrow	•		
	> Textures					
	> Custom Properties					

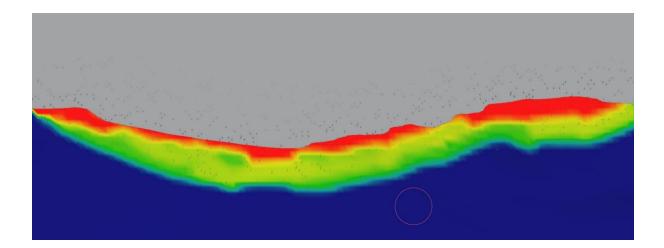




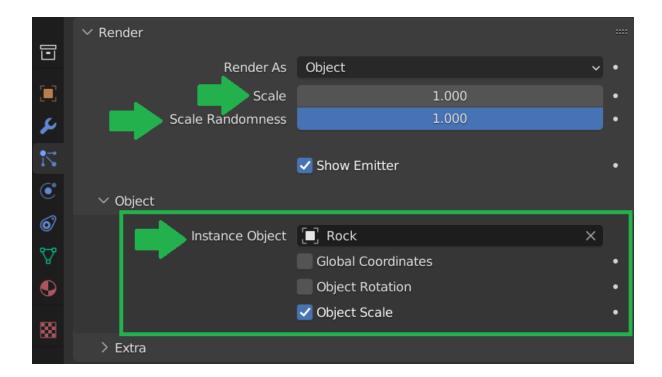


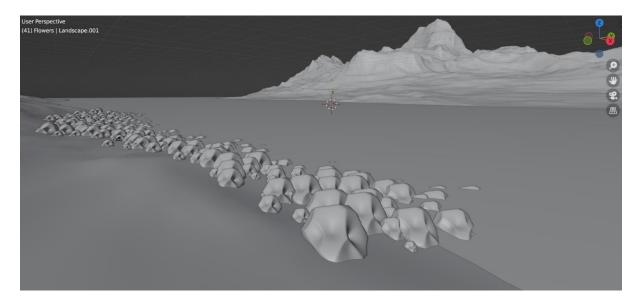
Veight Paint Brush

Weight	0.00	0 打		Ħ
Radius	133 px	C 🛃		A
Strength	1.000	C ¶	K	Ħ
		¥	A	4

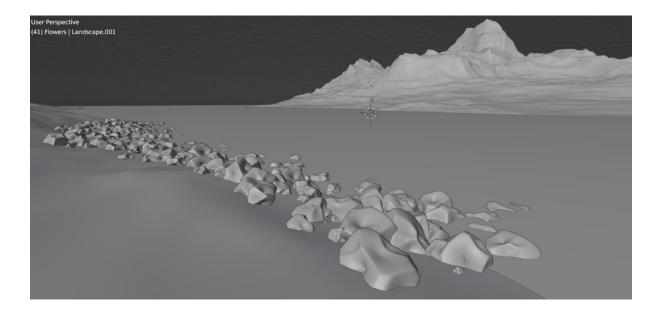


S	\checkmark Render				
		Render As	Path	~	•
		Material	None		•
		Coordinate System	Path		
ير			Object		
12			Collection		
	\checkmark Path		Particle Rendering		
٢			B-Spline		•
0		Steps		3	•
₽	> Timing				
€	> Extra				

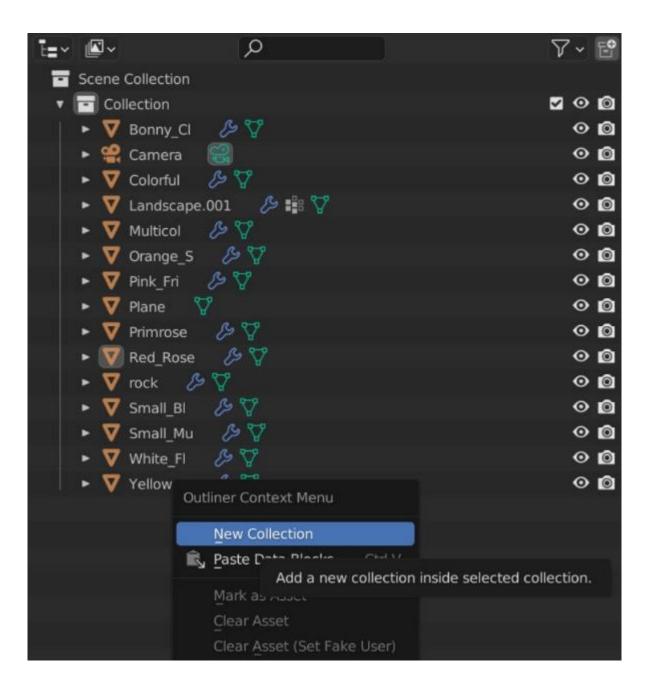




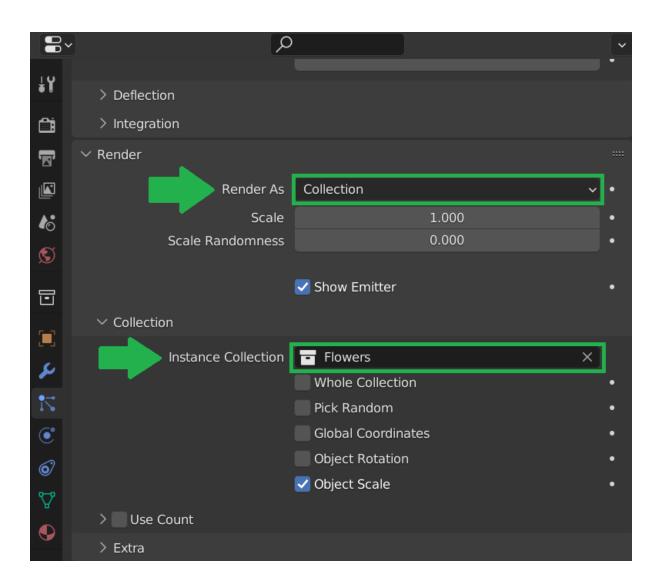
	∼ ✓ Rotation				
		Orientation Axis	Global Z	~	
بر ۲		Randomize		1.000	•
17		Phase		0.000	•
٢	F	Randomize Phase		0.000	•
6	imes Angular Ve	locity			
₽		Axis	Velocity	~	
•		Amount		0.000	•
88	✓ Physics				
		Physics Type	Newtonian	~	
		Mass		1 kg	•
			Multiply Mass with) Size	
	\checkmark Forces				

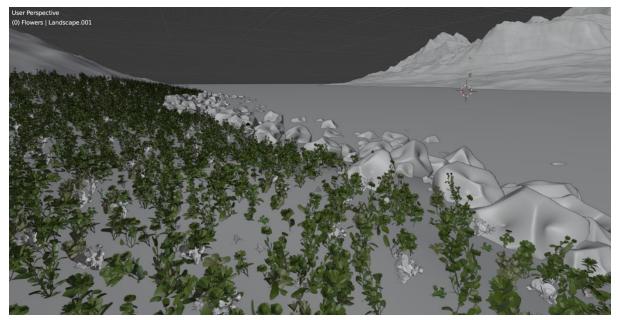


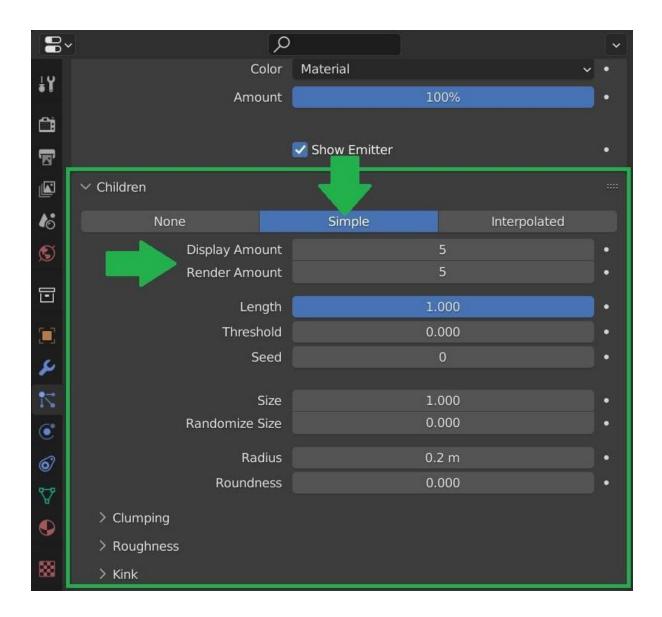
B	م ب		~
ŧ۲	🔳 Landscape.001 > 🂦 Rocks	s Particles 🖉	?
ĉi	Rocks Particles		F
5			2
	•		
6	Rocks Particles		
S	Emitter	Hair	
	Regrow	Advanced	
	\sim Emission		
	Number	500	
بر	Seed	0 •	
ير 17	Hair Length	4 m •	
•	Segments	5	
6	> Source		
₽	> Hair Dynamics		
¥ •	> Velocity		
	V 🗹 Rotation		
88	Orientation Axis	Global Z 🗸 🗸 🗸	
	Randomize	1.000	
	Kanuomize	1.000	
	Phase	0.000 •	
	Randomize Phase	0.000 •	



	Ƴ~ ⊵
Scene Collection	
 Collection 	v o 🖸
📔 🕨 😫 Camera 🛛 😪	0 🖸
🕨 💙 Landscape.001 🫛 🤌 🏥 🏹	0 🖸
🕨 🔽 Plane 🖓	0 🖸
► 🔻 rock 🖉 🎖	0 🖸
🔻 🖃 Flowers	v 💿 🖸
🕞 🕨 Bonny_Cl 🥜 🏹	0 🙆
🕨 🔽 Colorful 🤣 🏹	0 🖸
🕨 🔽 Multicol 🤣 🌄	0 🖸
🕨 🔽 Orange_S 🤣 🎖	0 🙆
🕨 🔽 Pink_Fri 🤣 🏹	0 🖸
🕨 🔽 Primrose 🦾 🏷	• 🖸
🕨 🔽 Red_Rose 🤣 🌄	0 🖸
🕨 🔽 Small_Bl 🤣 🌄	0 🖸
🕨 🔽 Small_Mu 🤣 🌄	0 🖸
🕨 🔽 White_Fl 🛛 🖉	0 🖸
🕨 🔻 Yellow_F 🤣 🌄	0 🙆





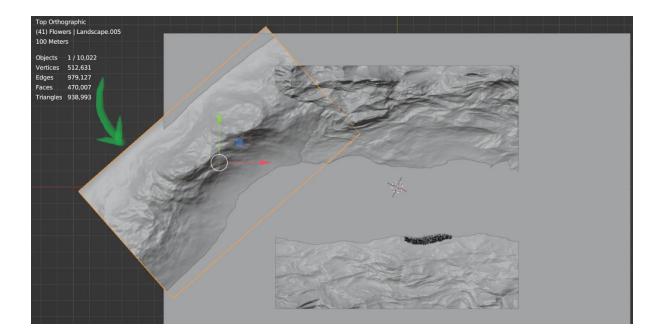


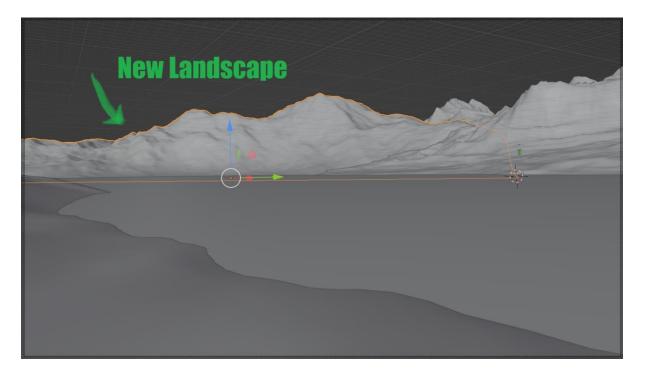


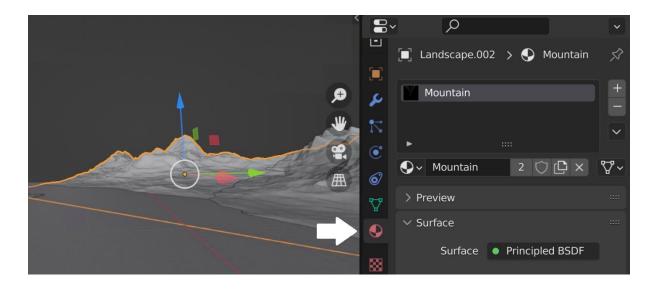
Chapter 13: Finalizing the Landscape Scene – Lighting, Rendering, and Compositing

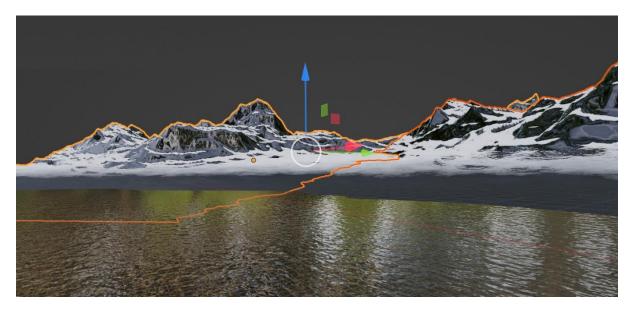


\checkmark Another Noise Tool - Landso		
Operator Presets	~ + -	Noise Settings
6	2	
		Noise Type: Slick Rock 🗸 🗸
Main Setting		
ă O	🖓 Triangulate	Noise Basis: Blender 🗸 🗸
Sphere		Noise Dasis. Diender
Name: Landscape		
Material:		
Subdivisions X	512	
Subdivisions Y	512	
Mesh Size X	2.00	
Mesh Size Y	2.00	
Noise Setting	gs	
Noise Type: Slick Rock		
Noise Basis: Blender		
Random Seed	0	
Offset X	0.00	
Offset Y Size X	0.00	
Size X	1.00	
Noise Size	1.00	

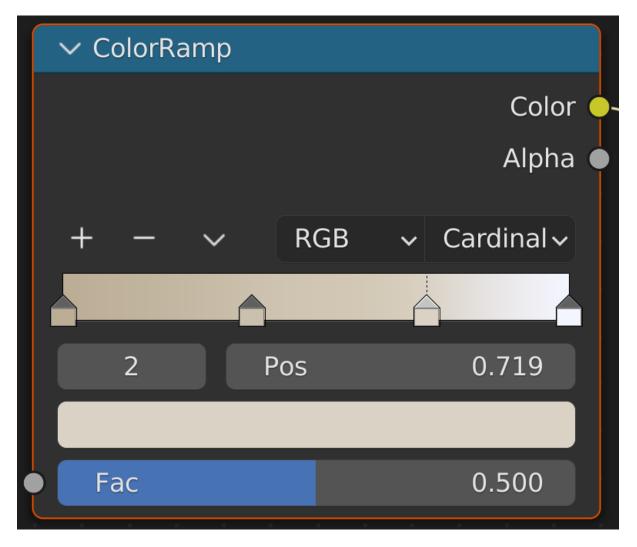


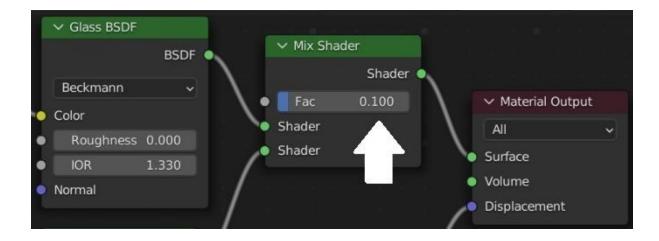


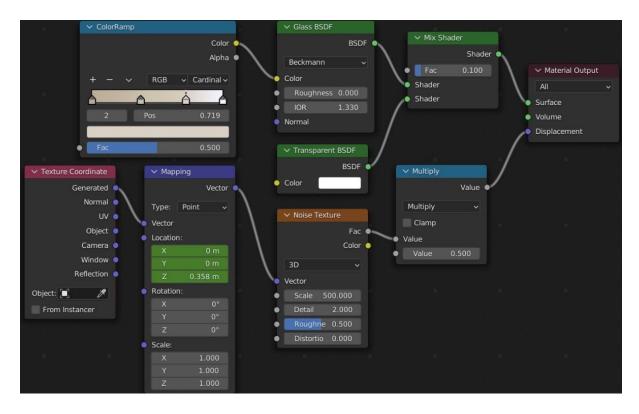


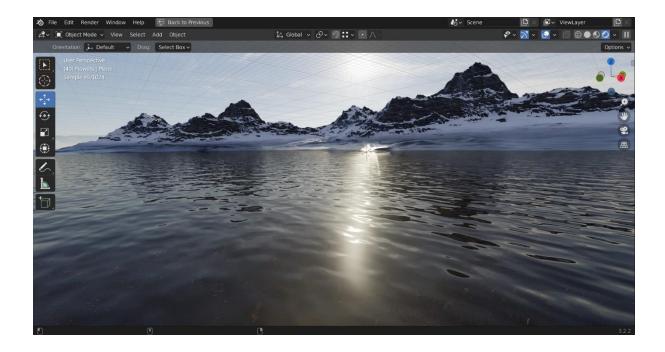




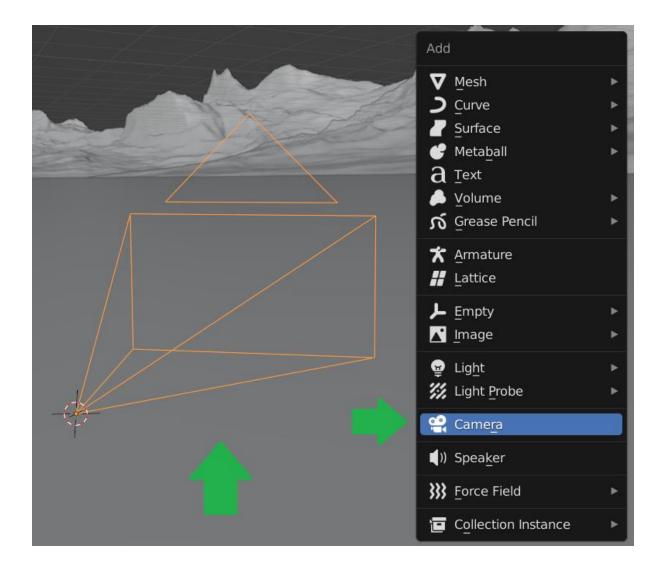


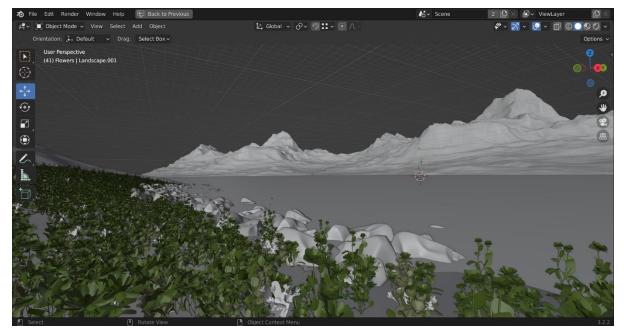






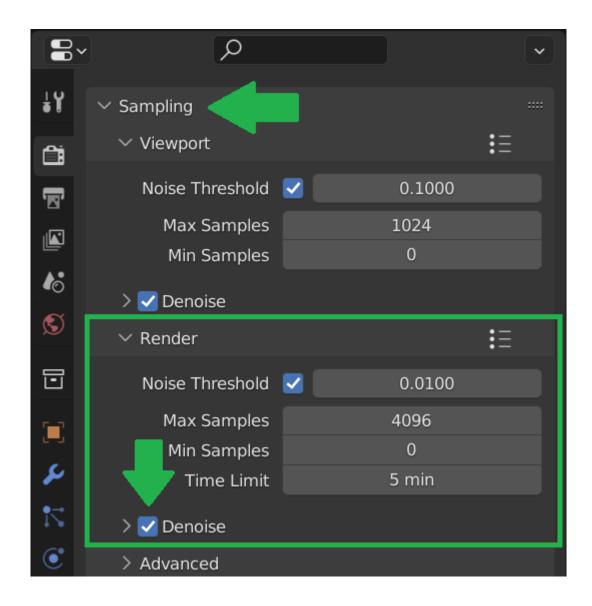






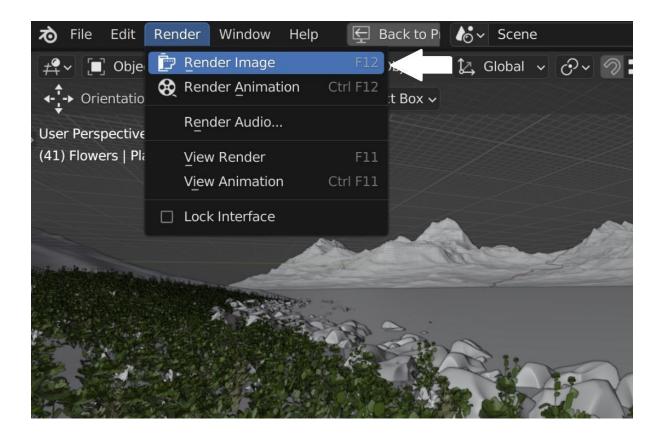


	v v	~
ţ	k Scene	\$
<u>ĉ</u> i	Render Engine	Cycles ~
Ē	Feature Set	Supported ~
	Device	GPU Compute ~
6		Open Shading Language
Ś	\checkmark Sampling	
×	\checkmark Viewport	: =
⊡	Noise Threshold	✓ 0.1000
	Max Samples	1024
بر	Min Samples	0



Ċi	∨ Format		Ξ 📟	ЛК	
5	Resolution X	1920 px		HN.	
	Y	1080 px		3840 x 2160	
	%	200%		5640 X 2100	
6	Aspect X	1.000			
S	Y	1.000			01/
~		Render Region			2K
D					1920 x 1080
	Frame Rate	24 fps	~		

	~	Q	
ĉ	Scene		Ŕ
	Format		: Ξ ==
		Resolution X	1920 px
6		Y	1080 px
S		%	100%
		Aspect X	1.000
		Y	1.000
			Render Region
6			Crop to Render Region
		Frame Rate	24 fps ~
 × × • 	✓ Frame F	Range	
۲			
6		Frame Start End	1 250
₽		Step	1
•	> Time	Stretching	
559	> Stere	eoscopy	



🔽 🗸 🔀 View 🗸 View	Image 💽 🗸 Re	ender Result		📀 🗸 🛛 Slot 1
Frame:41 Time:01:15.20	New	Alt N		
	Dpen	Alt O		
	Open Cached Render	Ctrl R		
	Edit Externally			
	Save	Alt S		Ann Agens
	Save <u>A</u> s	Shift Alt S	A Completion	P
	Save a Copy		All	
	Save All Images		and the second	N MARY REAL PROPERTY AND A
	Inver <u>t</u>	>		
South States	Resize			
	<u>F</u> lip			
	Extract Palette	111	-20-	
	Generate Grease Penc			



