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

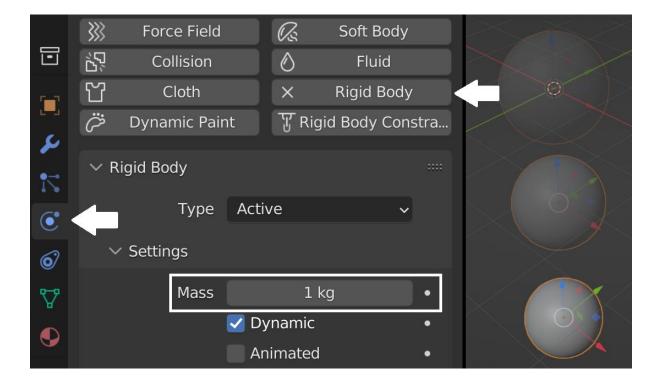
# 3 meters

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.

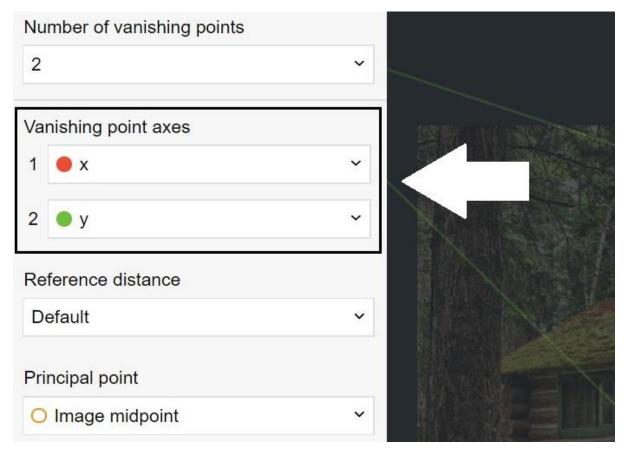
https://www.tigersheds.com > page > log-cabin-planning-... Do I Need Planning Permission for my Log Cabin? - Tiger Sheds

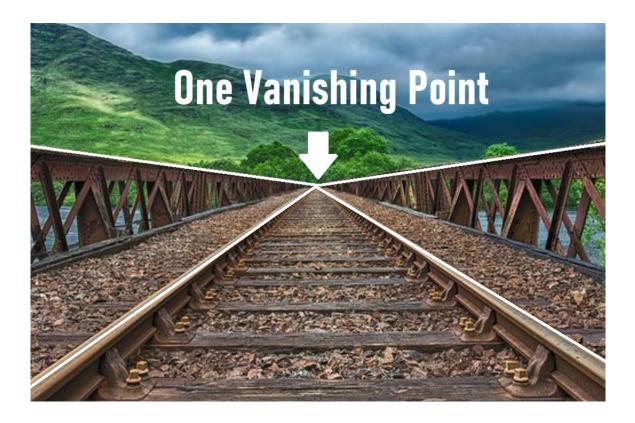
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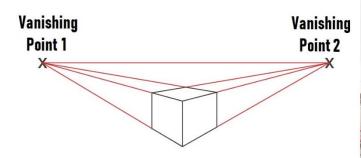
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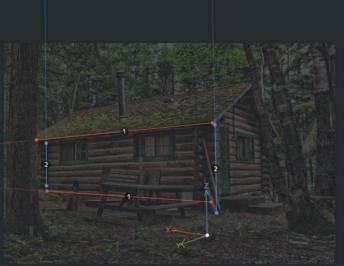
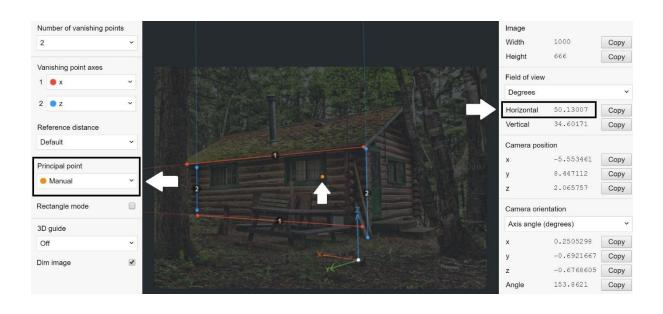
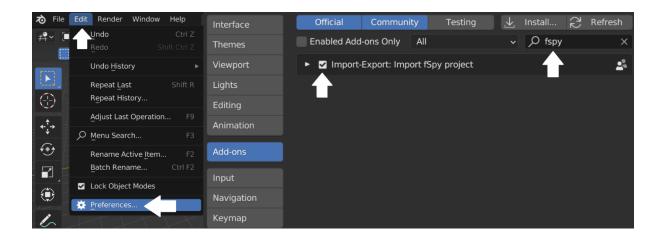
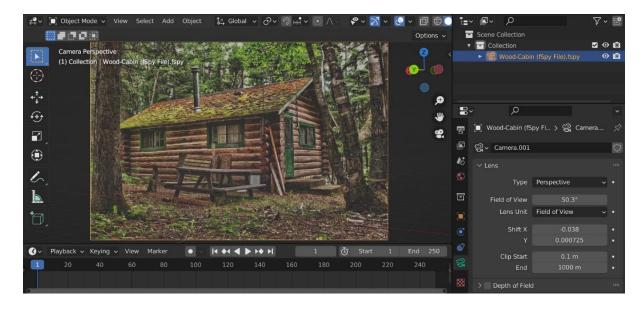
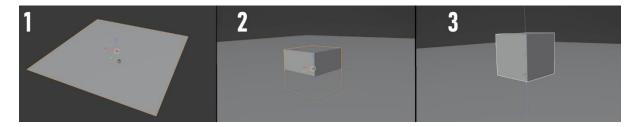


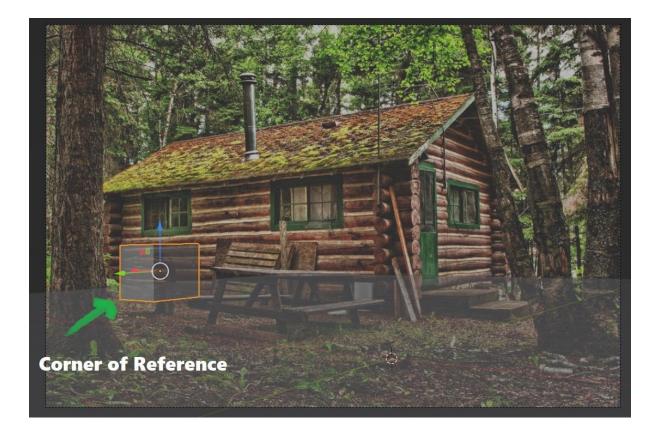
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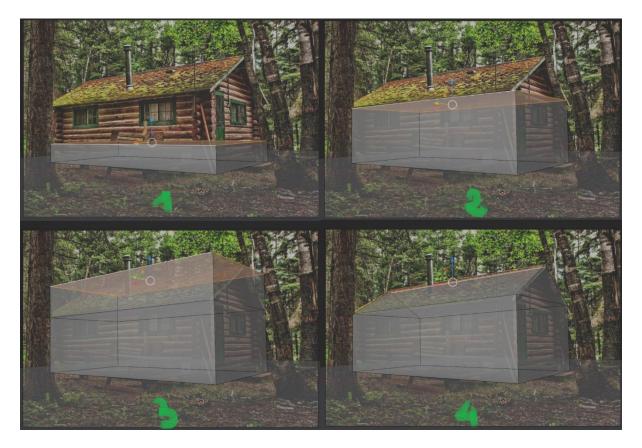




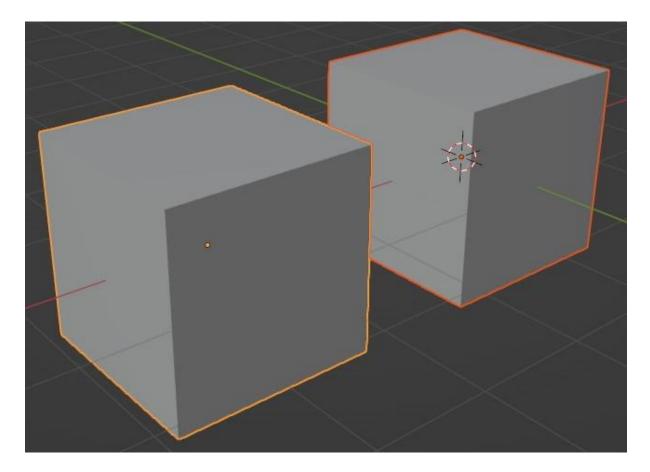




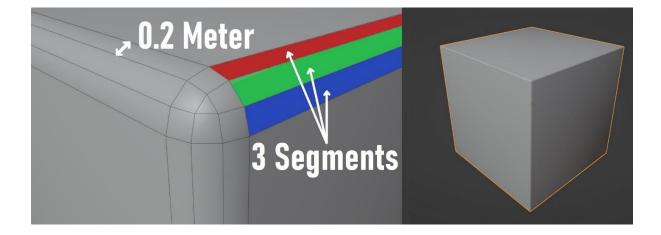


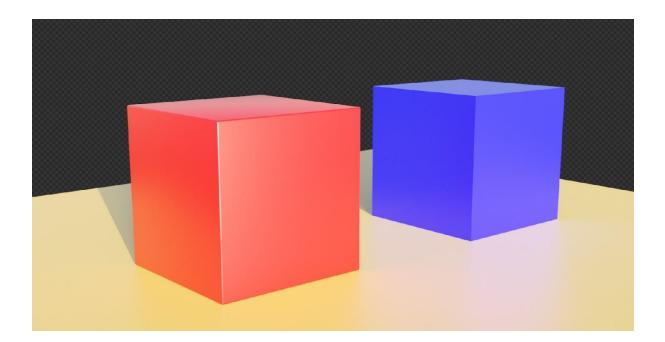


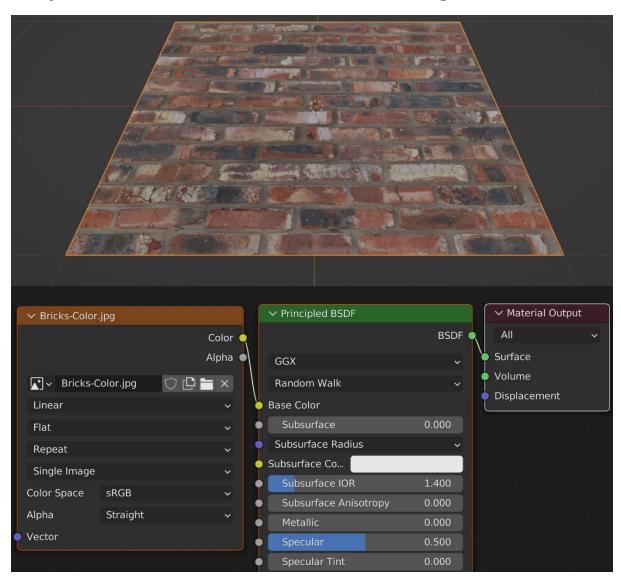




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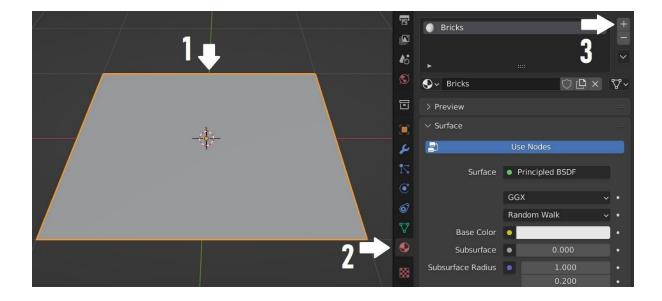


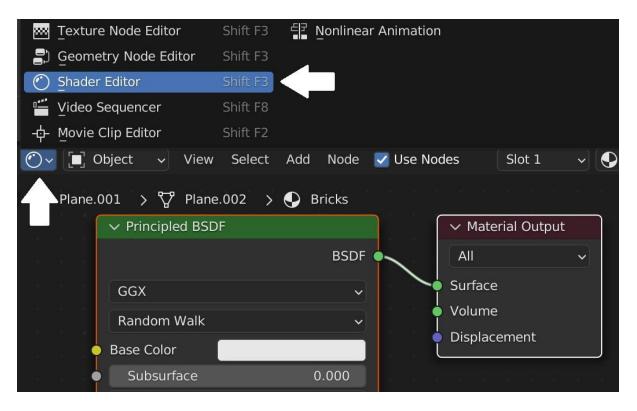


## **Chapter 02: The Basics of Realistic Texturing in Blender**

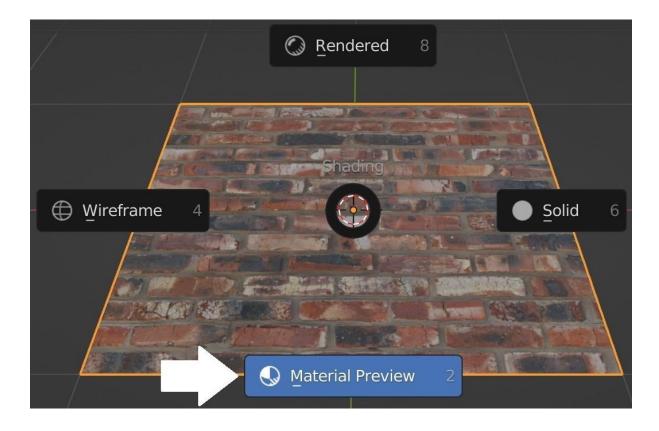


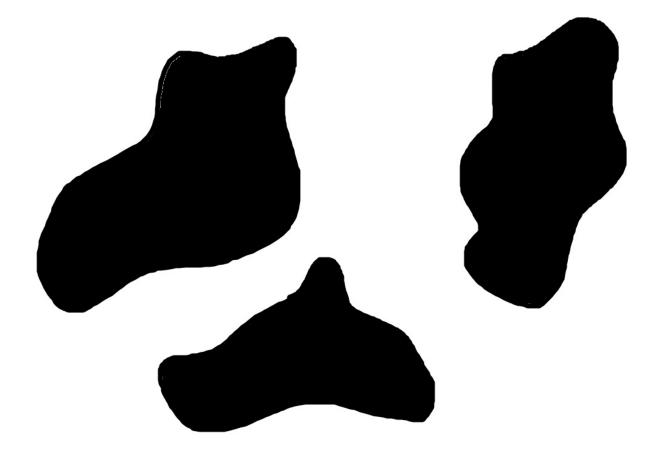
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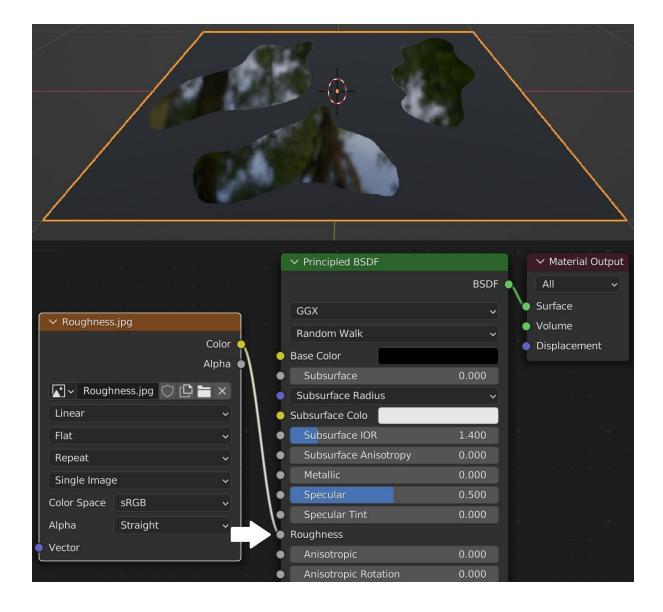


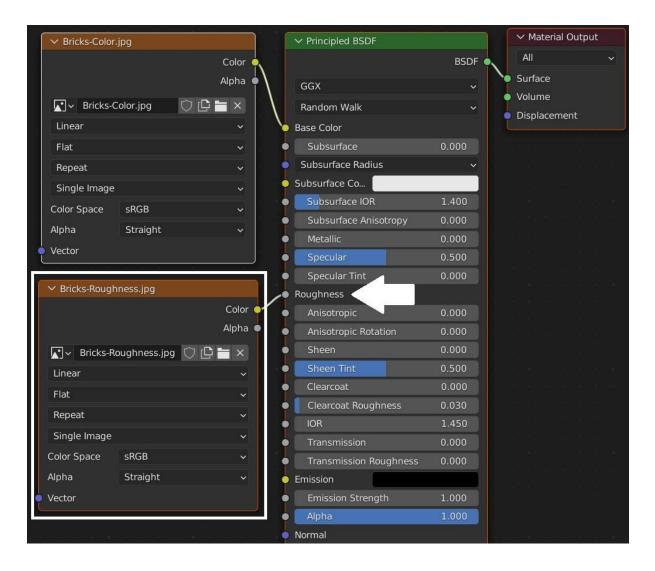


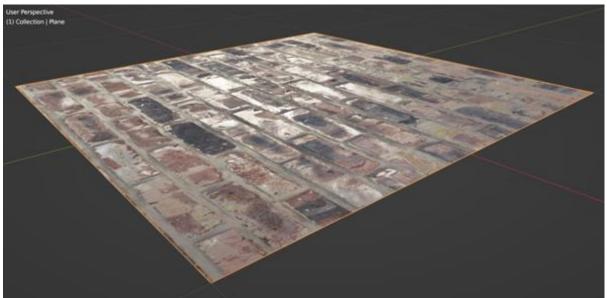
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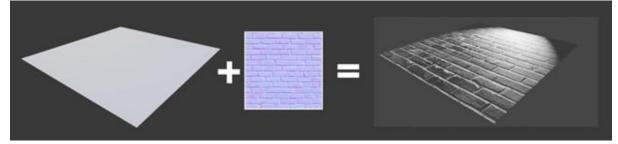


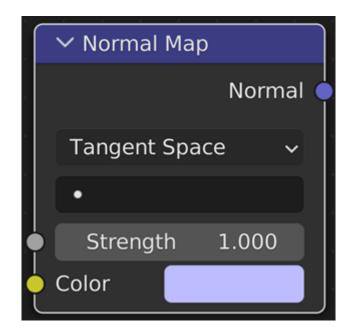


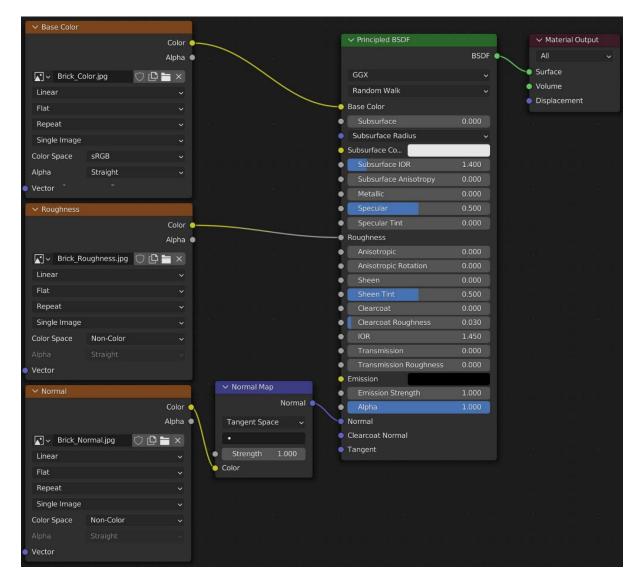




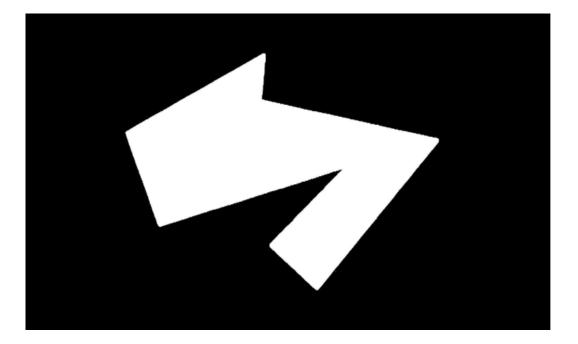


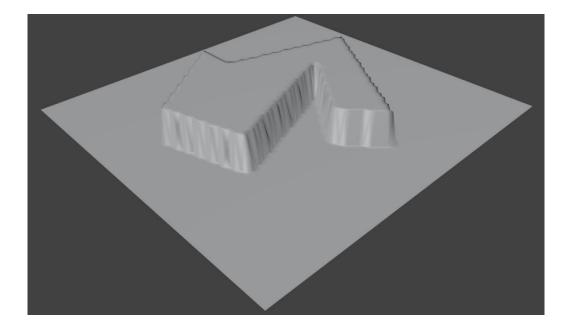


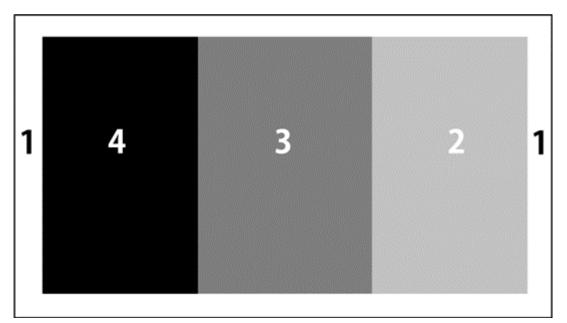


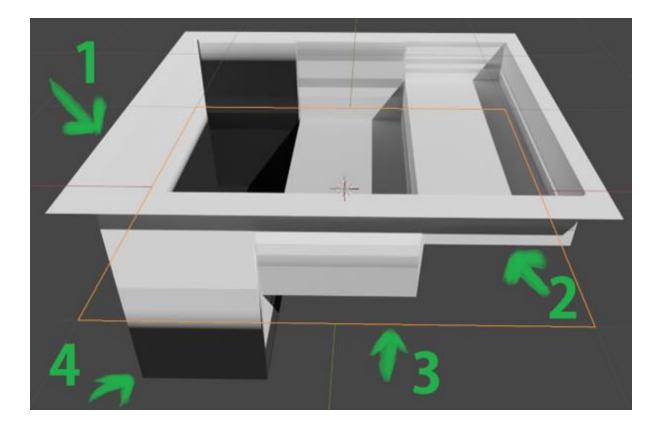


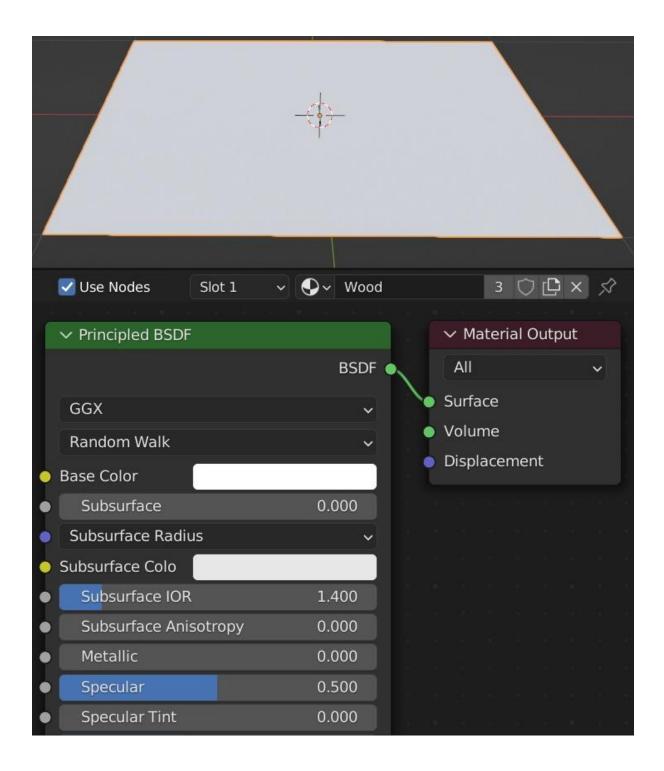






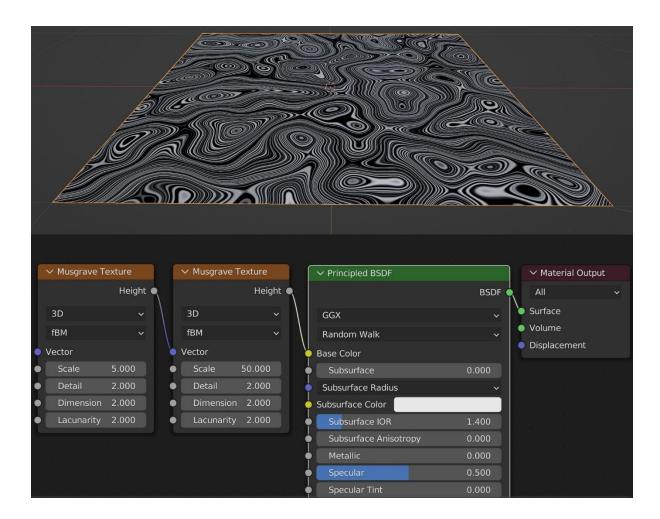


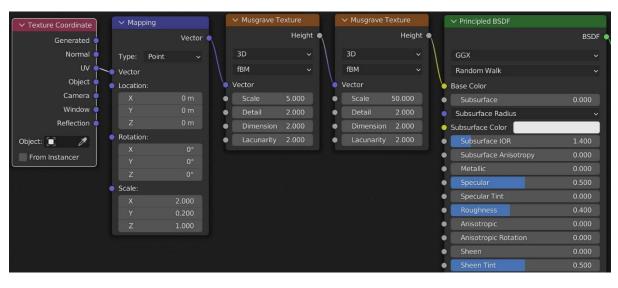






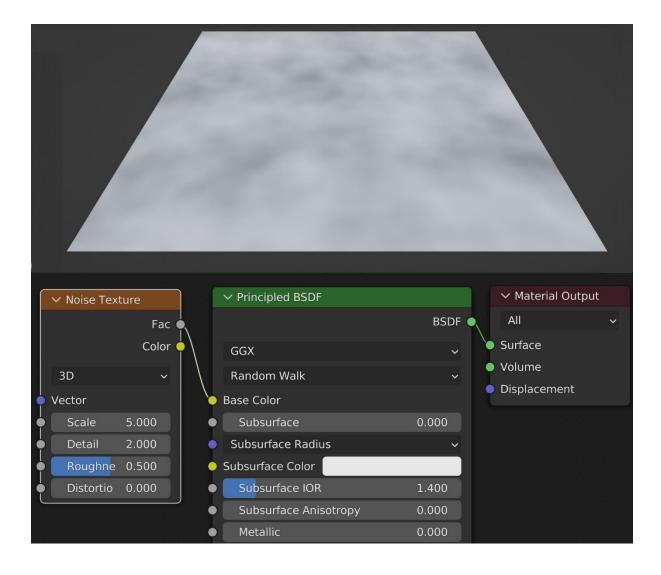
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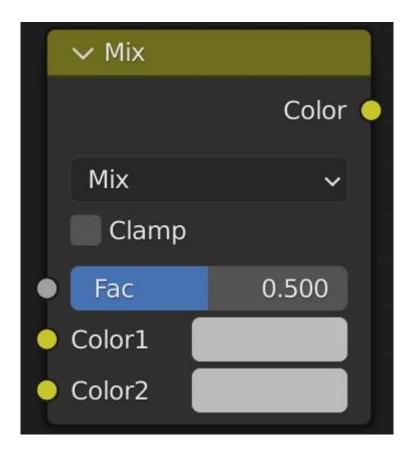




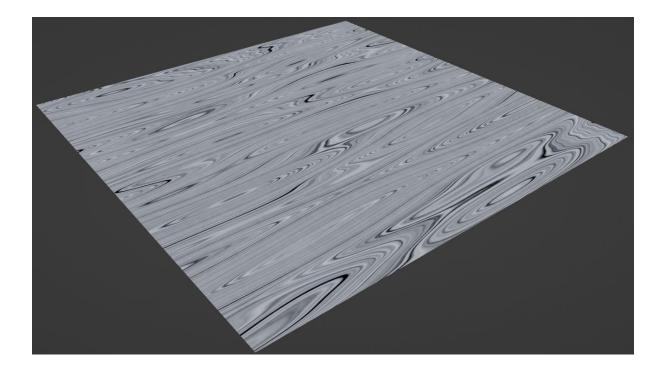


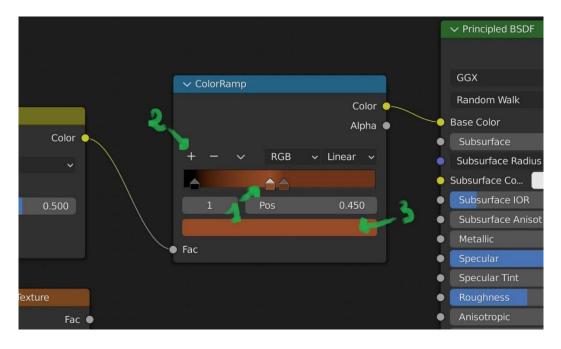
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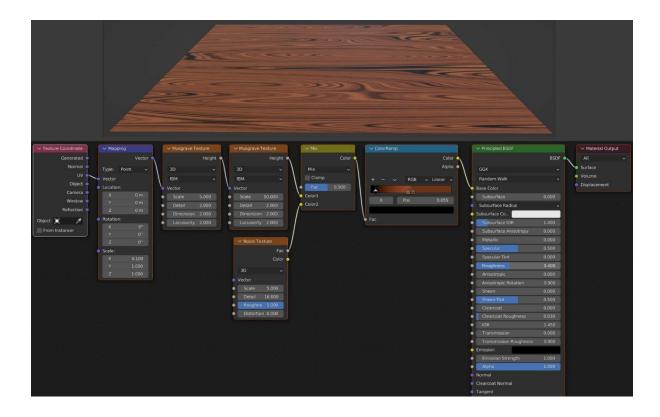


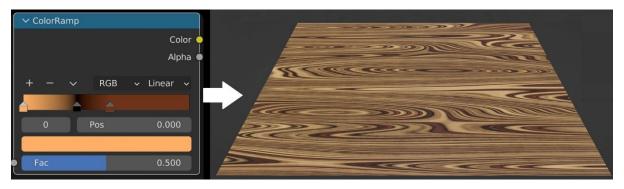


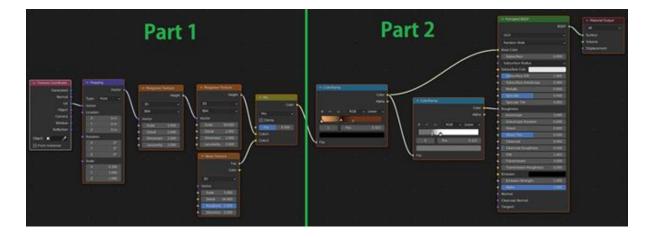
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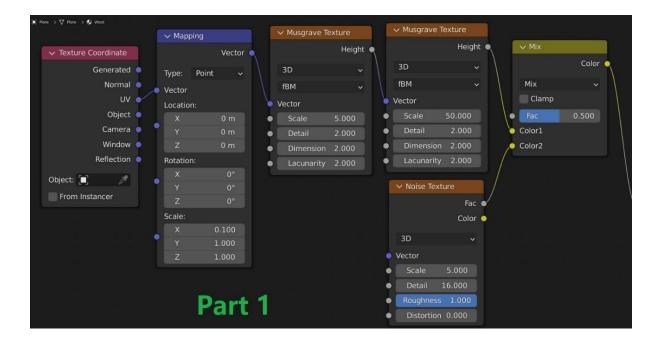


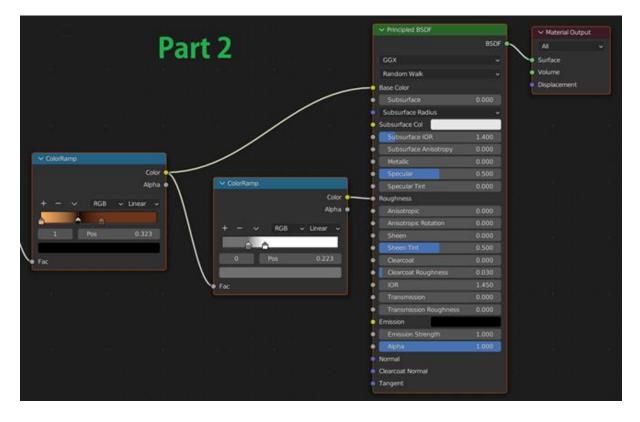




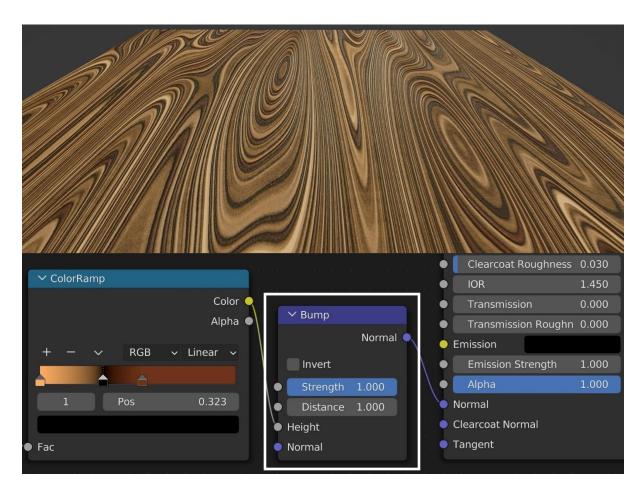




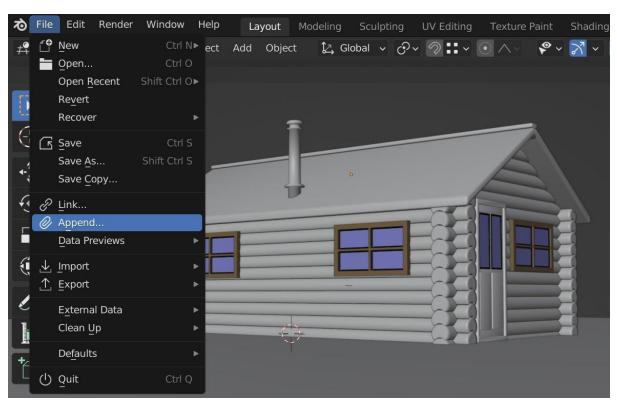




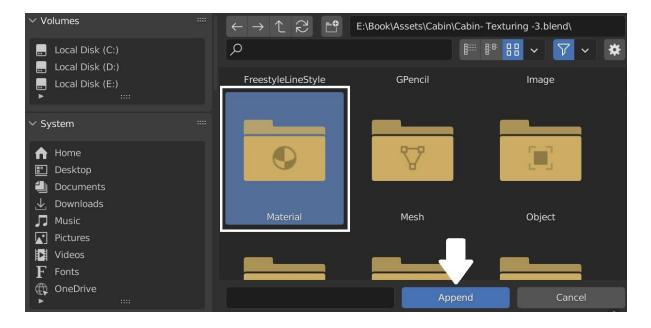


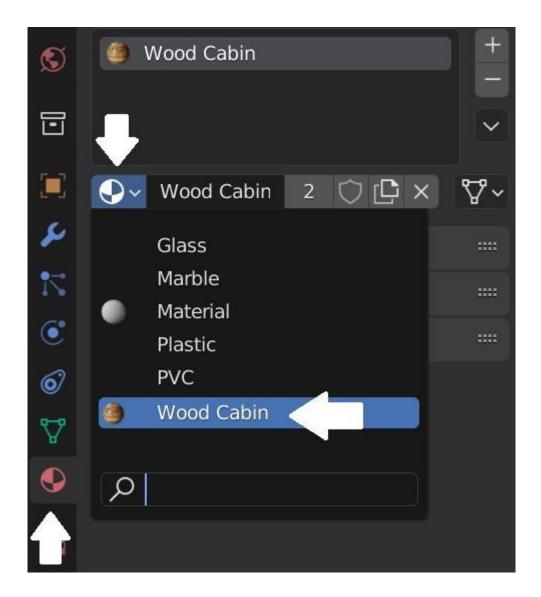






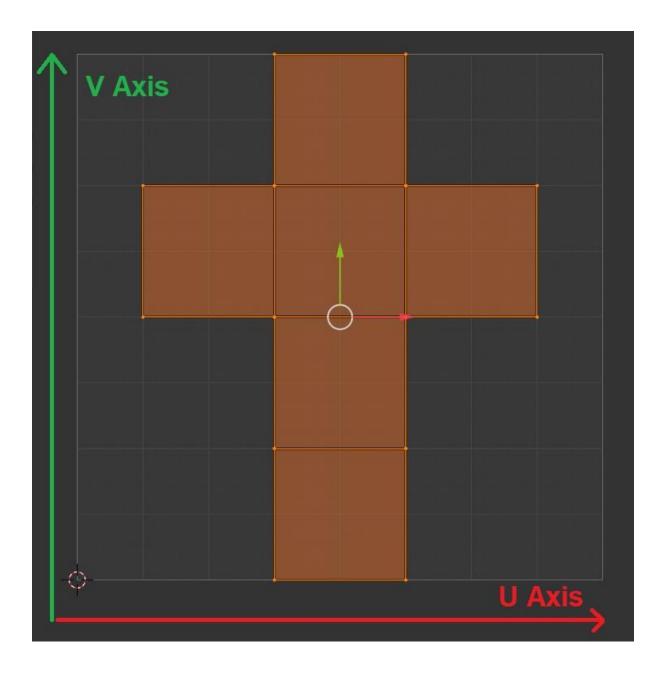
### **Chapter 03: Efficient Unwrapping and Texturing in Blender**







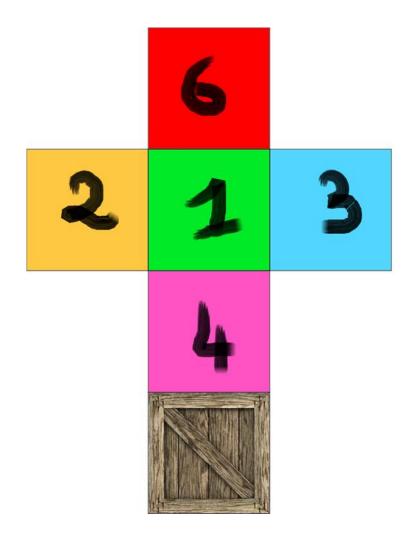


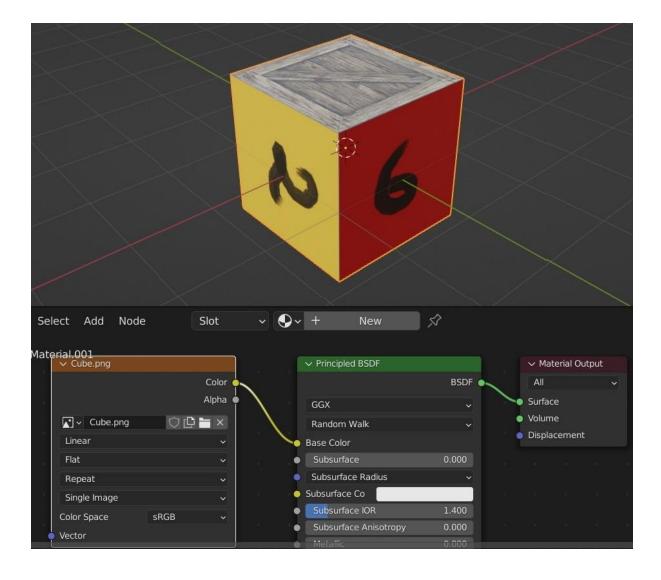


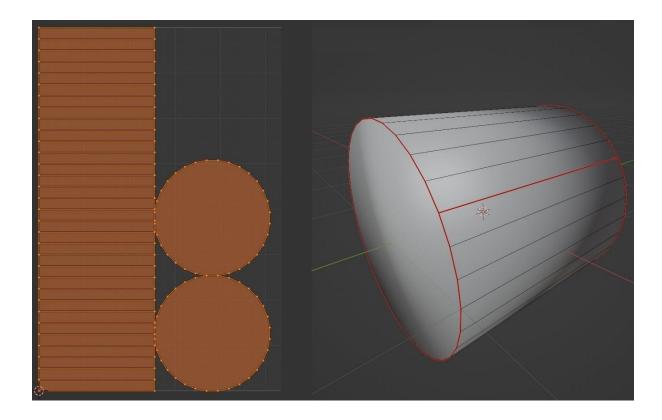
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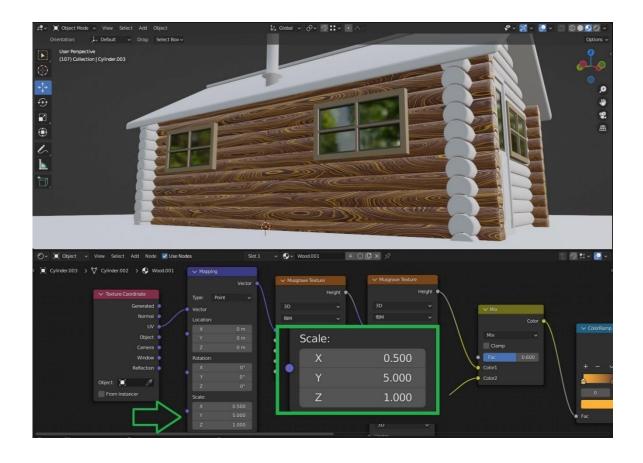
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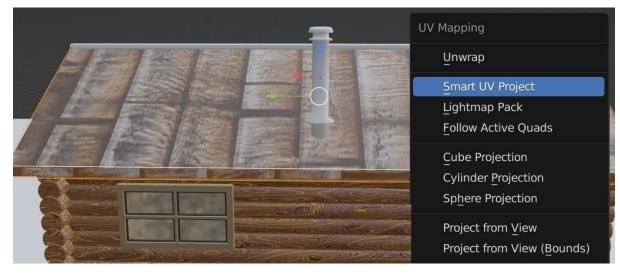


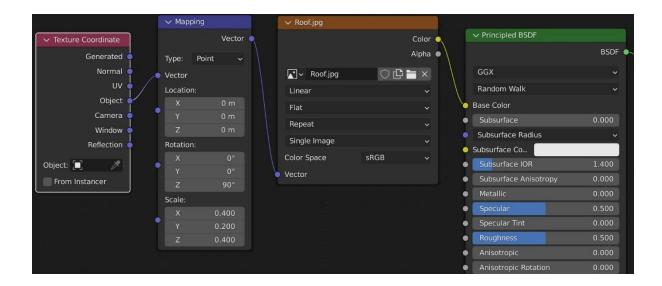




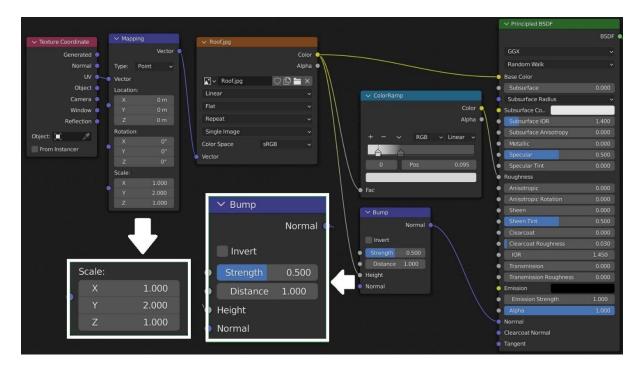
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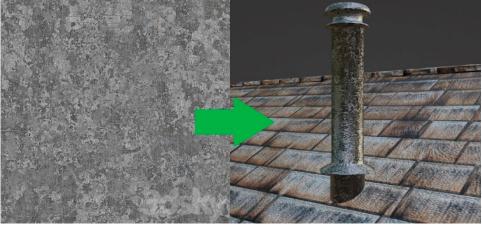


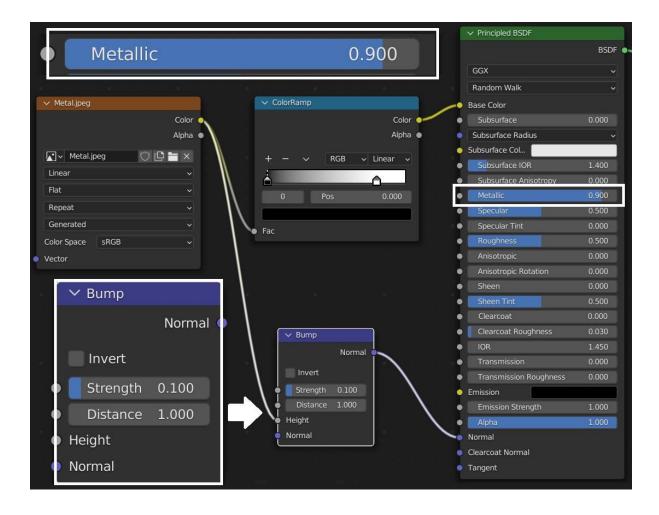




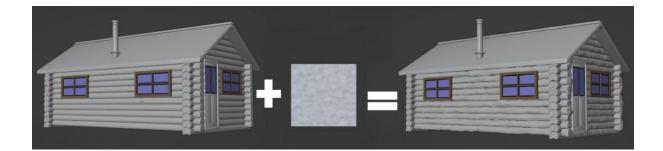


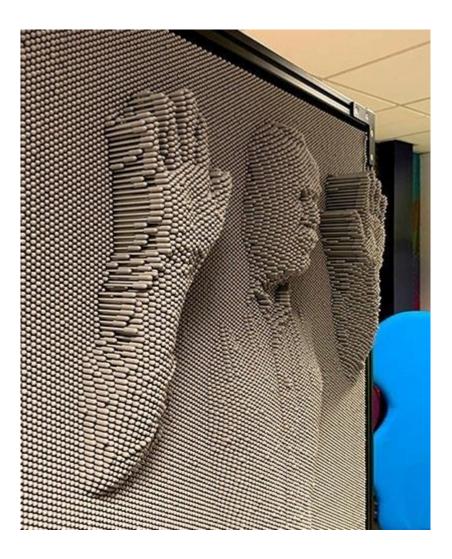


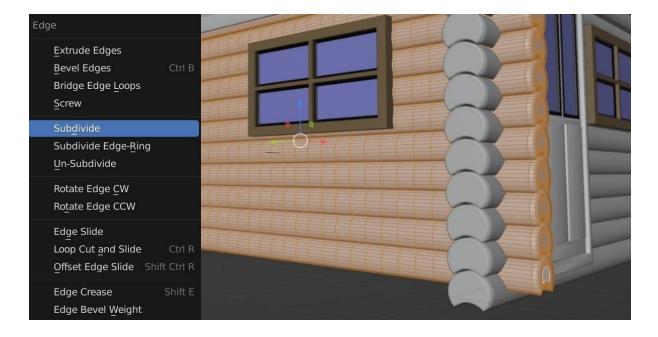


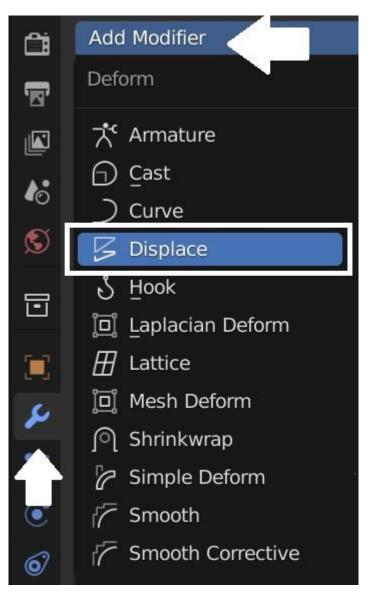


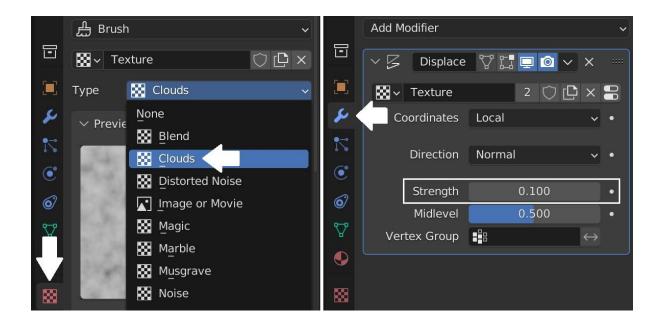






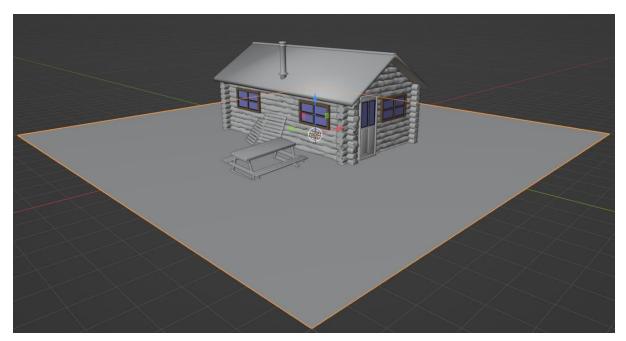




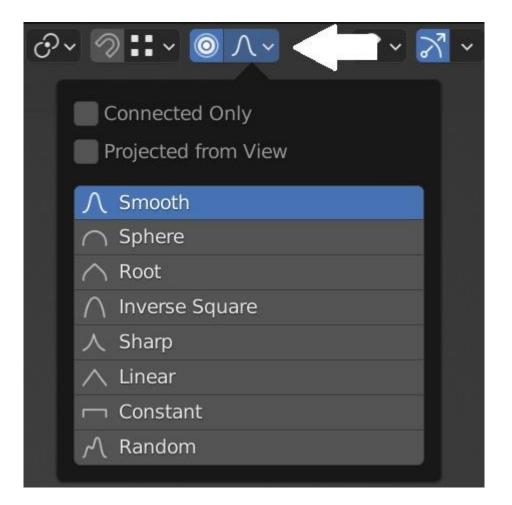


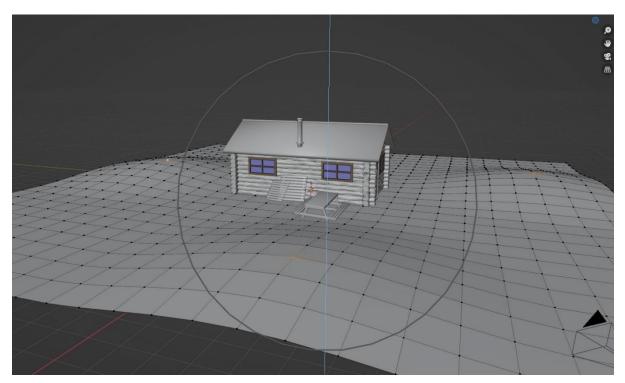


## Chapter 04: Creating Realistic Natural Plants in Blender

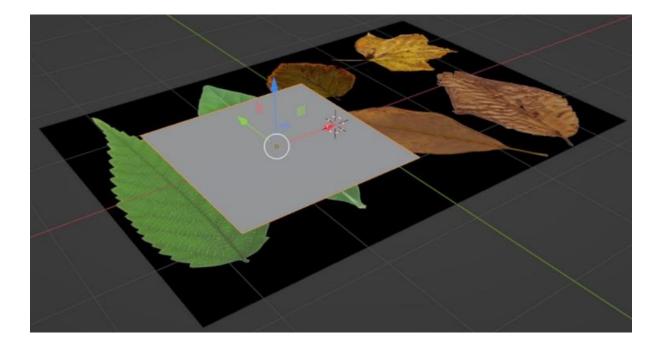


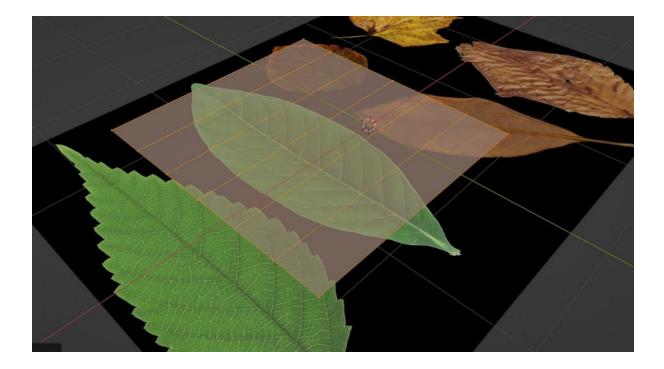
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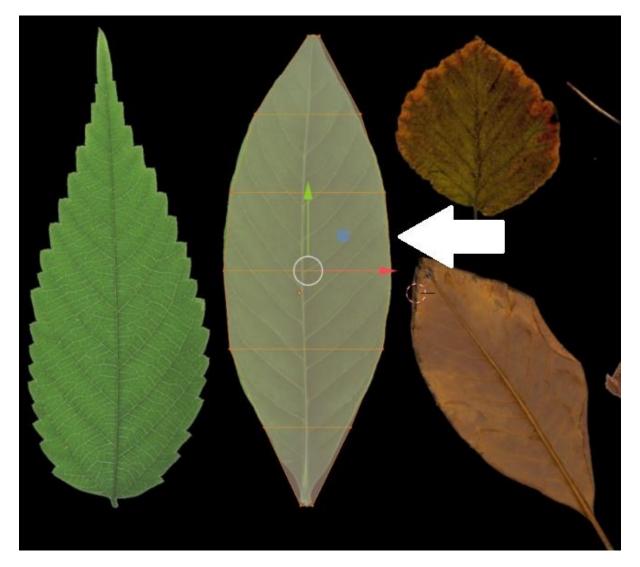


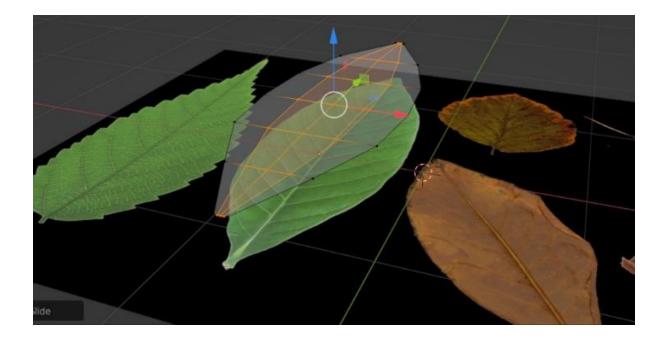


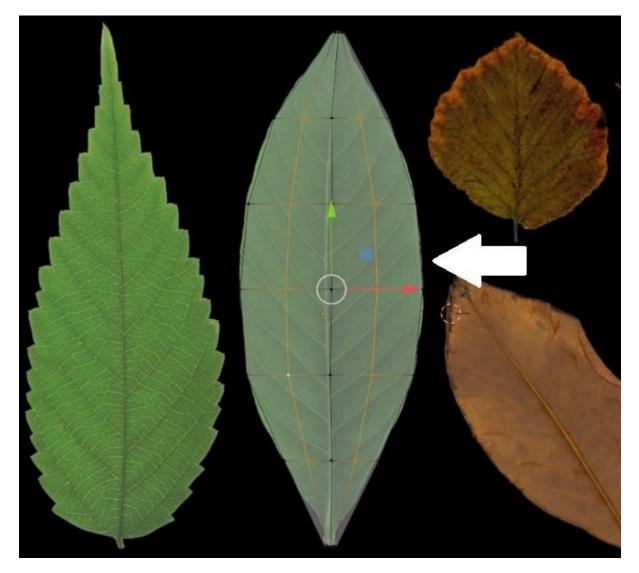
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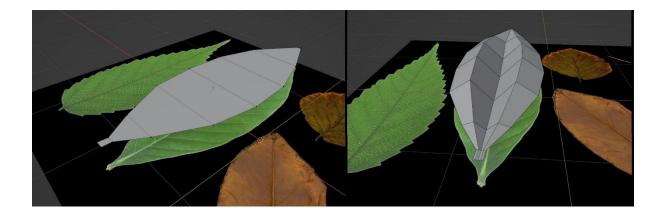


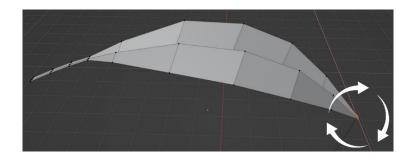


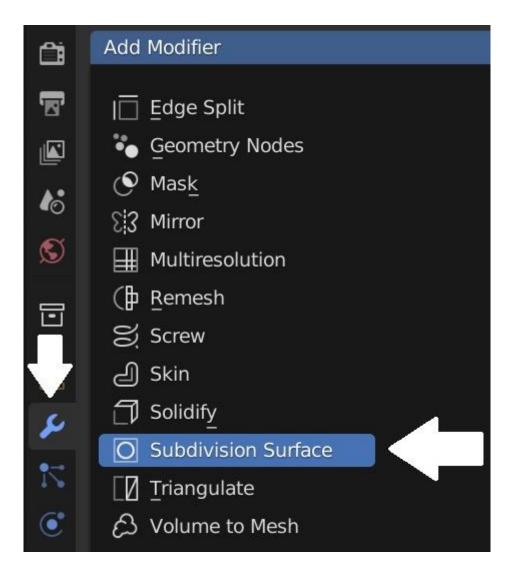


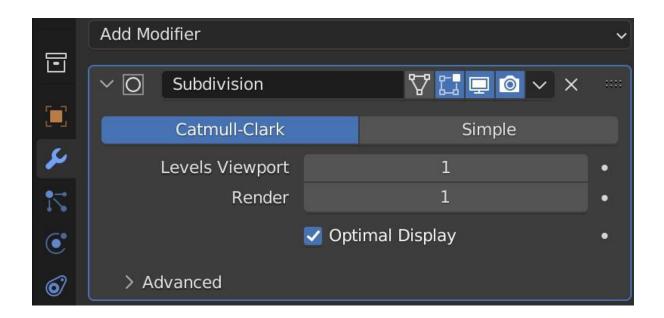


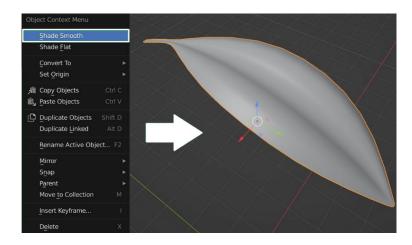




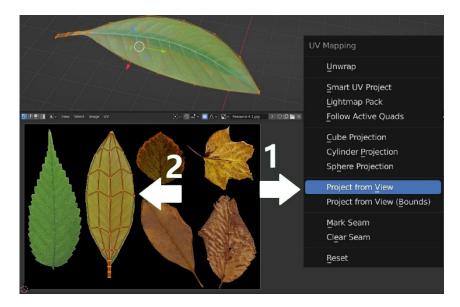


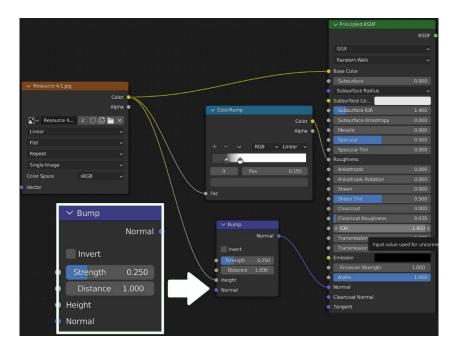


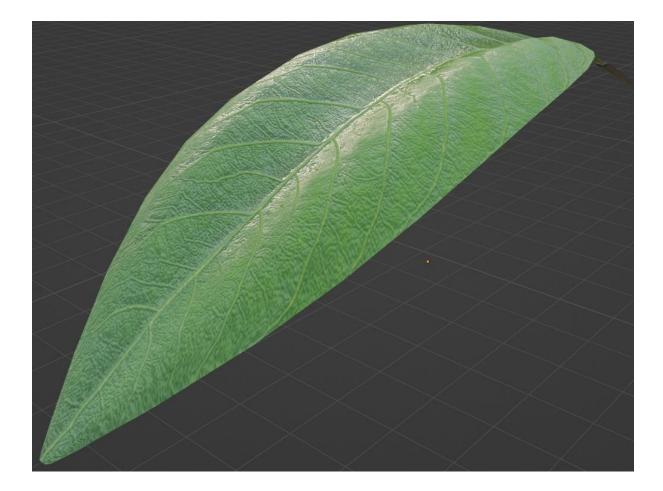




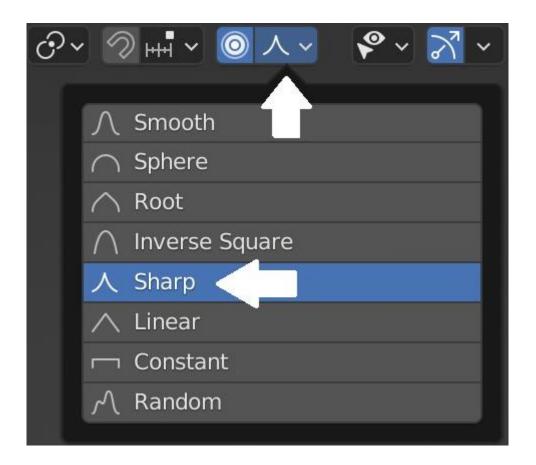


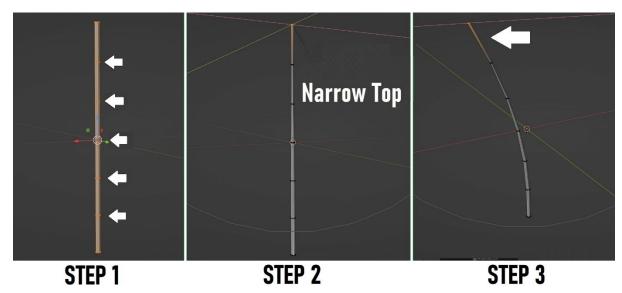


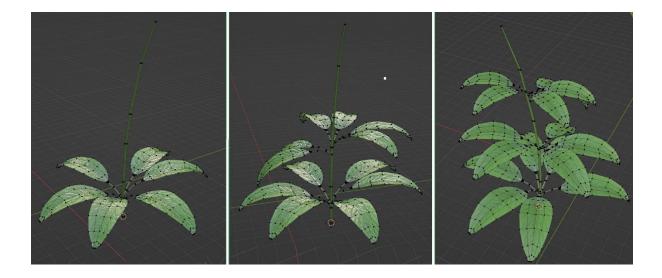




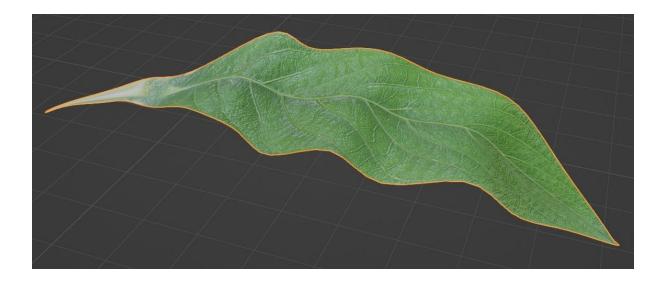
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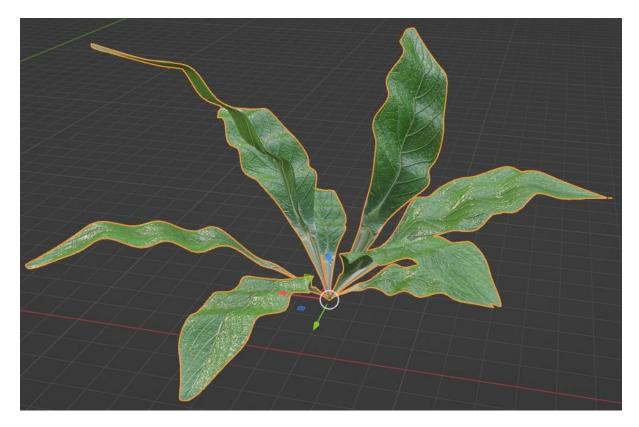


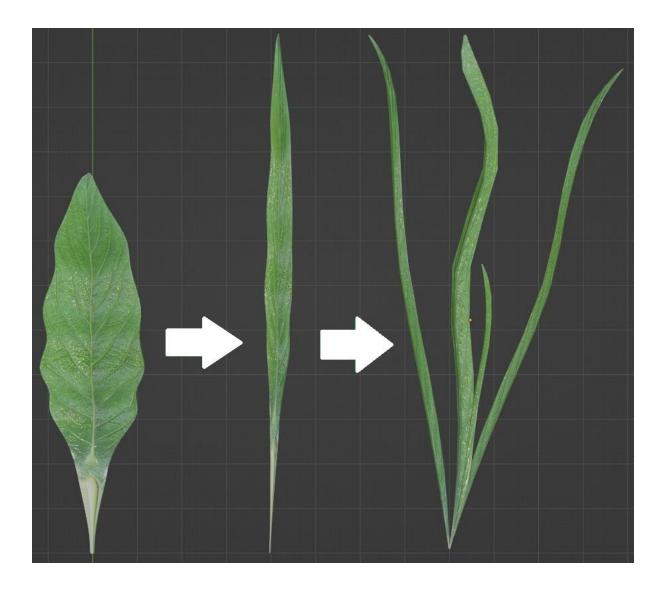


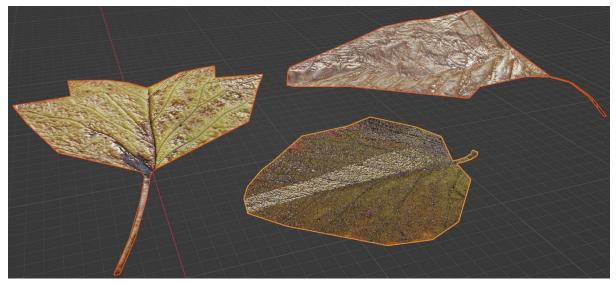


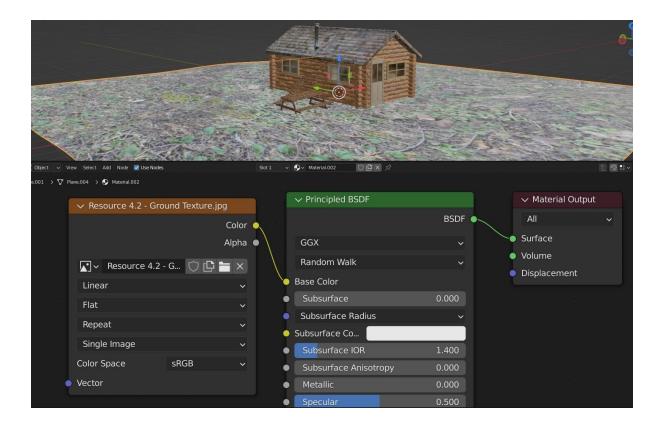


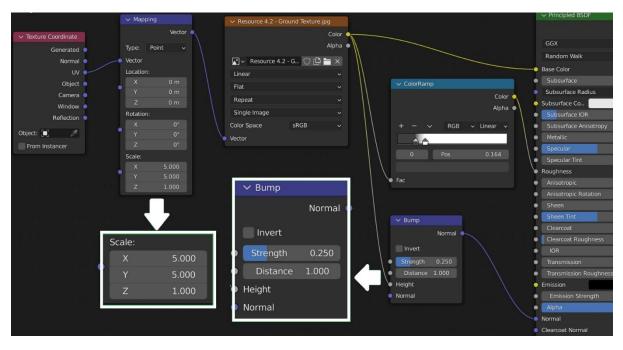




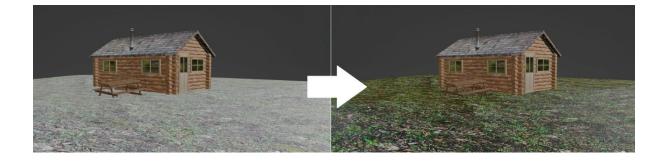


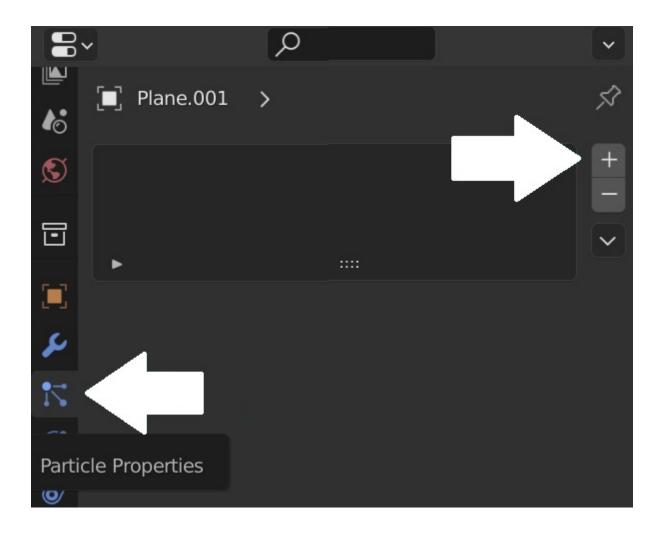






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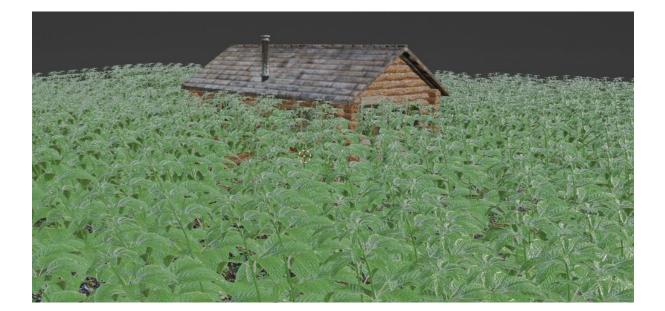


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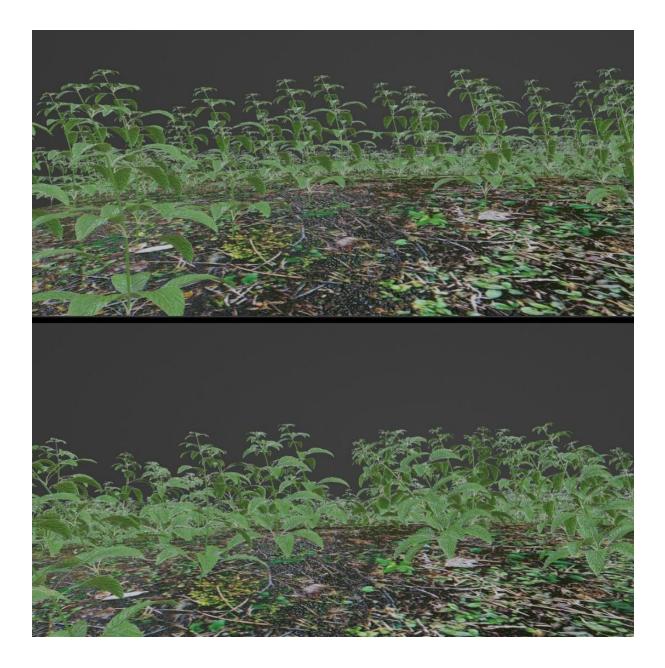
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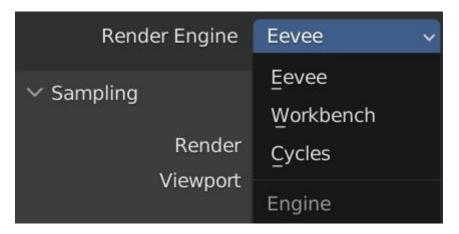


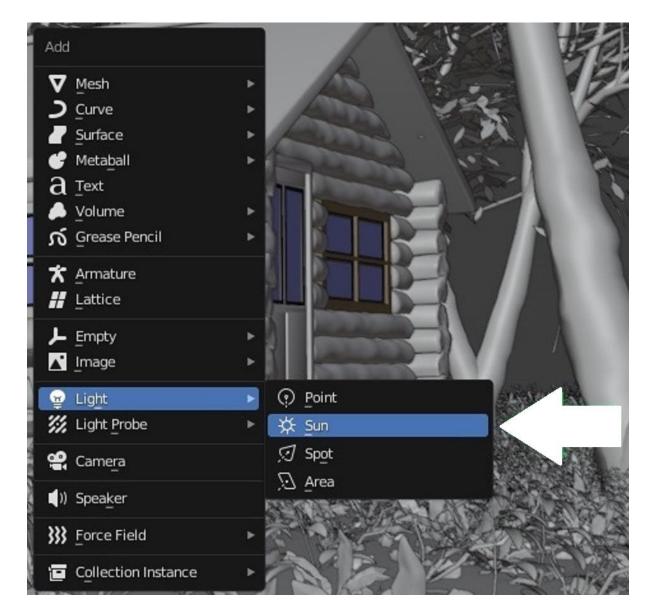
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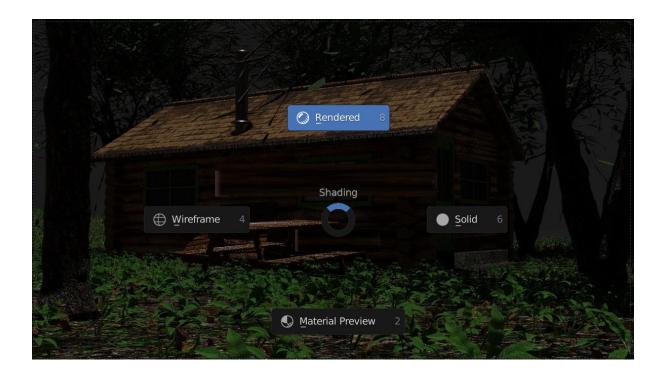
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## Chapter 05: Achieve Photorealistic Lighting in Your Environment with Blender

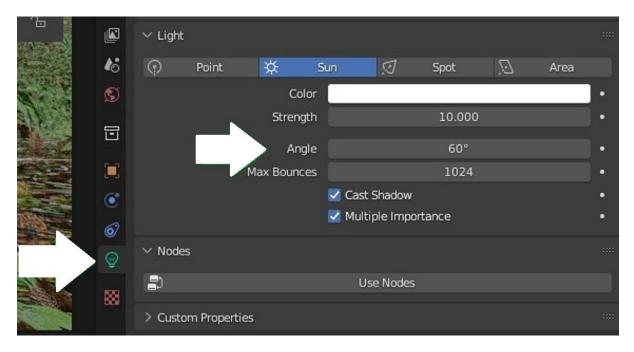






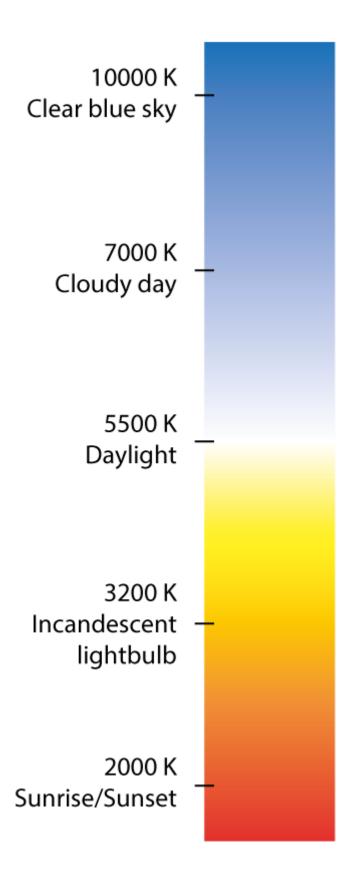
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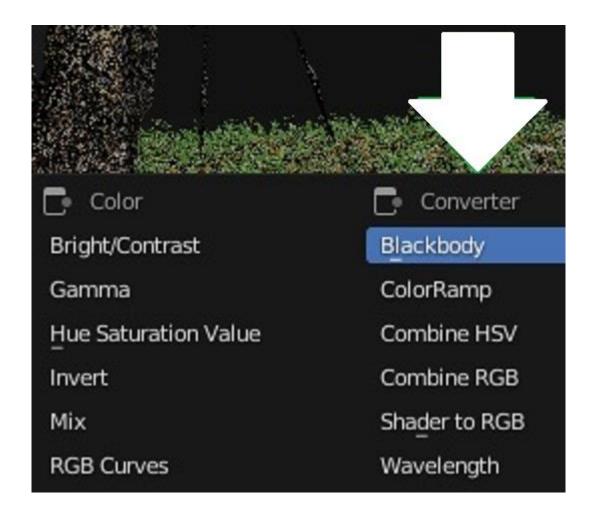






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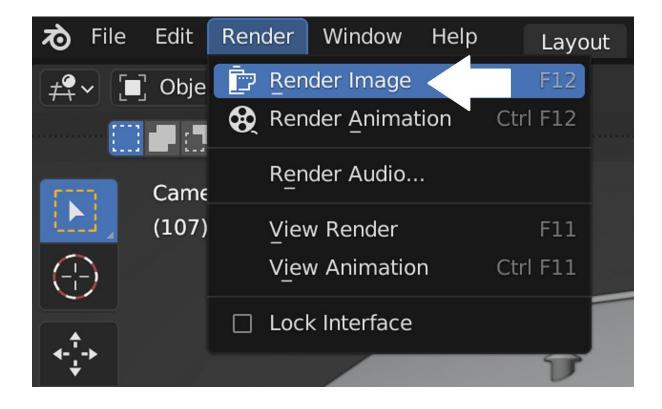


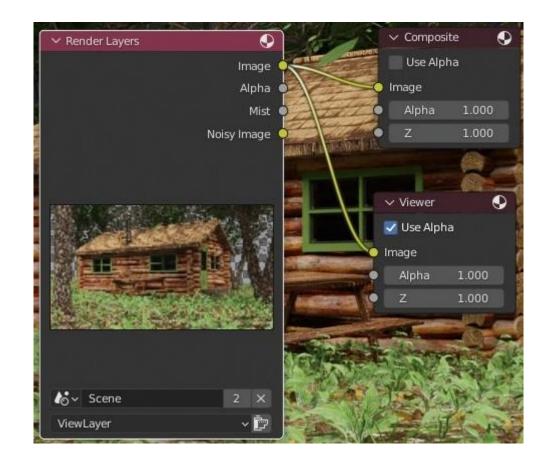
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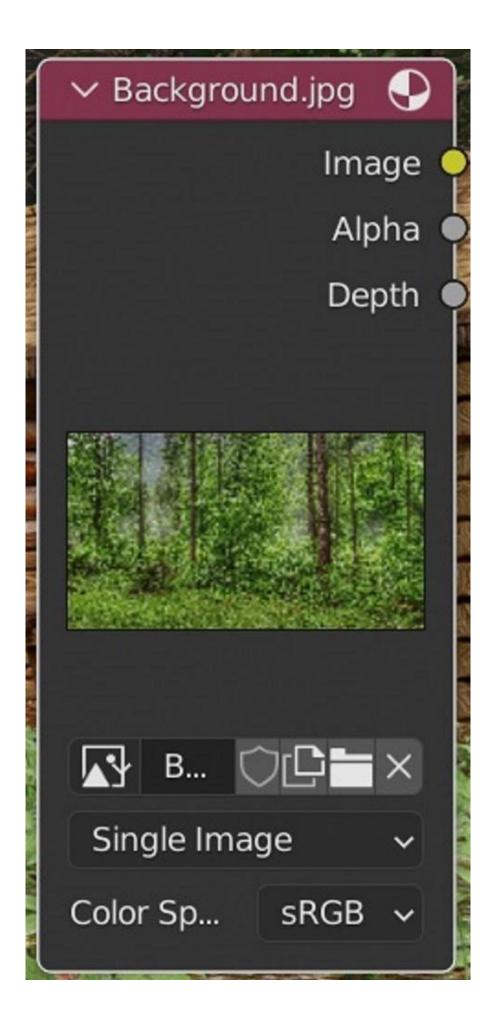
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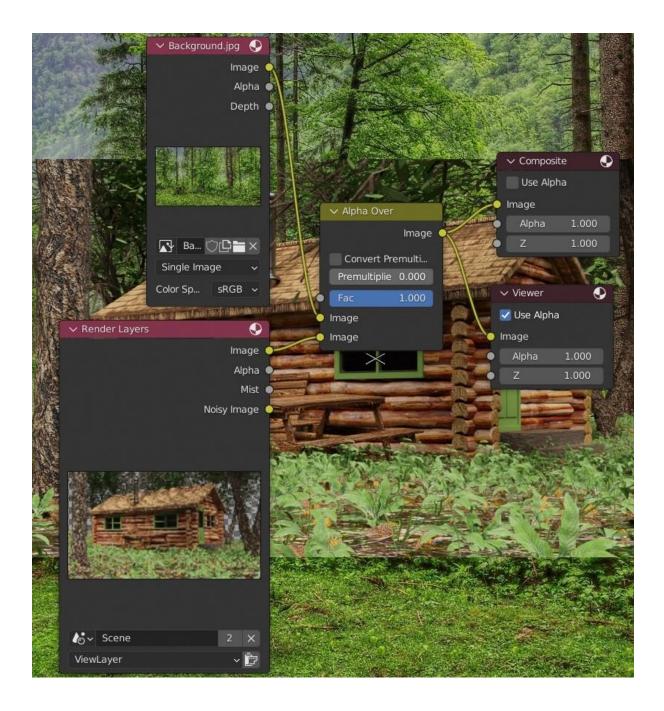
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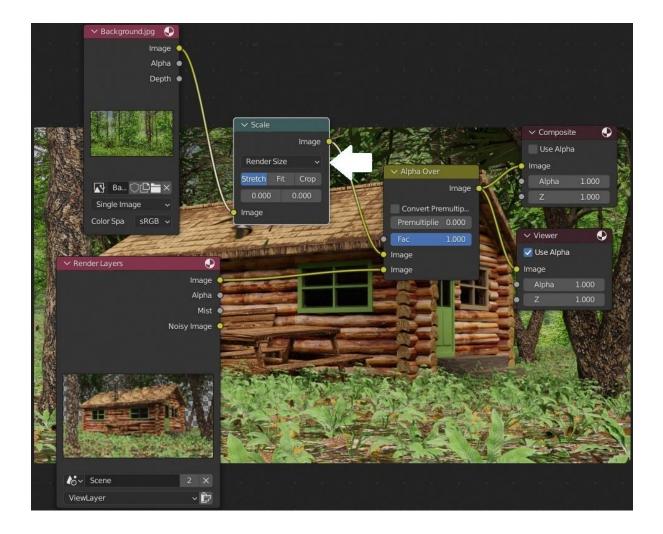












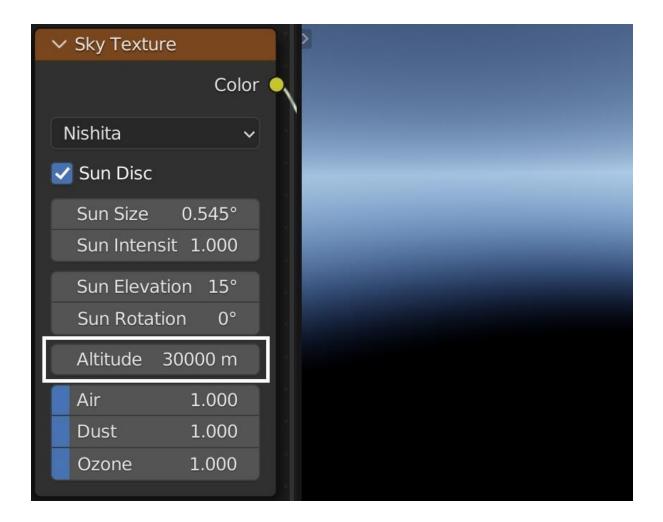
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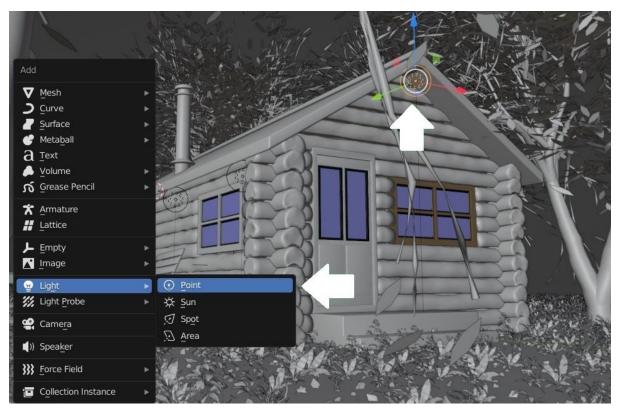


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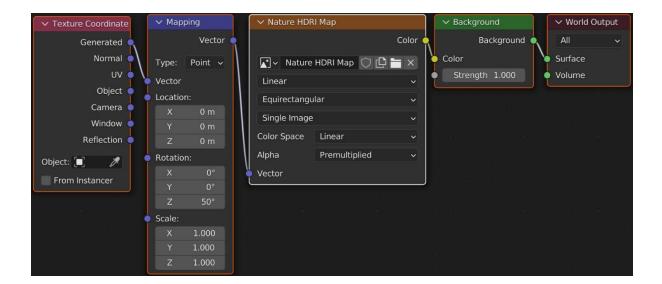






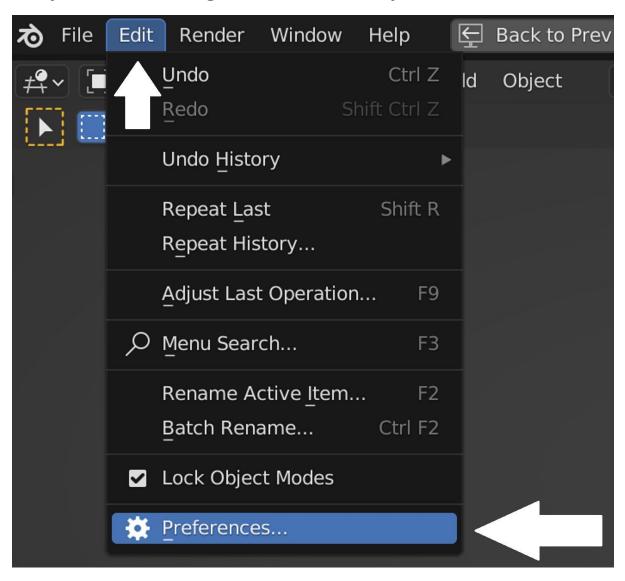


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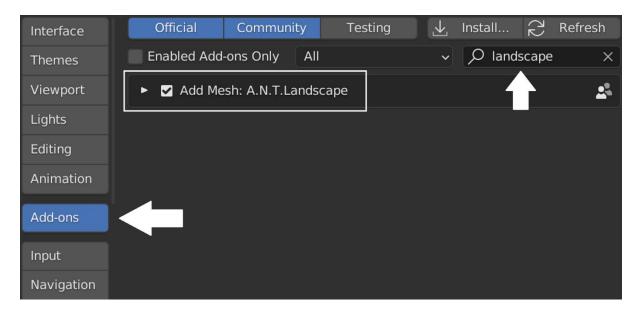






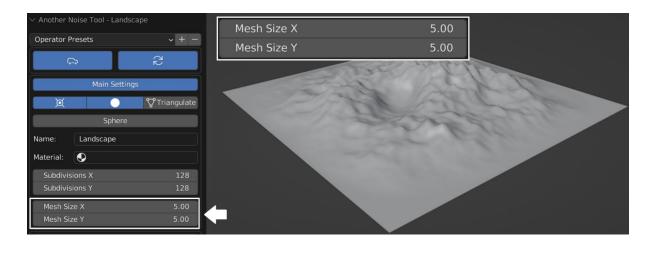


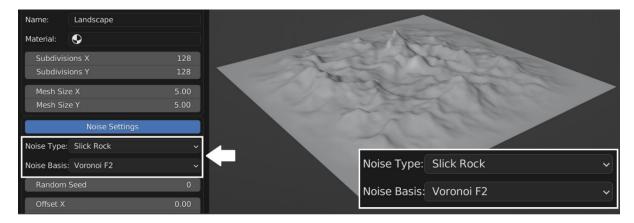
## **Chapter 06: Creating Realistic Landscapes in Blender**

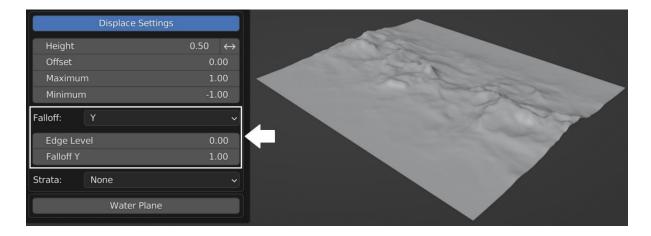


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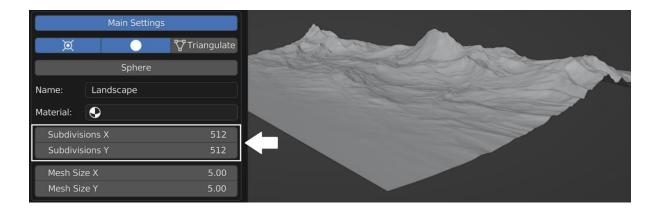
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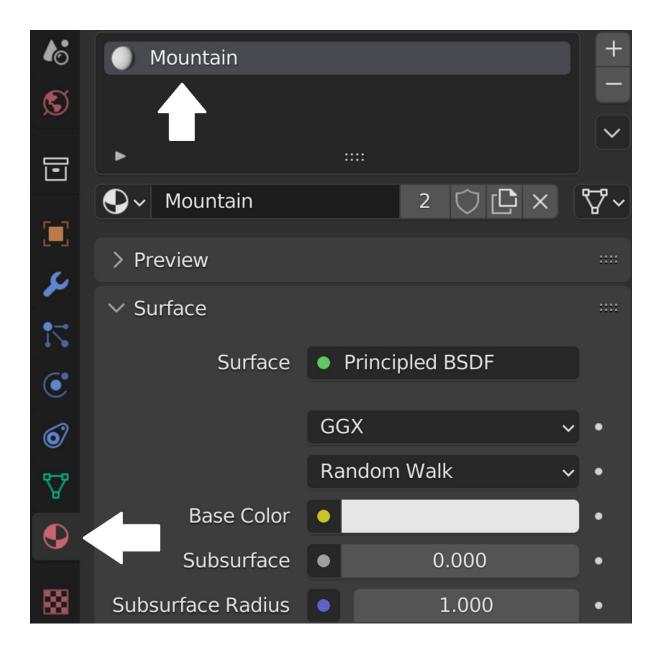




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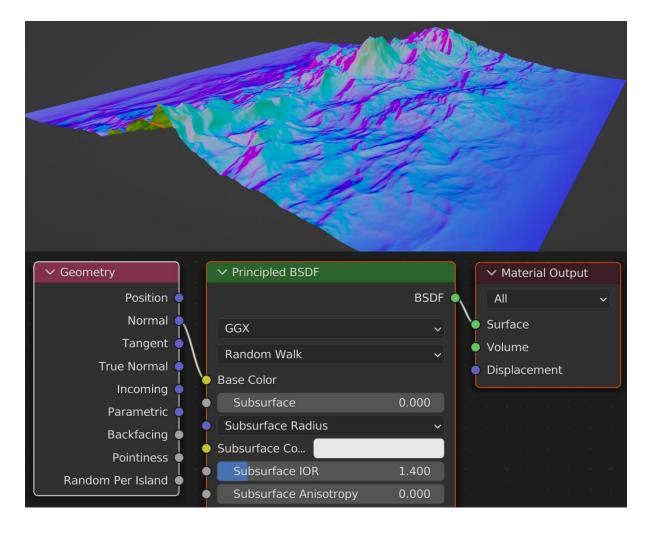
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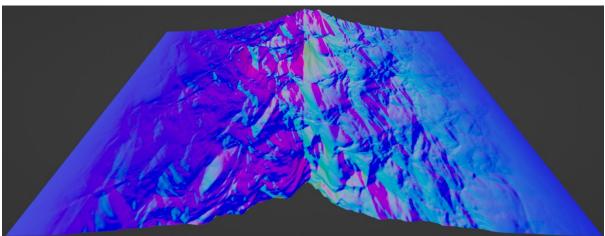


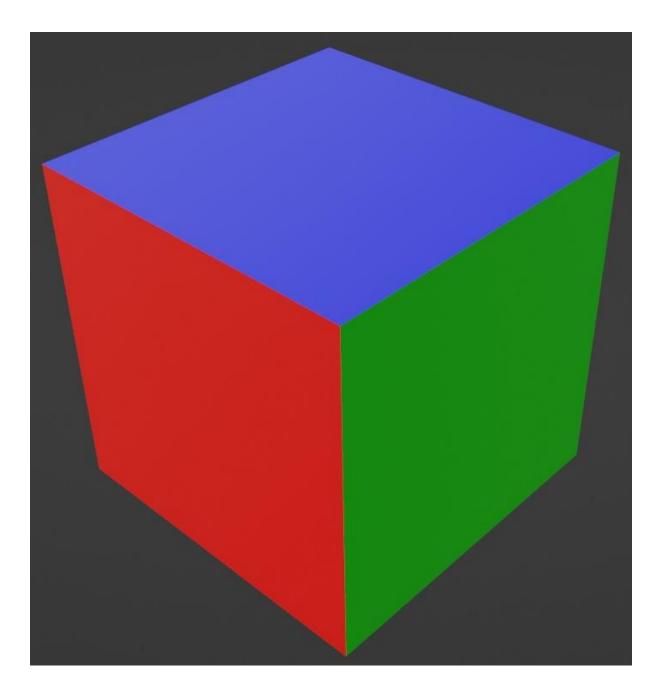
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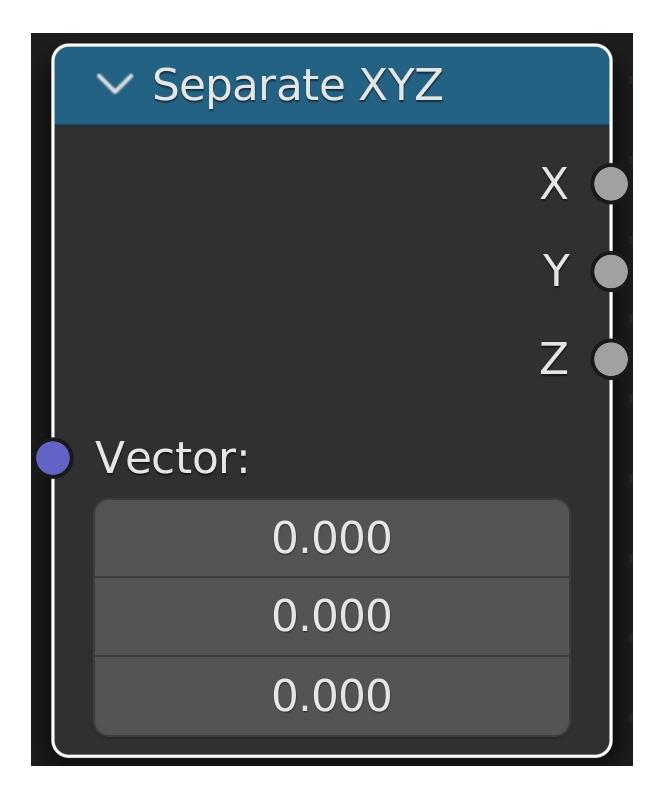
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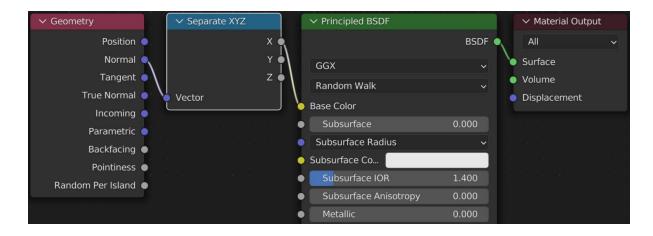
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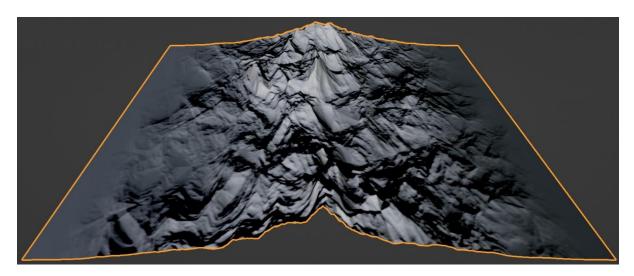


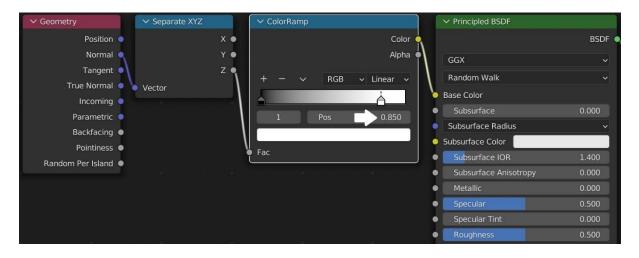


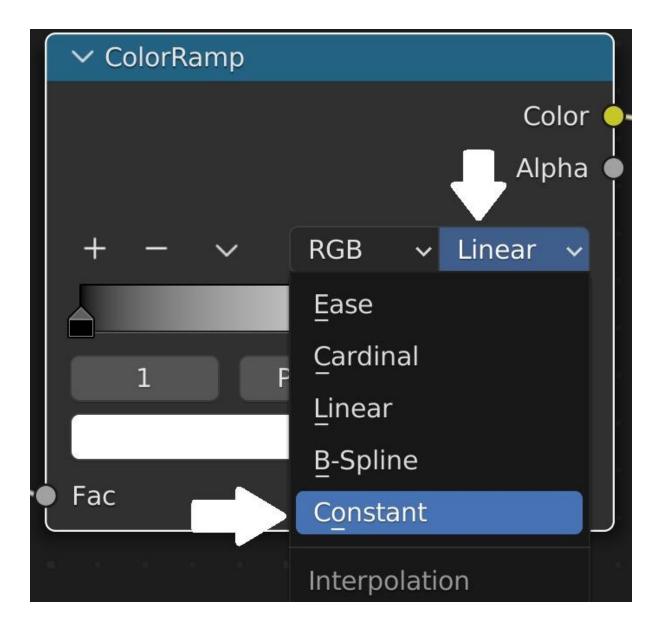


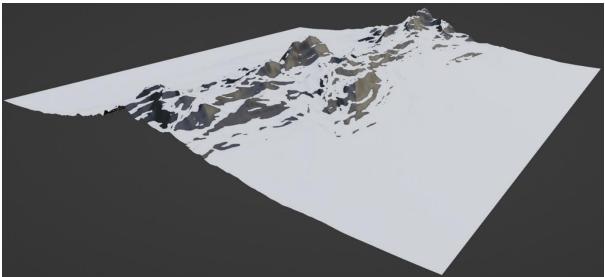


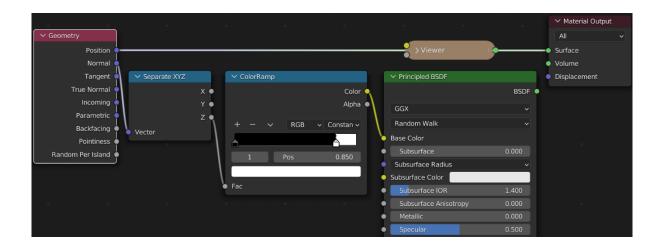


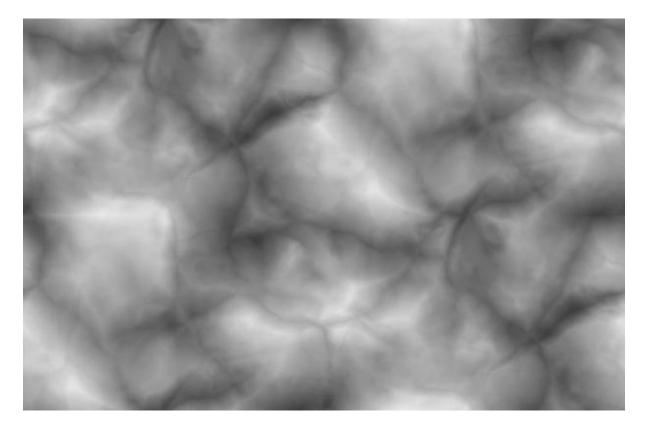






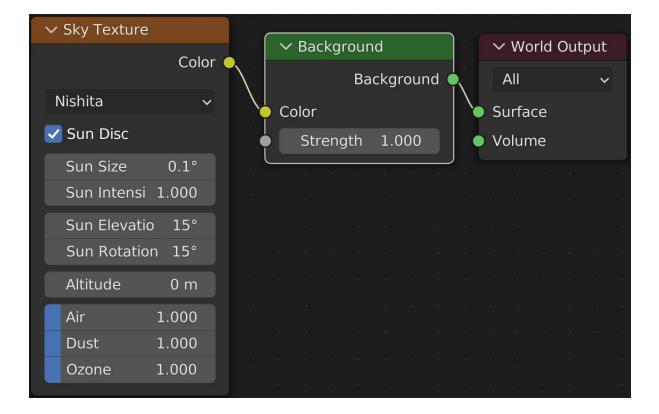






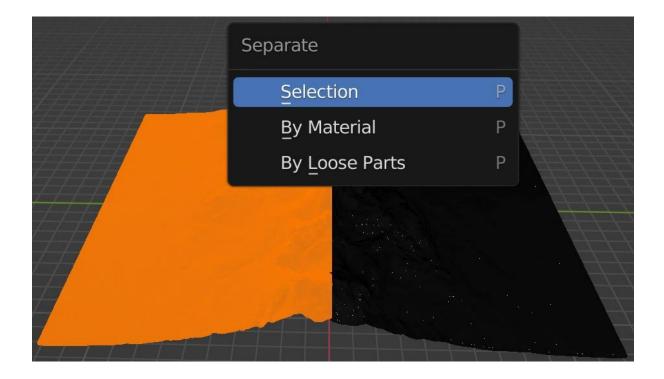
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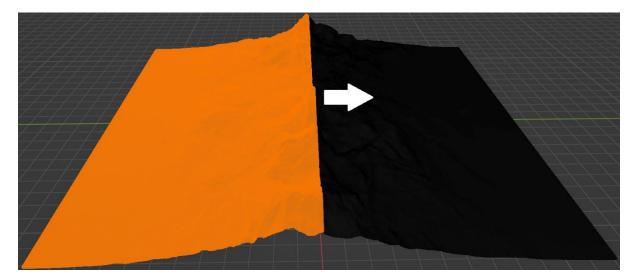
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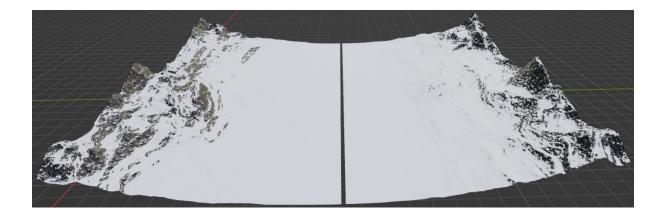


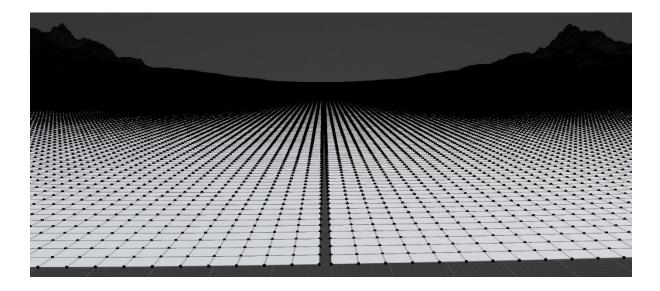


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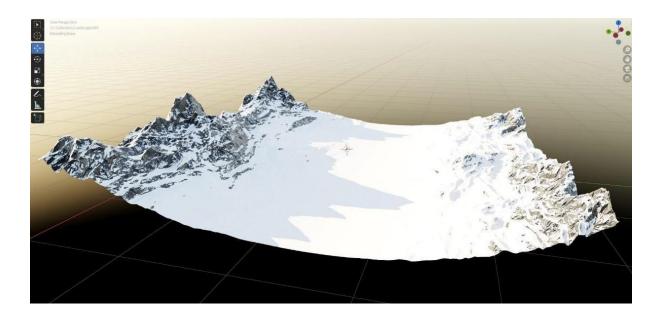


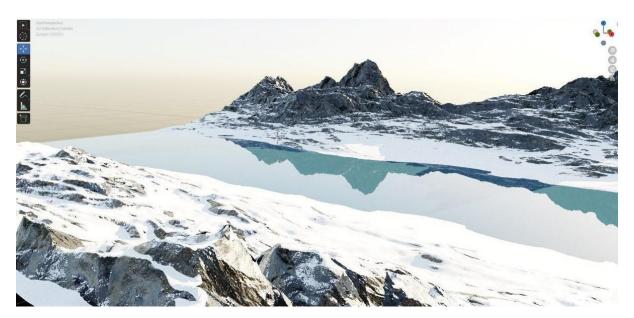




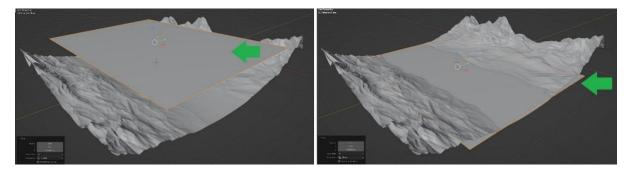


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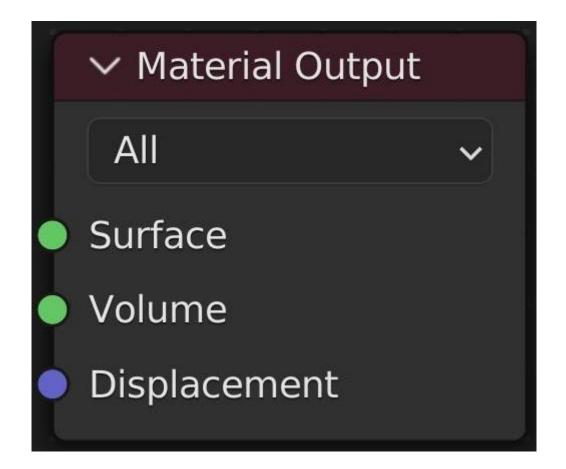




## Chapter 07: Creating and Animating Realistic, Natural-Looking Water

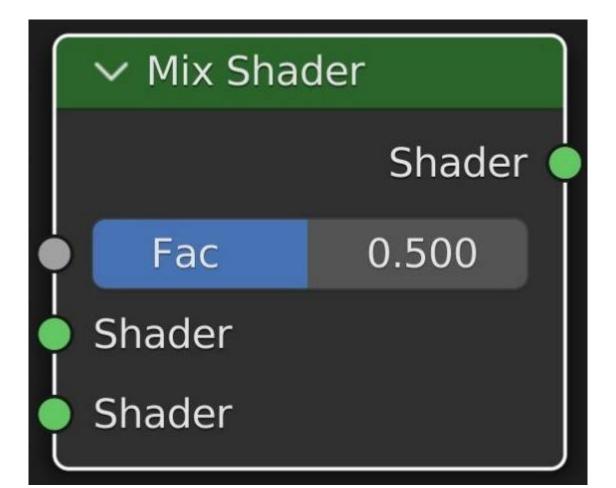


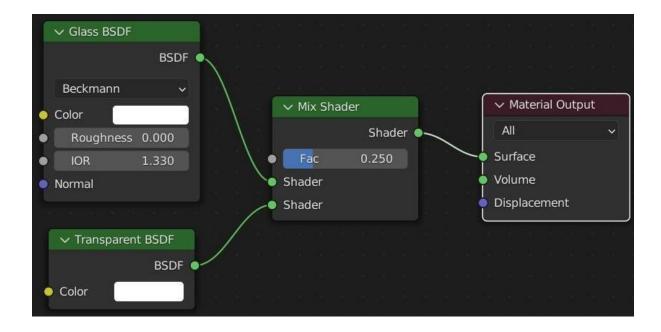
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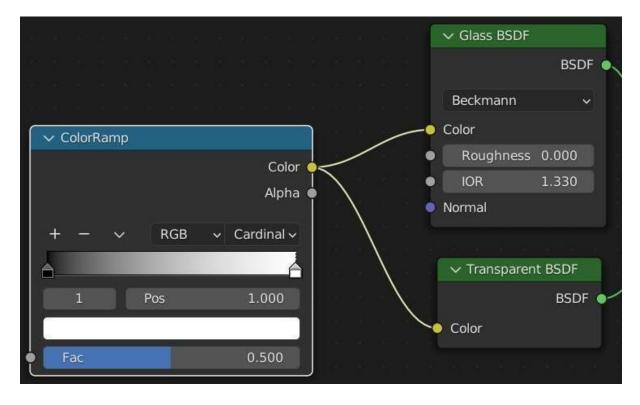


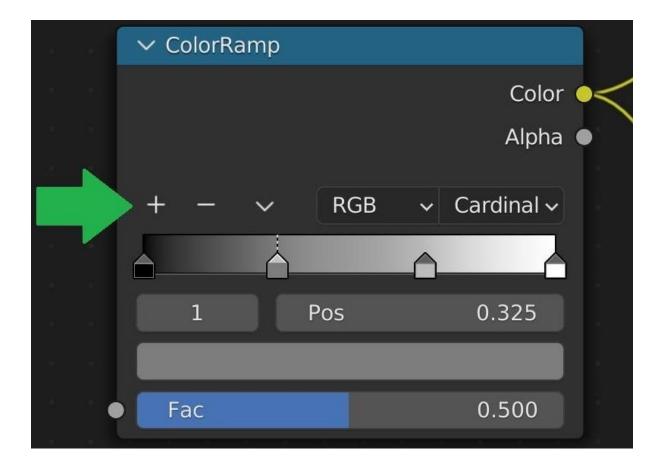


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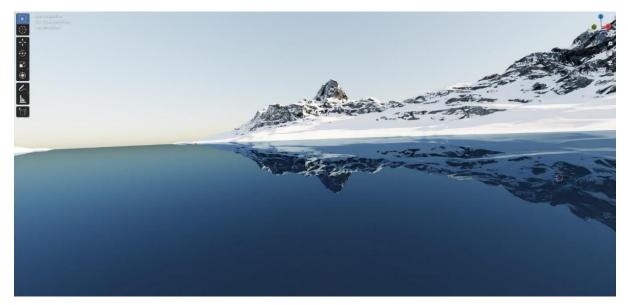






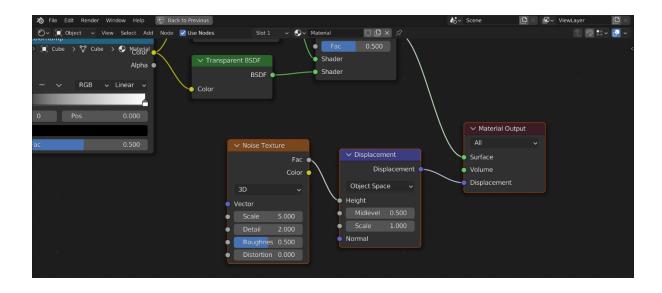






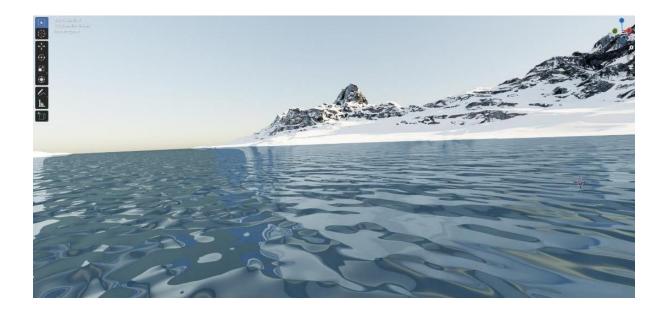
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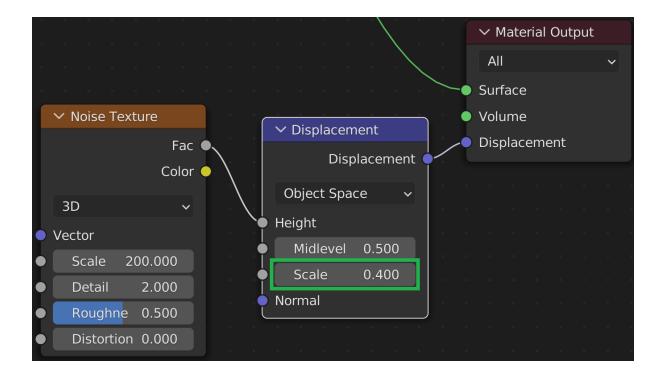
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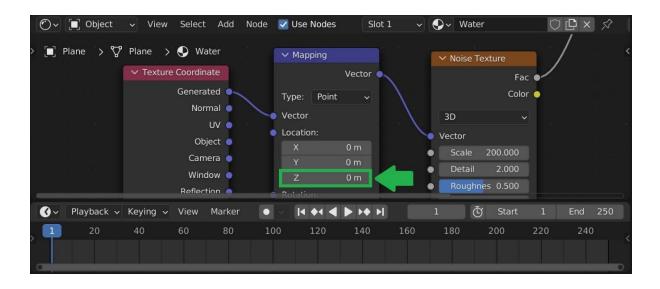


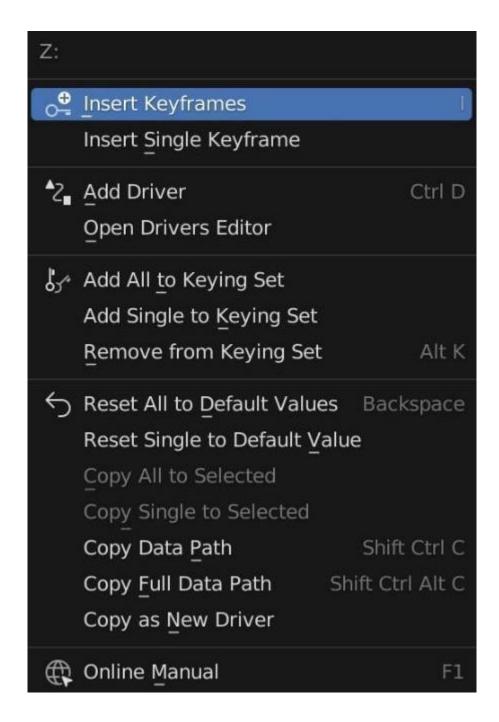


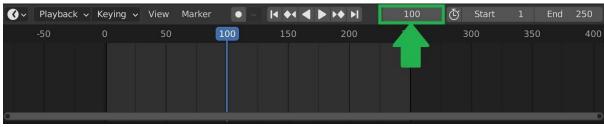


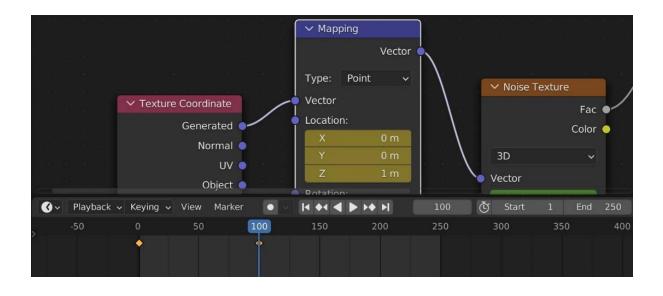
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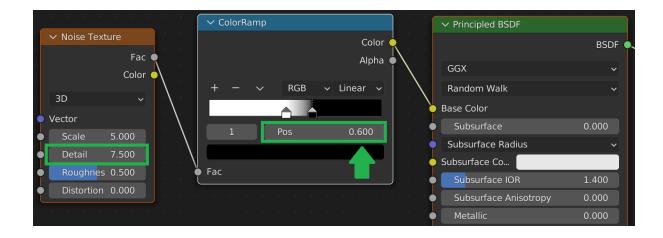


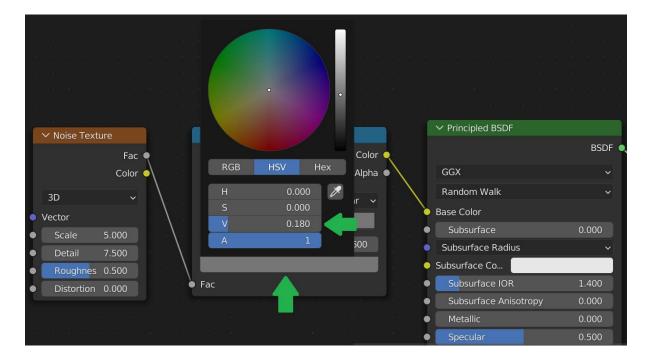
Chapter 08: Creating Procedural Mud Material



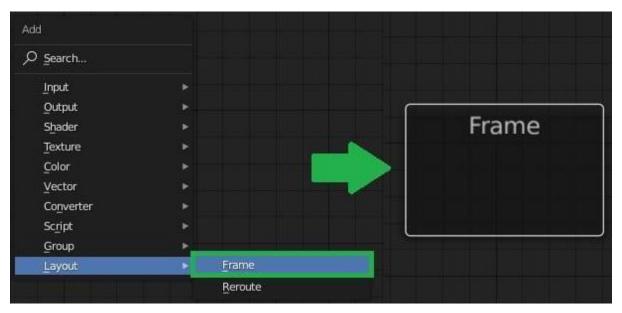
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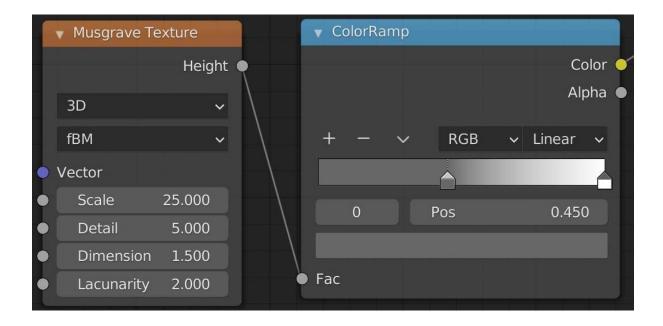




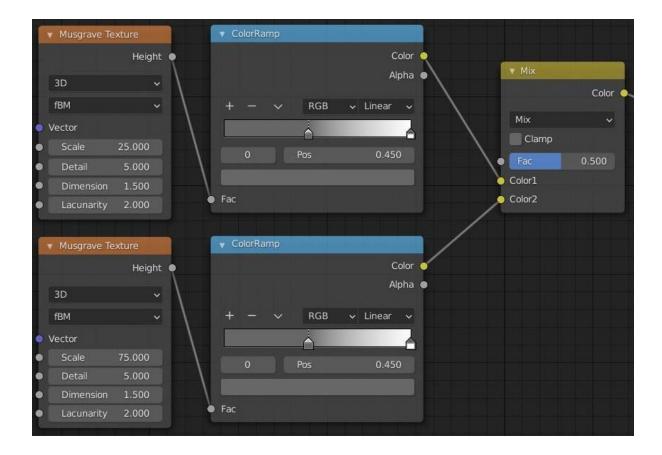




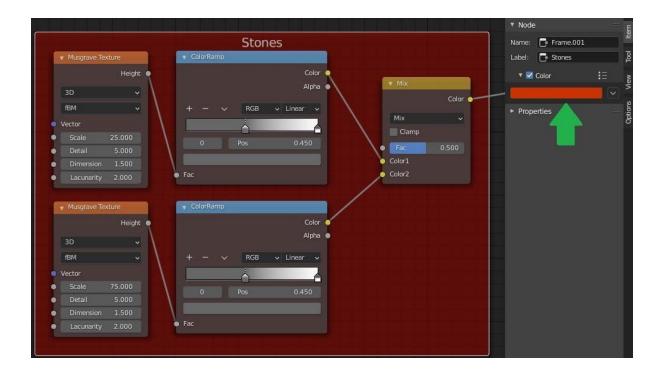
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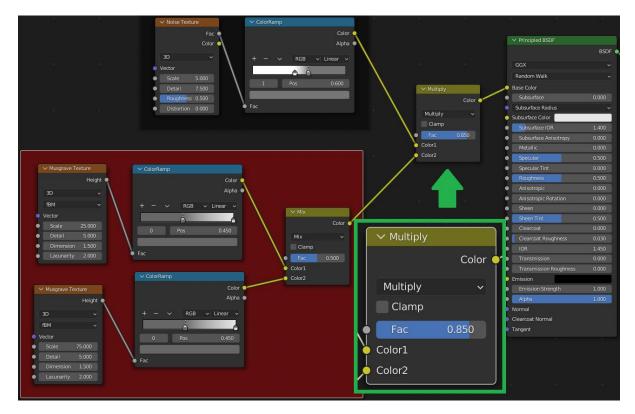


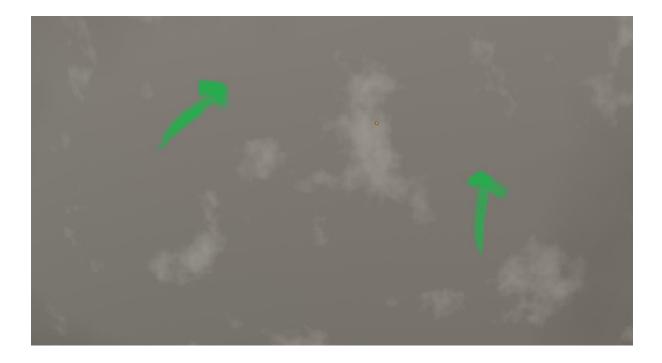




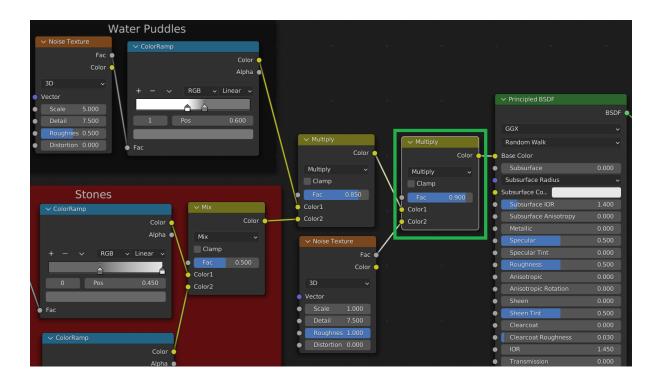


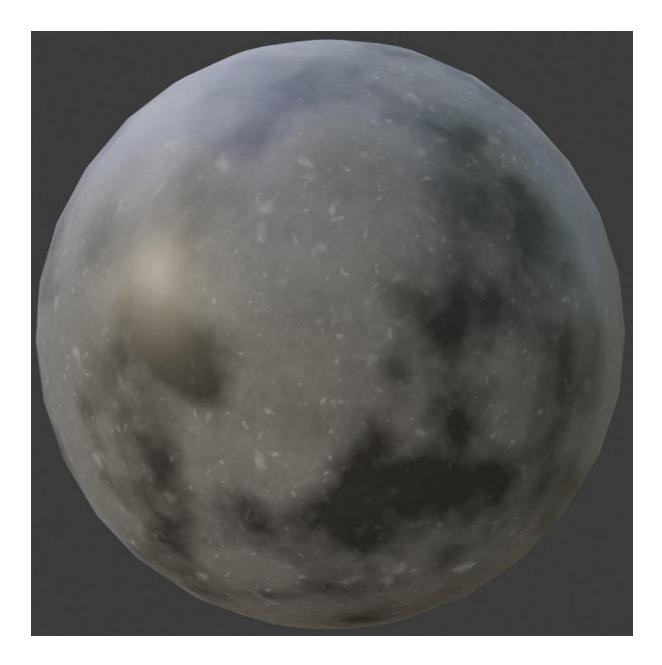




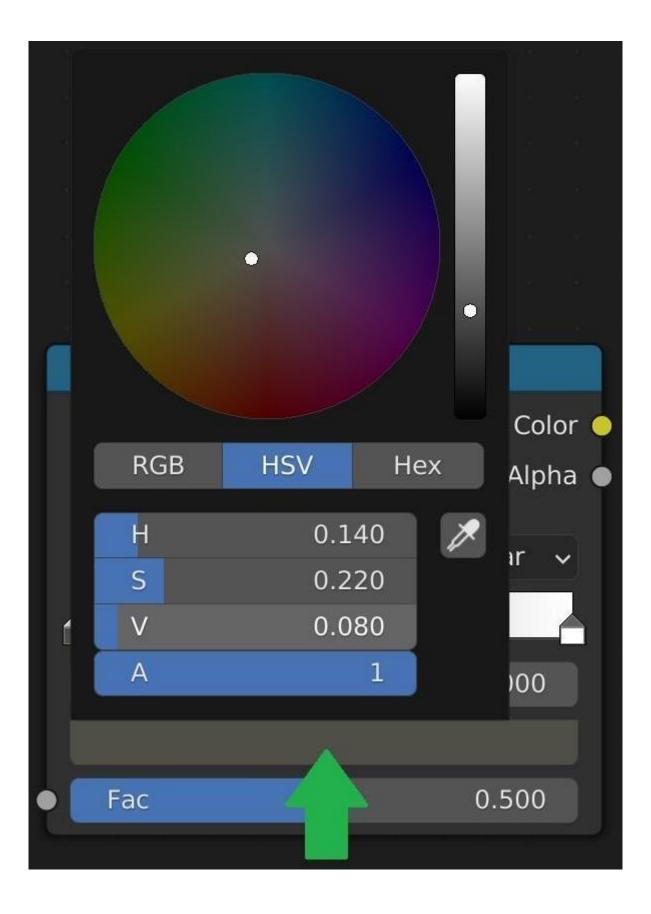


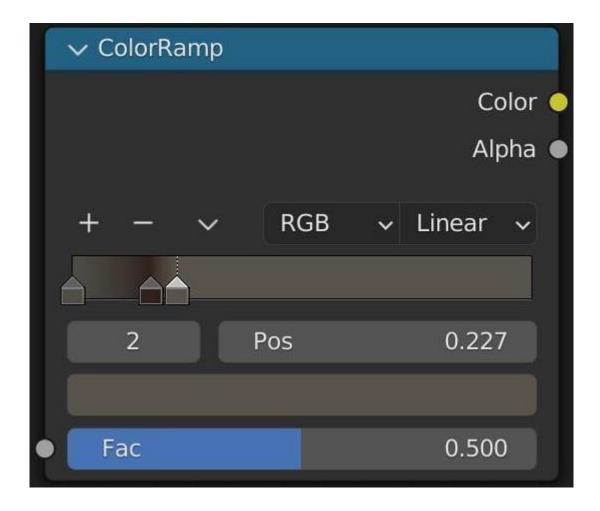
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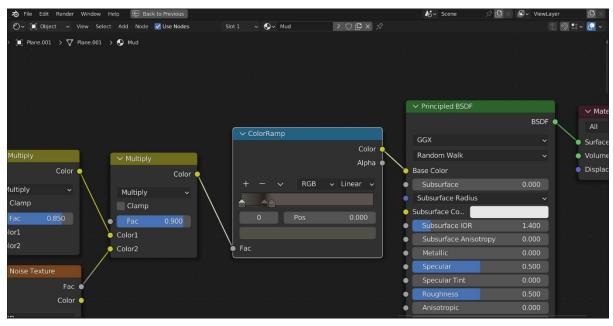


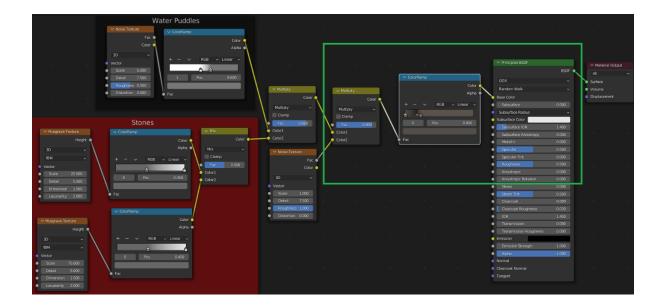


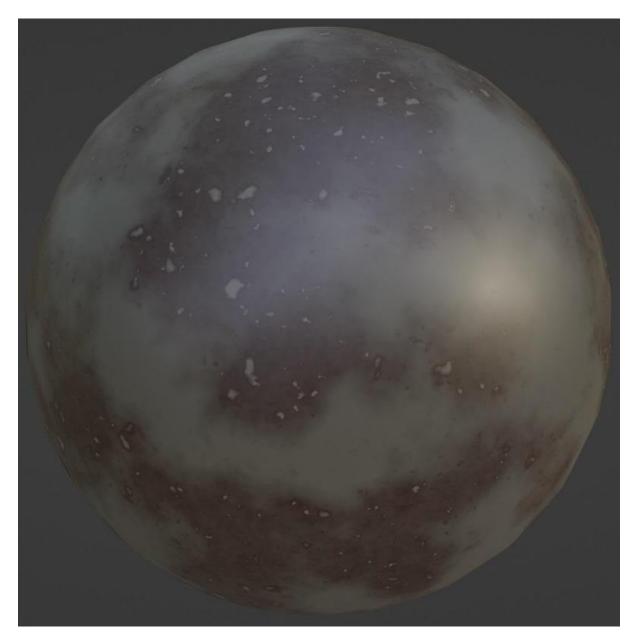




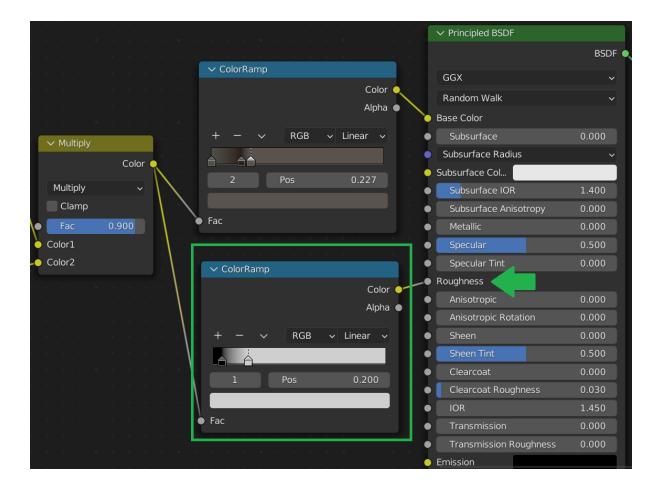


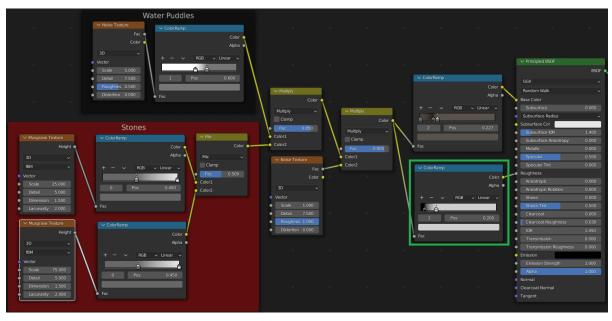




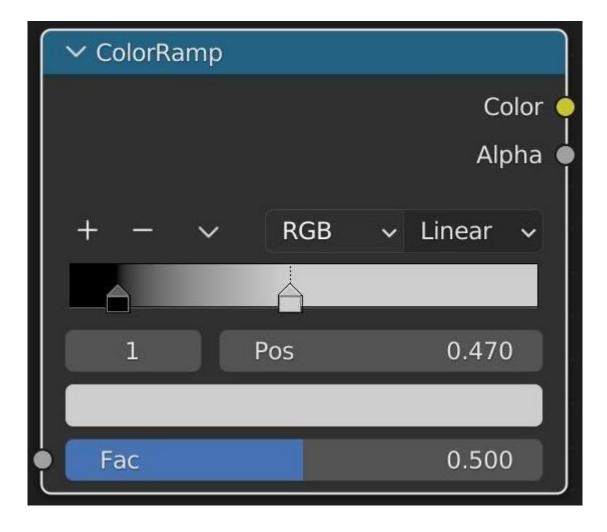


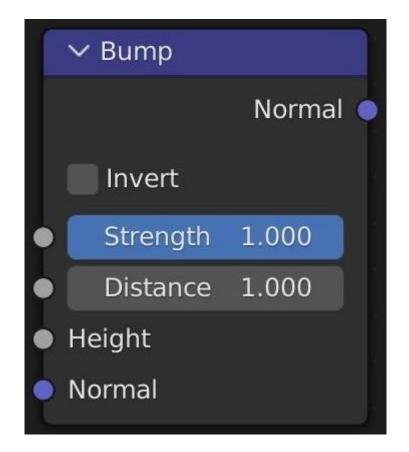
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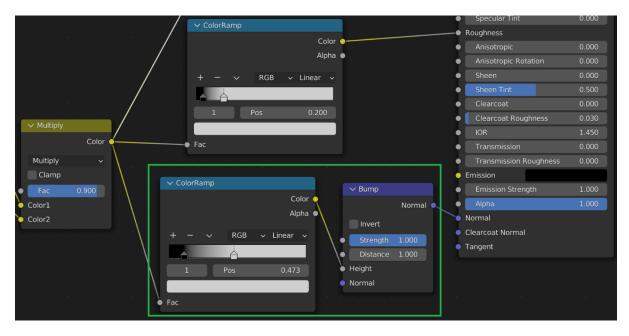


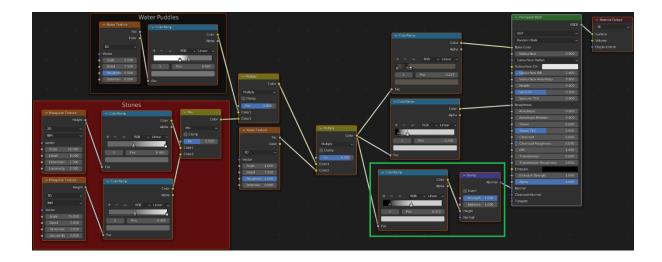






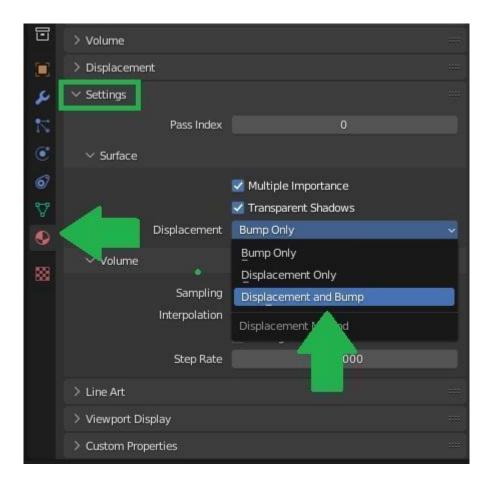


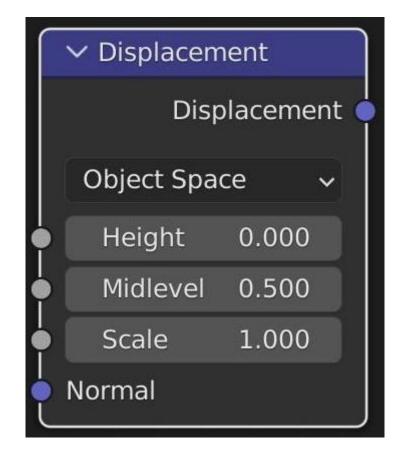


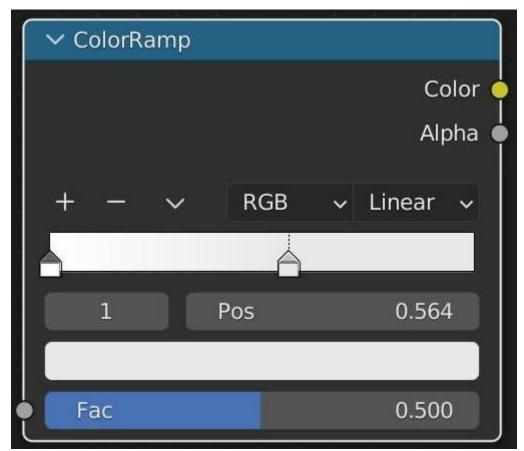




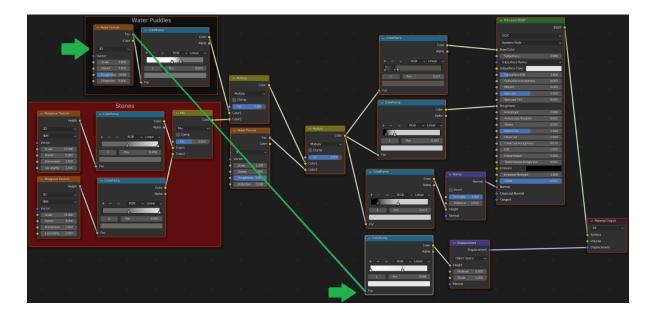
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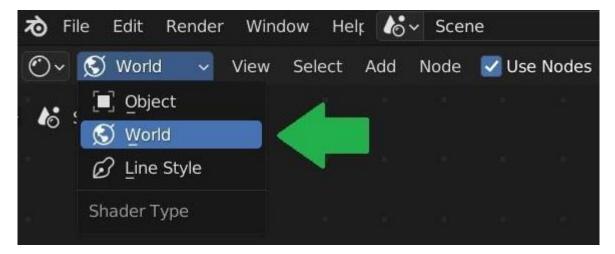




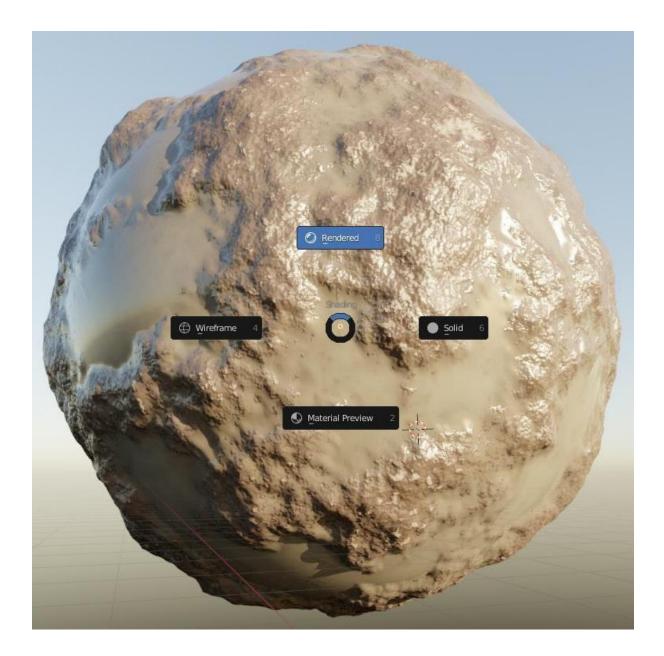






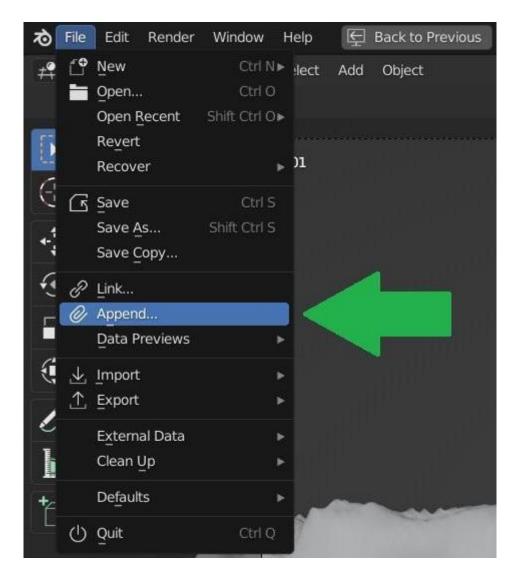


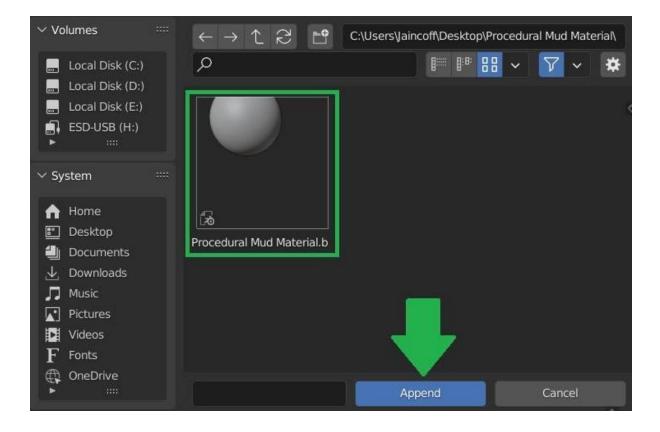
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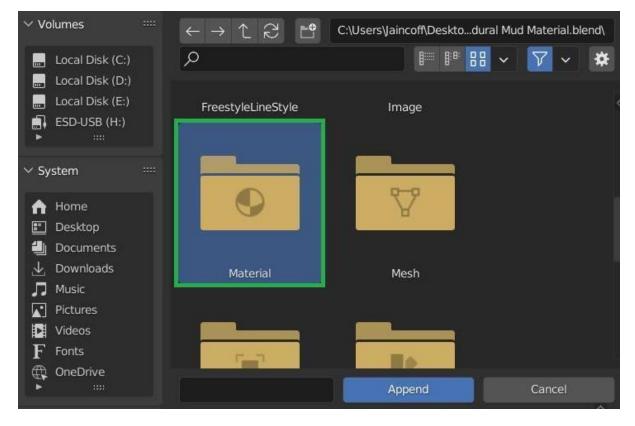


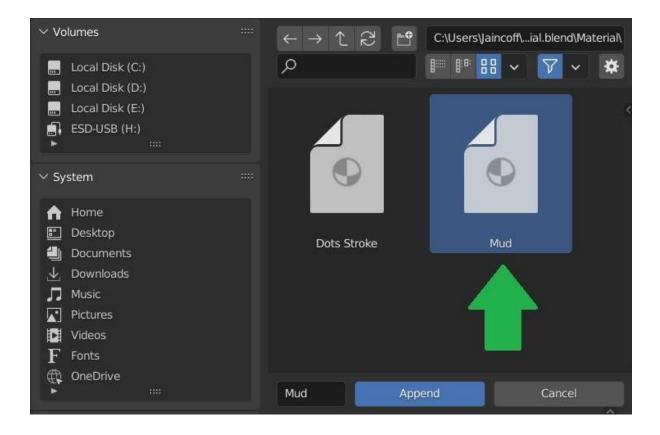
## **Chapter 09: Texturing the Landscape with Mud Material**

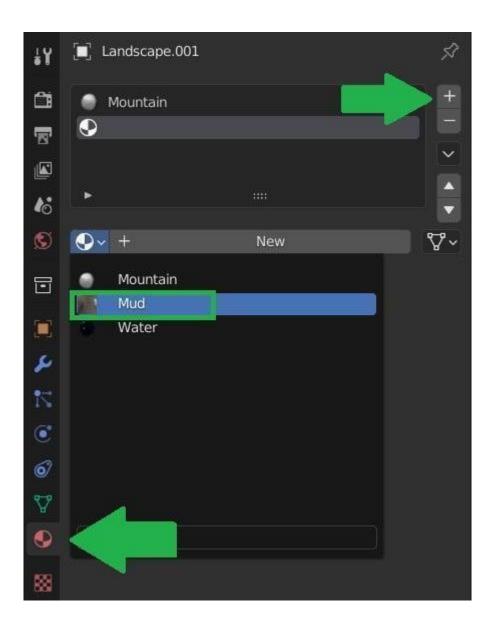


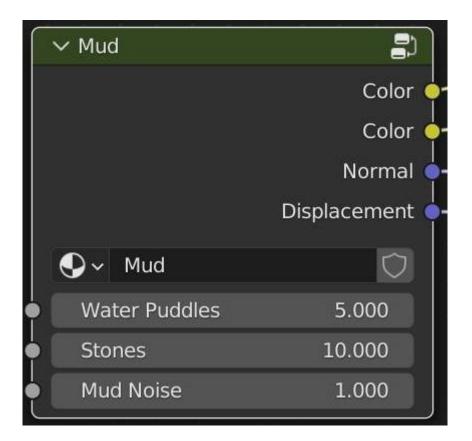




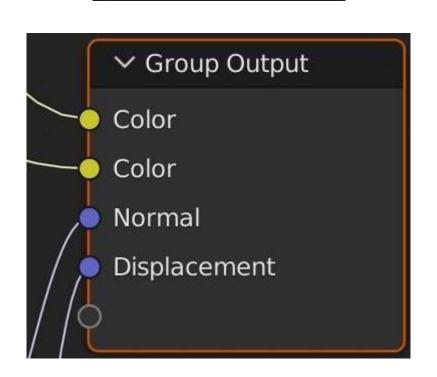


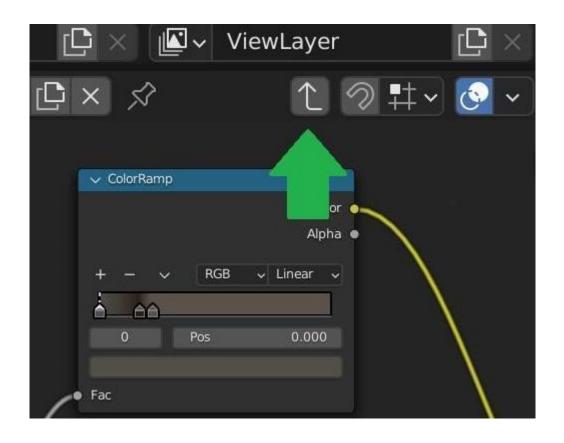


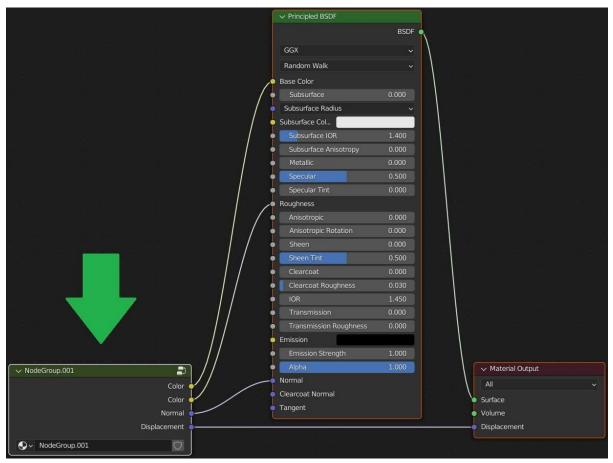


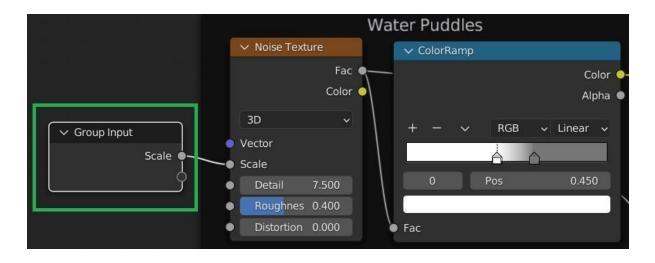


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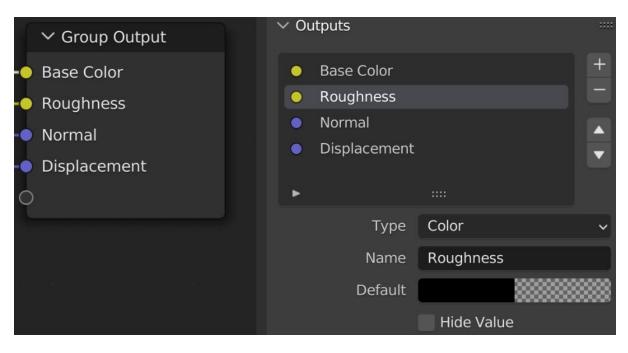




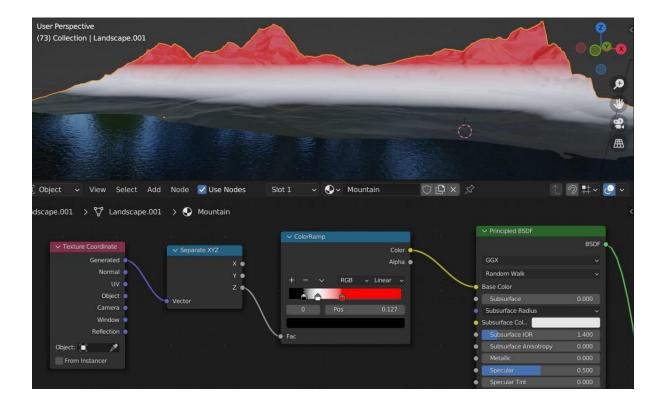


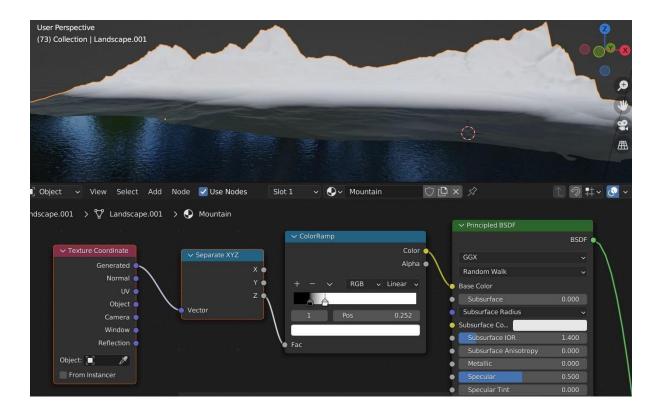


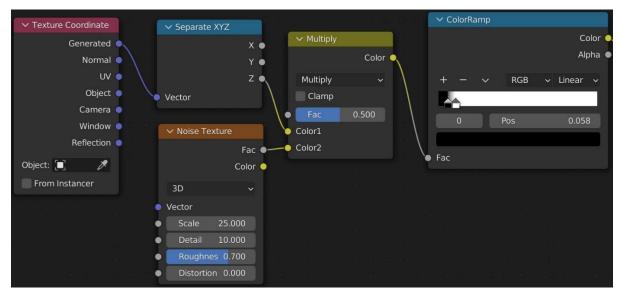


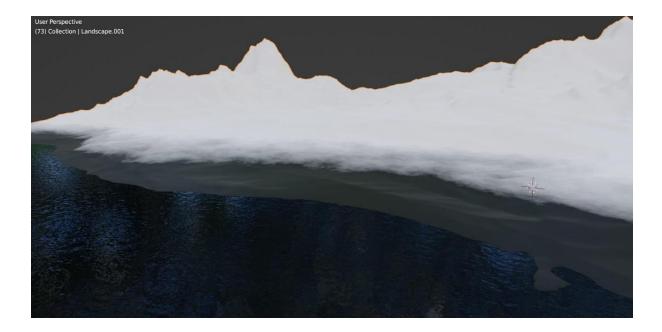


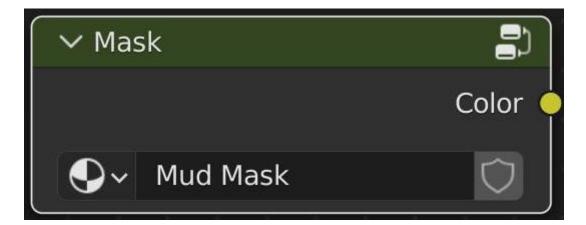
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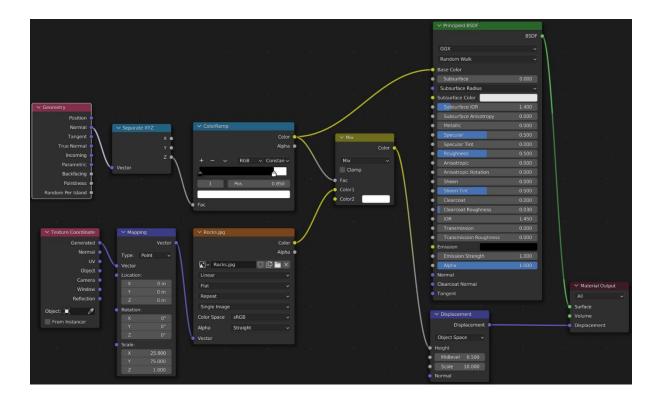


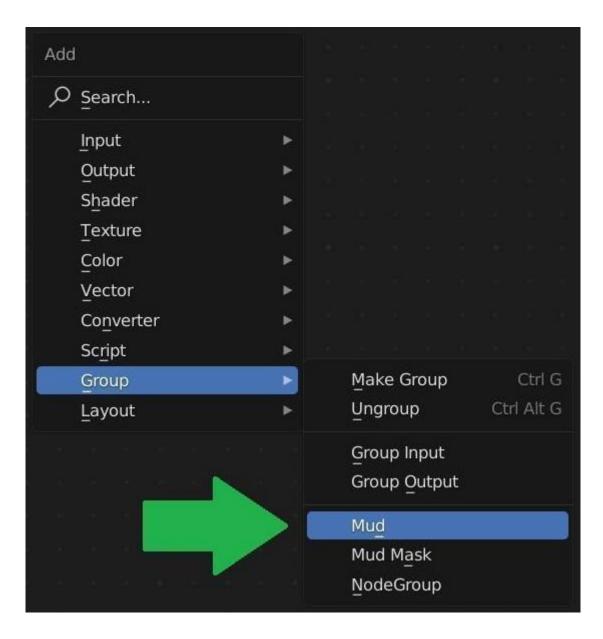










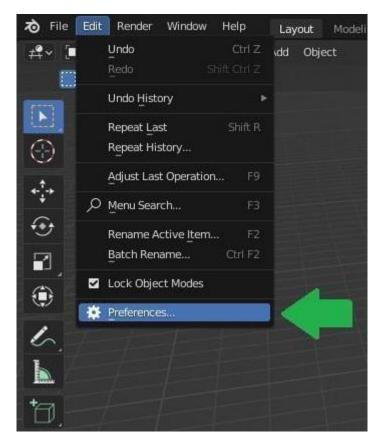


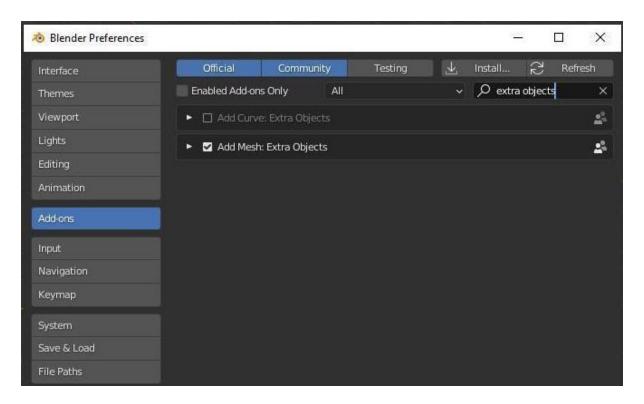
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Mud Noise	1.000	Sheen Tint	0.500		
		<ul> <li>Clearcoat</li> </ul>	0.000		
		Clearcoat Roughness	0.030		
Rock & Snow N	Material	• IOR	1.450		
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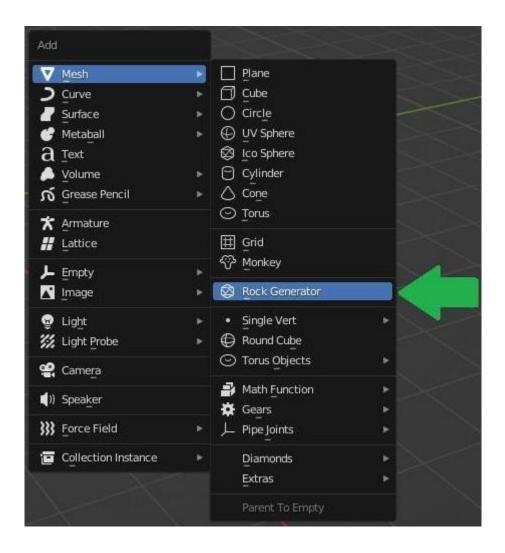
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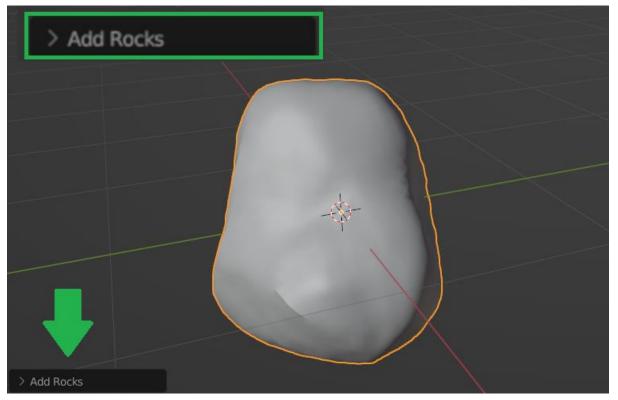


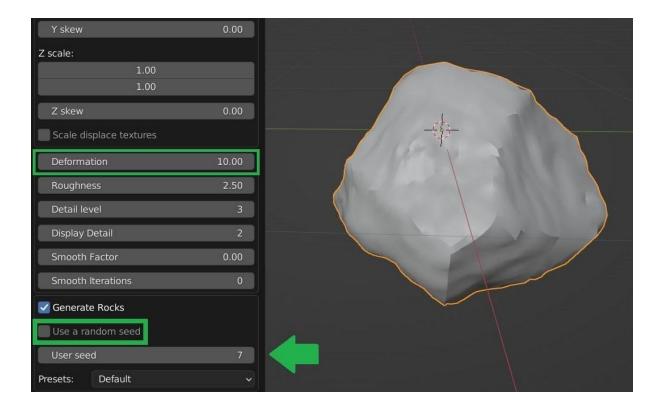
## **Chapter 10: Creating Natural Assets: Rock**

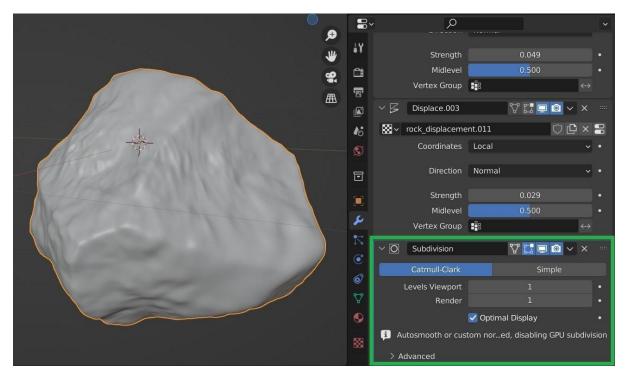


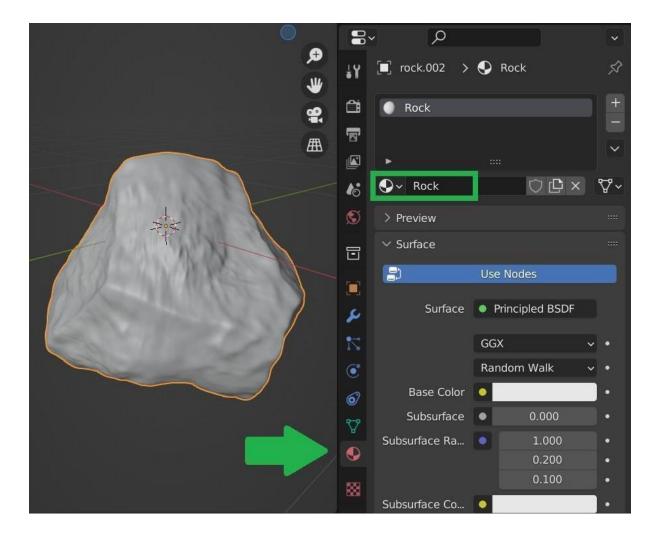




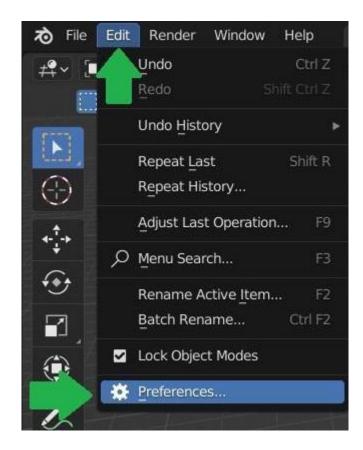


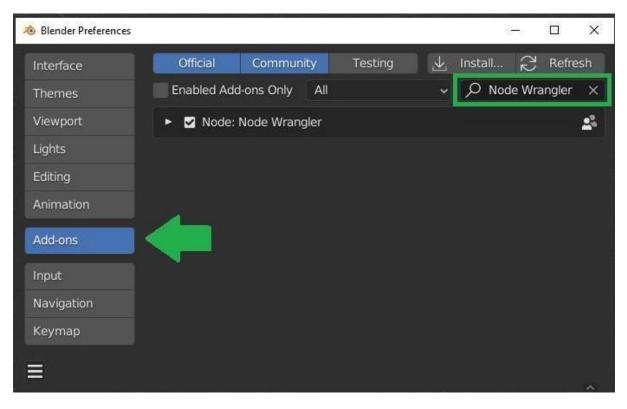


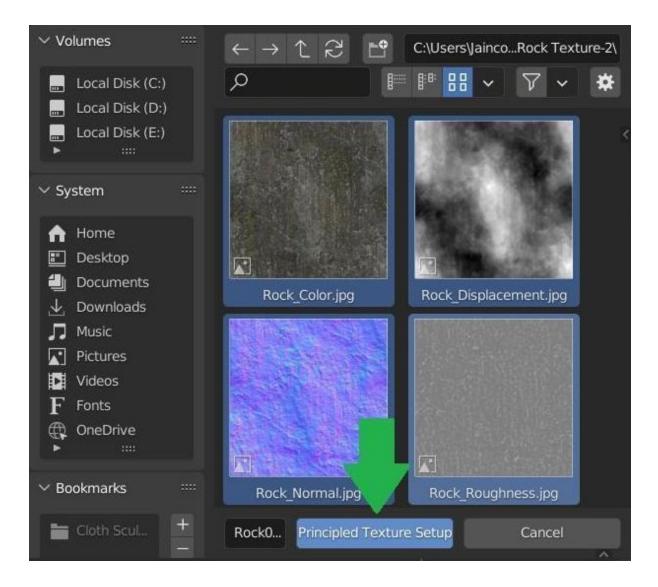


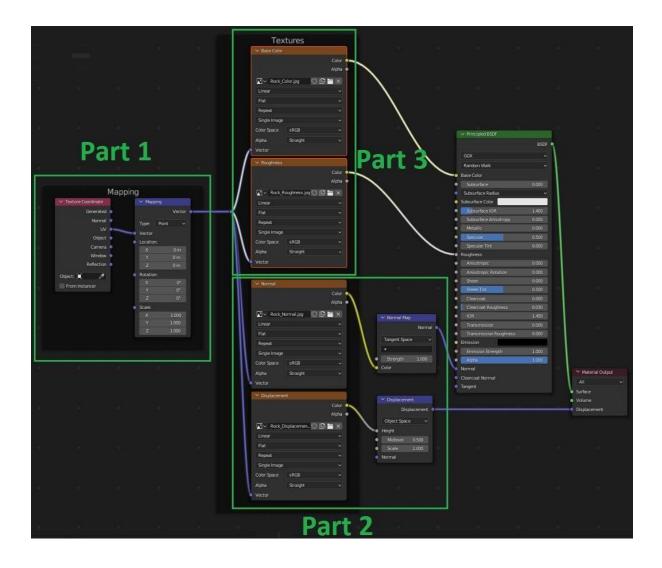


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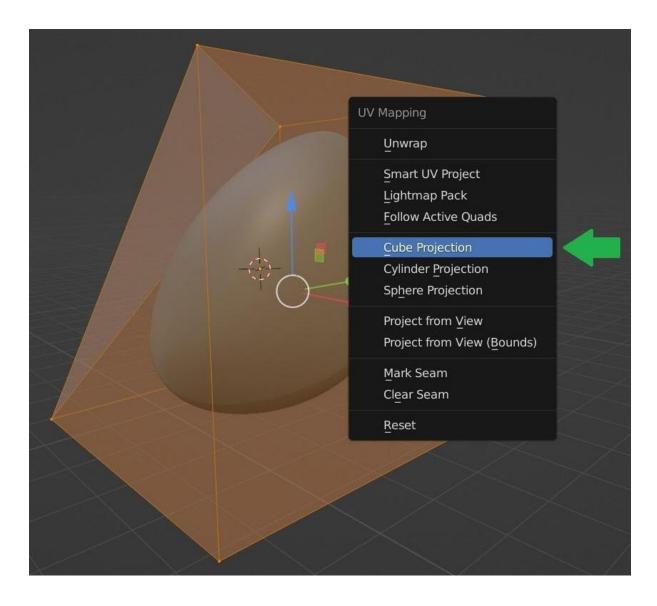


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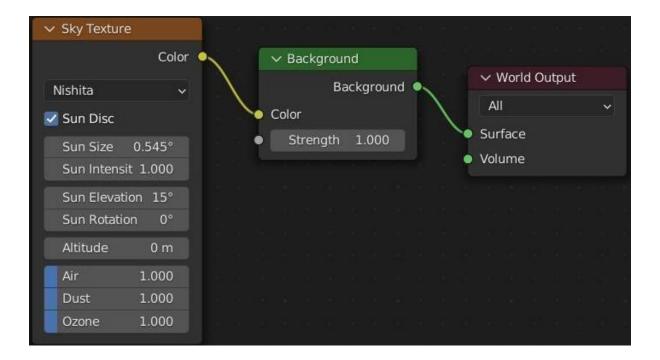
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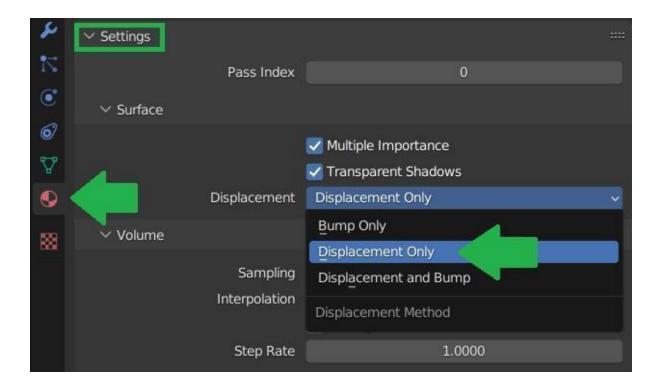




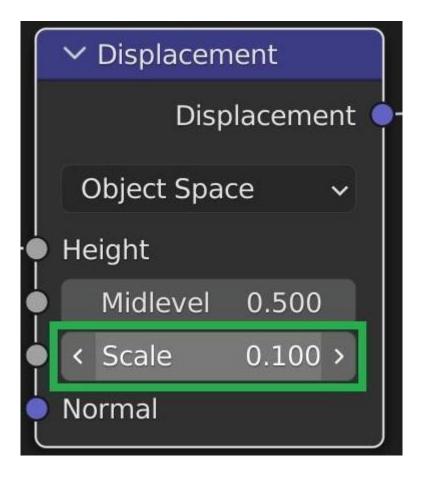


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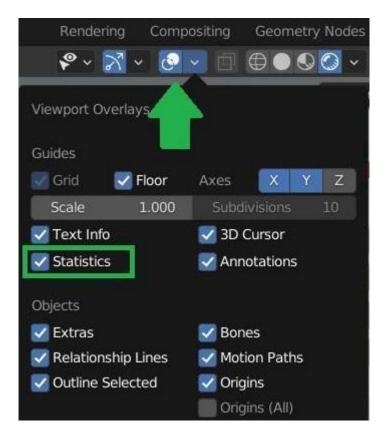


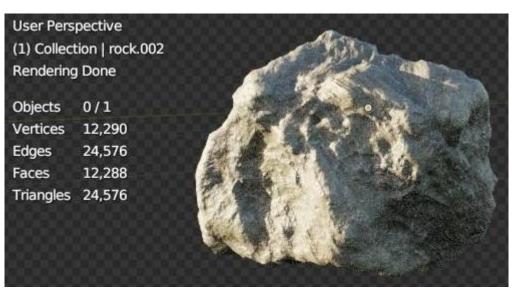


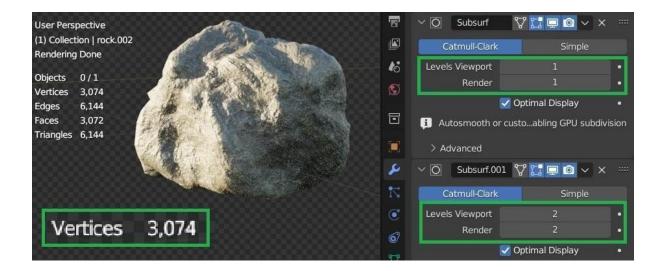








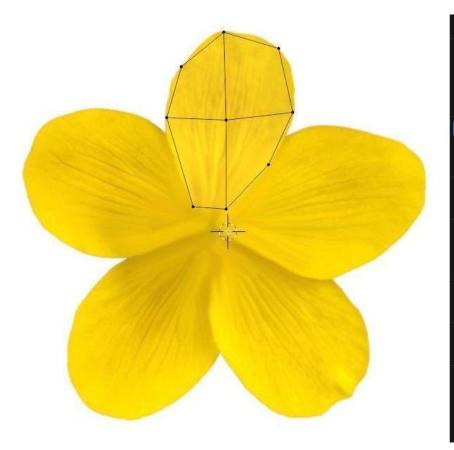




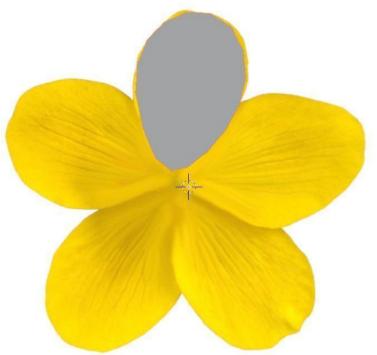
## Chapter 11: Creating Realistic Flowers in Blender

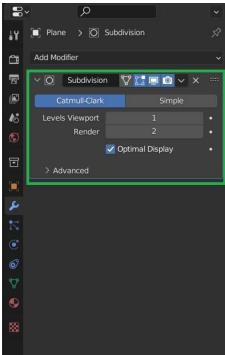


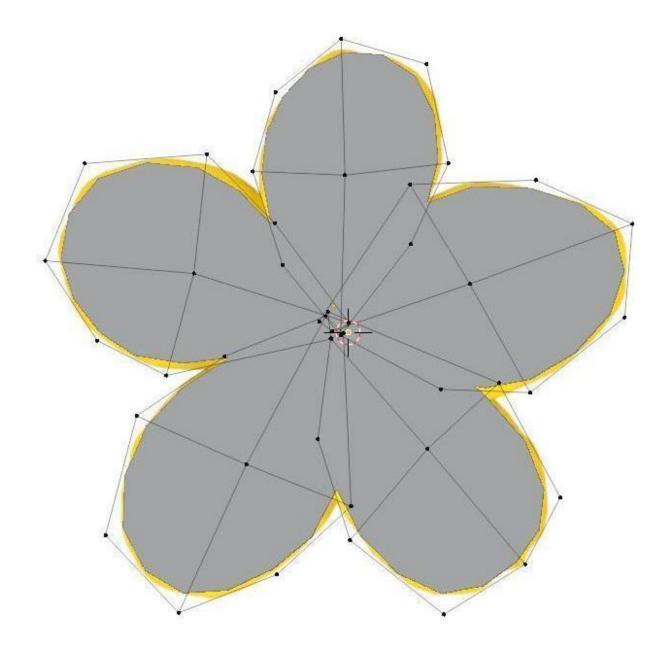
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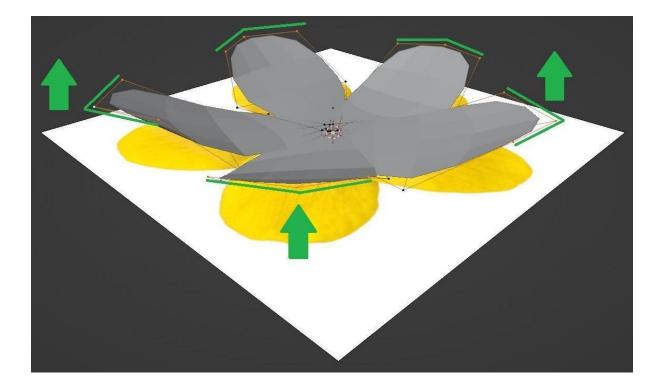


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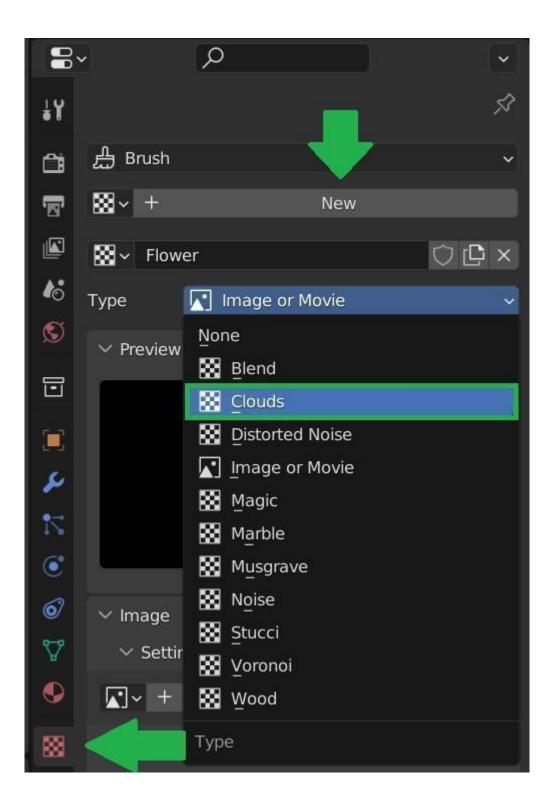


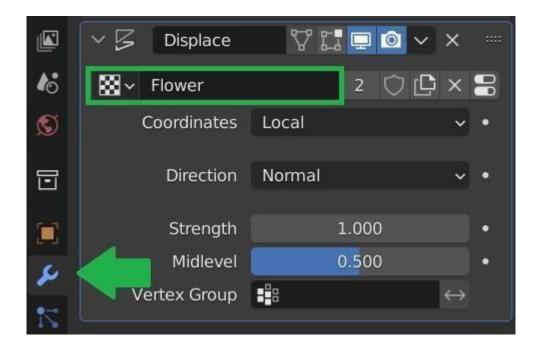


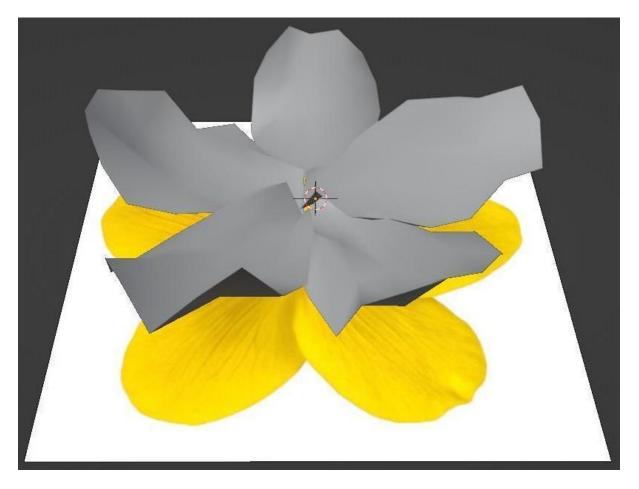


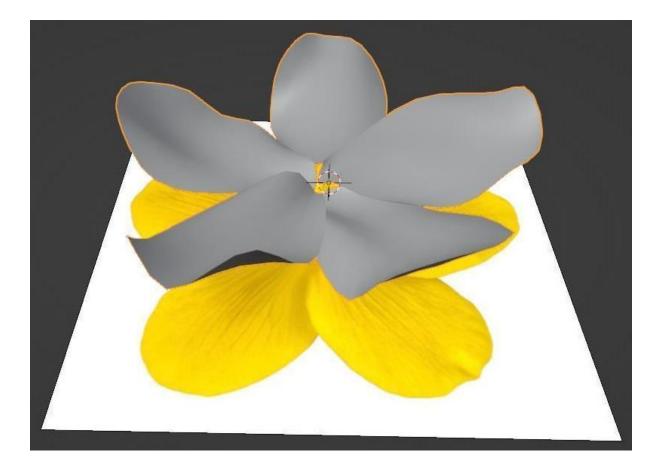




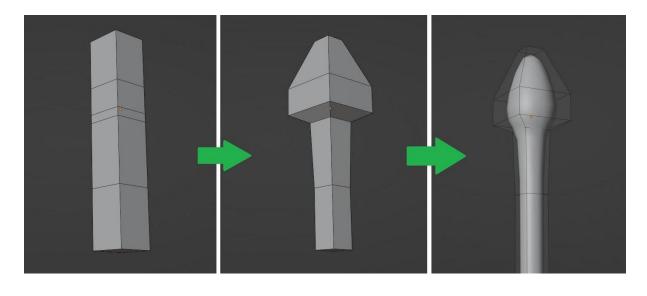


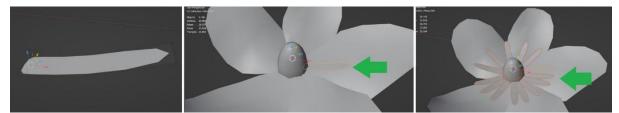




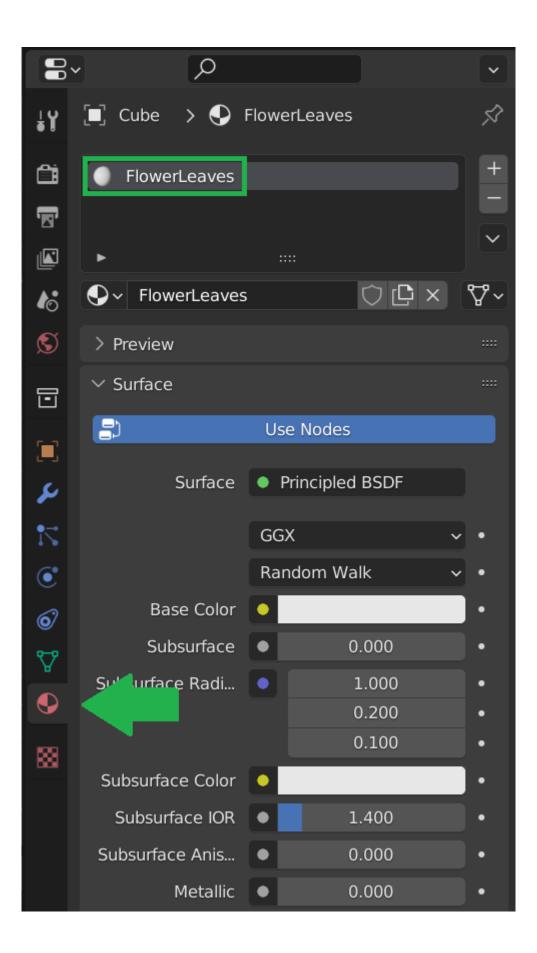


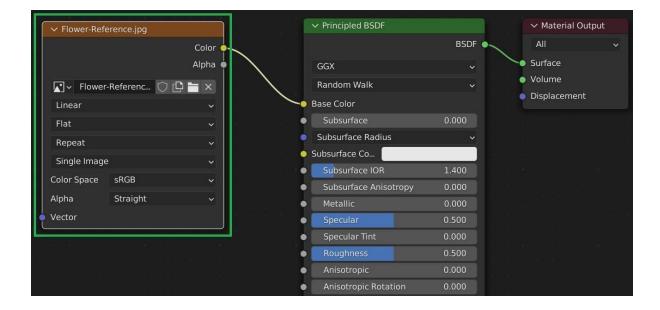


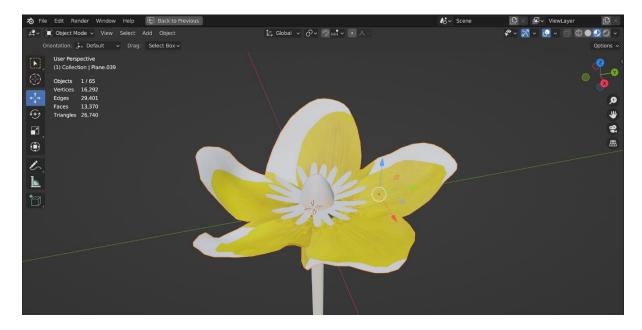


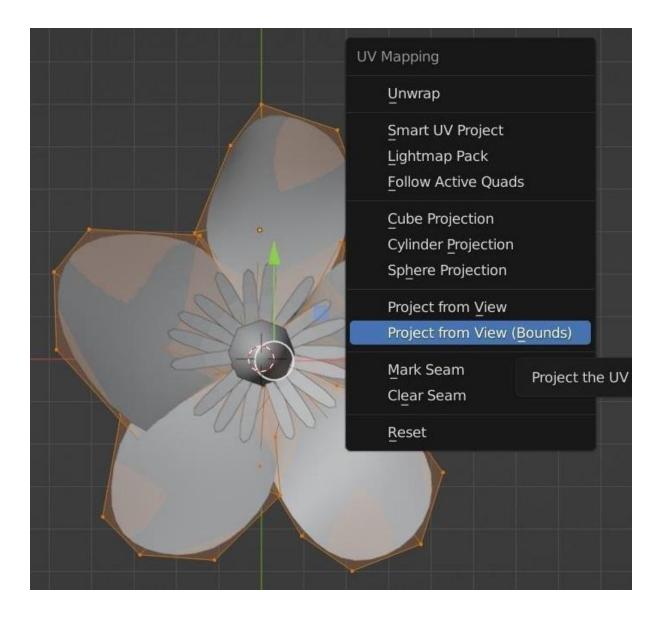


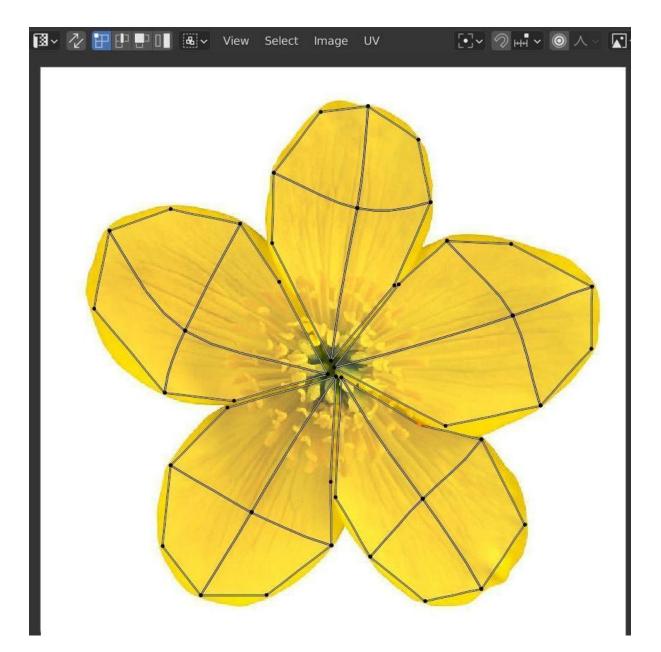


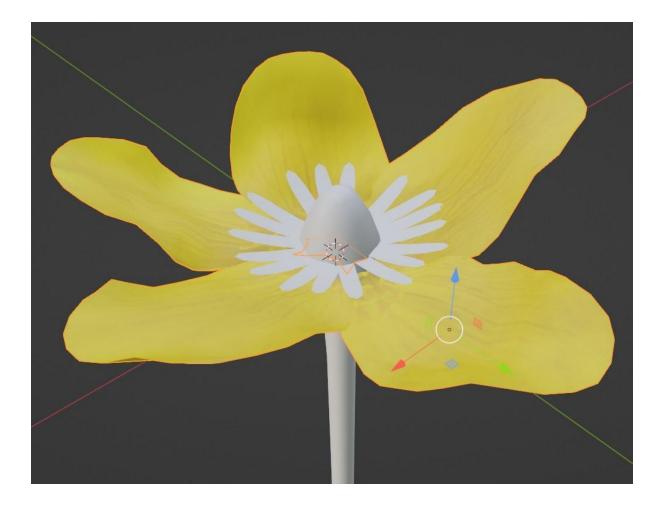


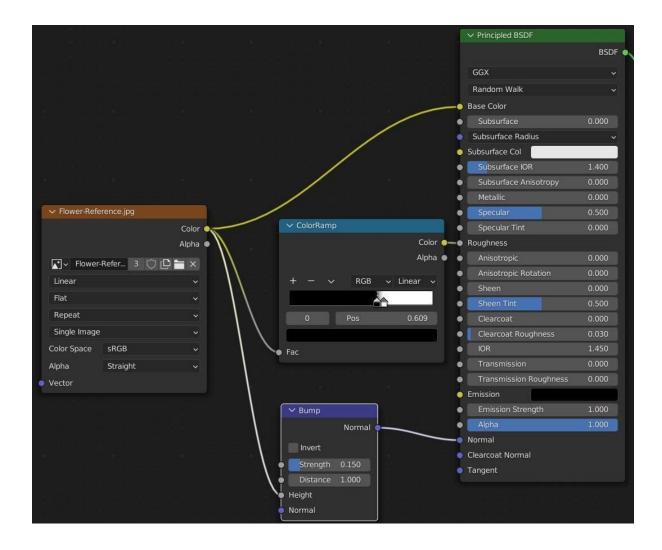


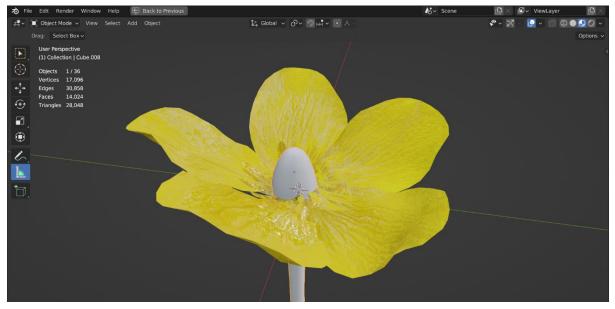






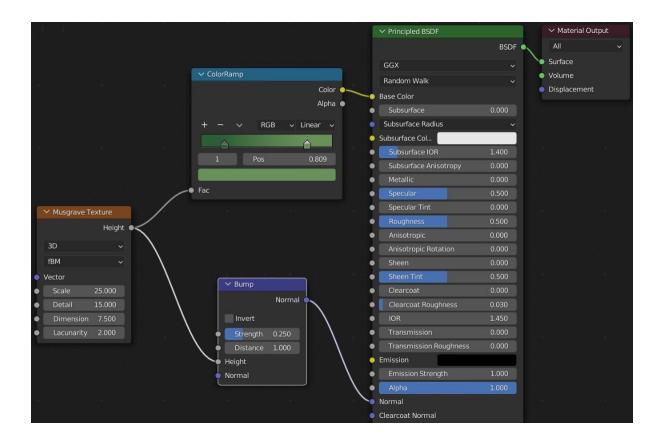


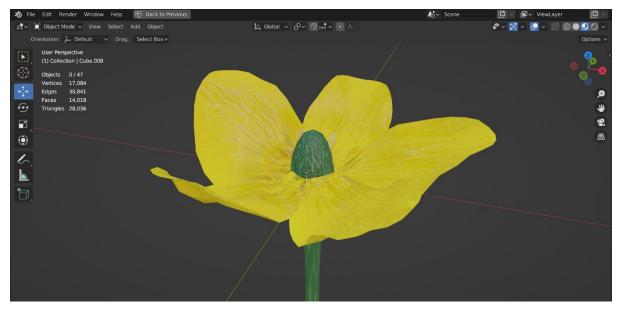




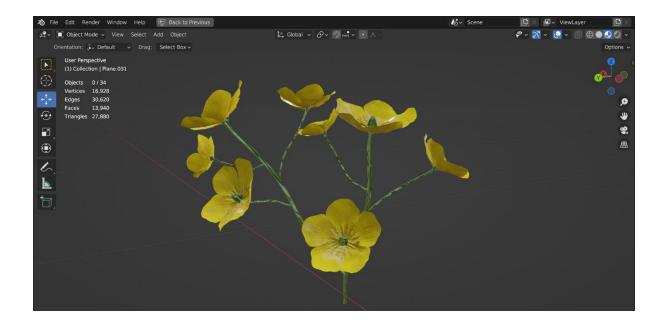
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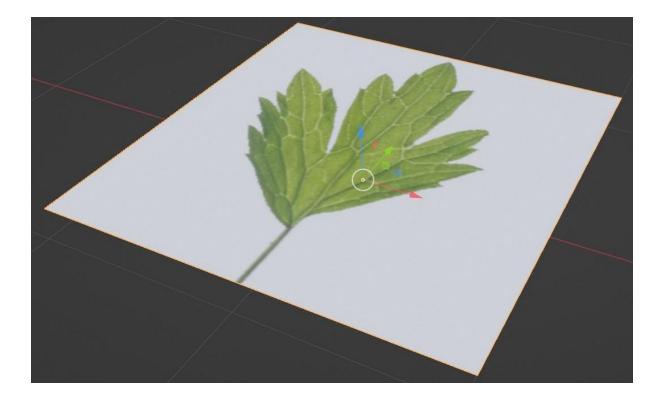


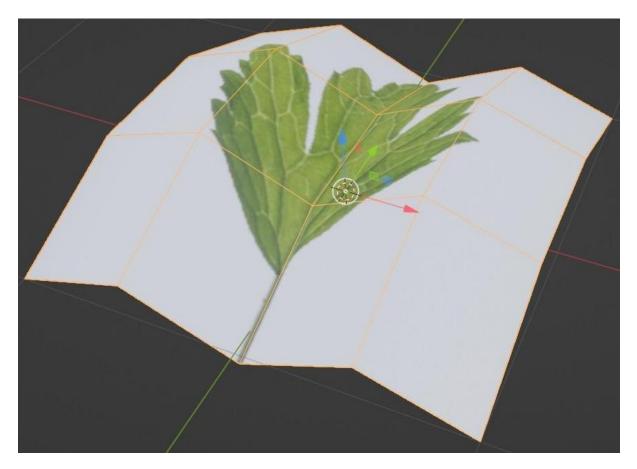


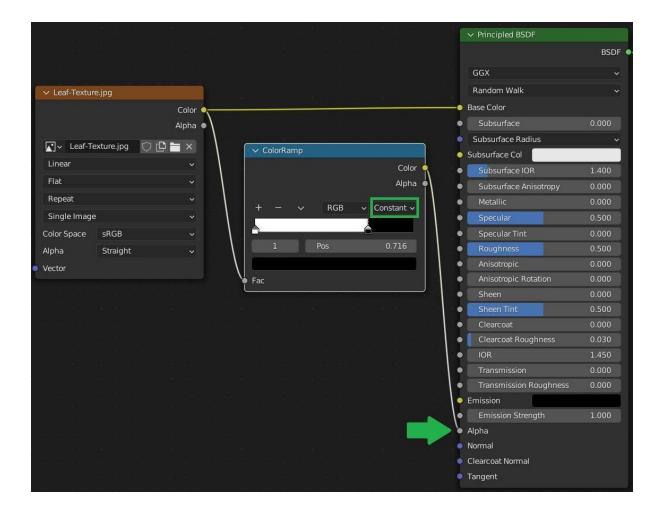


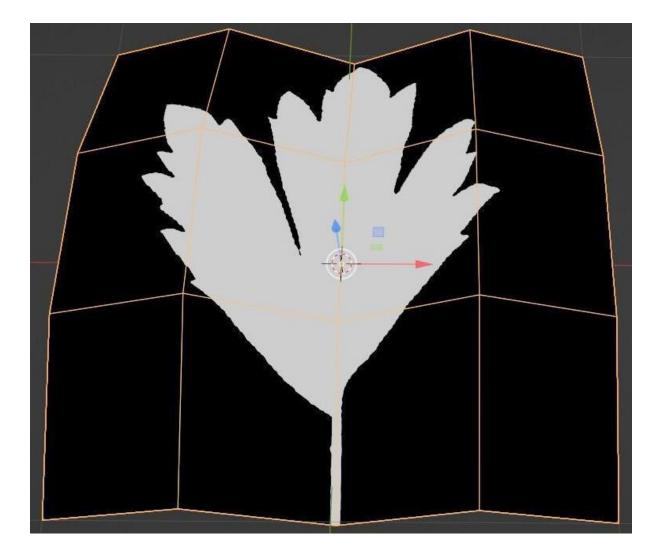


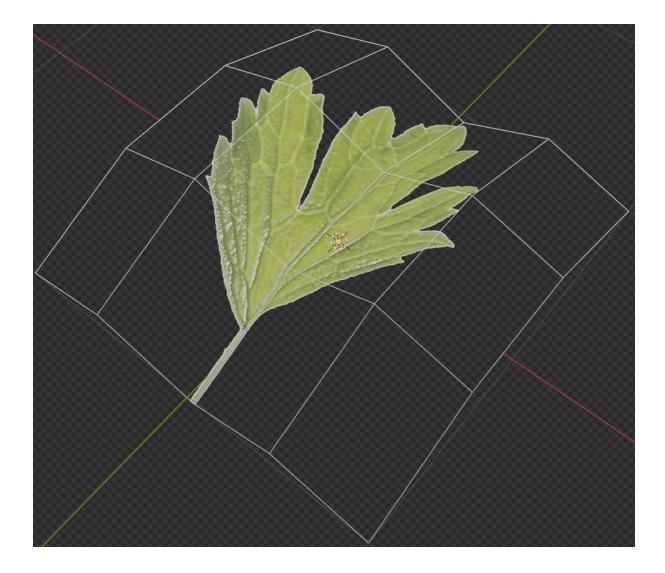


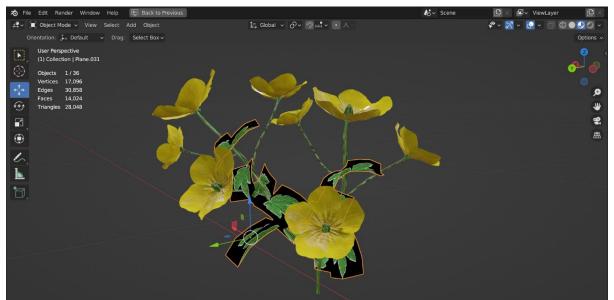










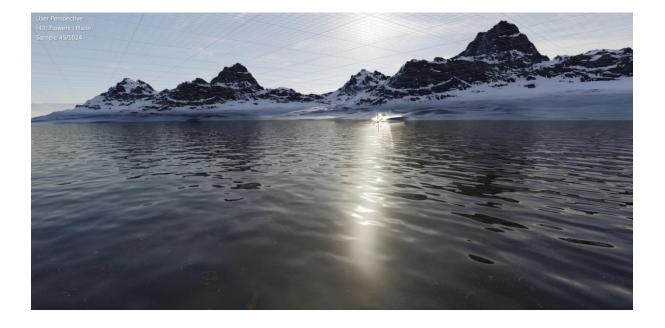


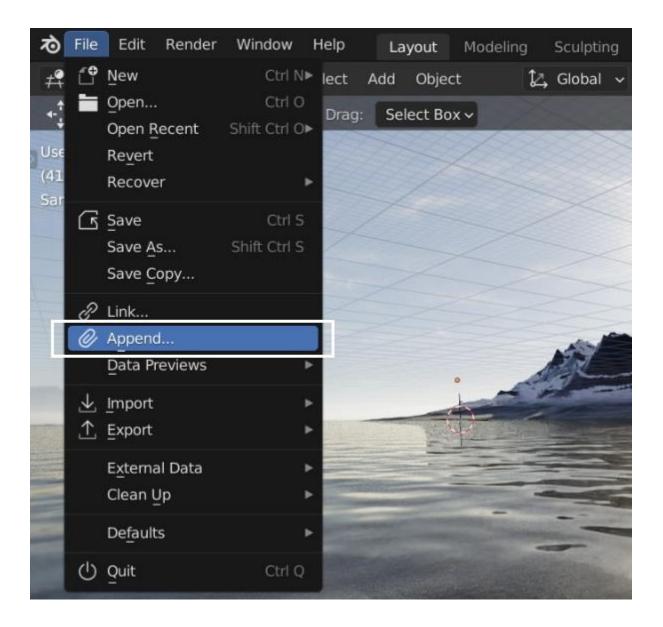
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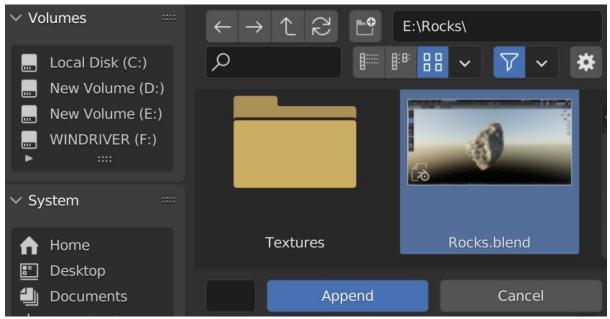


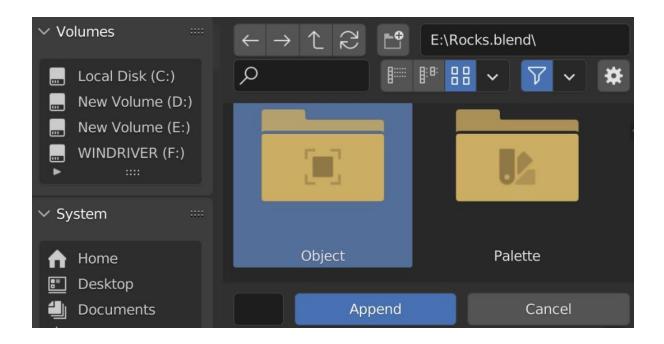
Chapter 12: Using Particle System to Scatter Objects in Blender

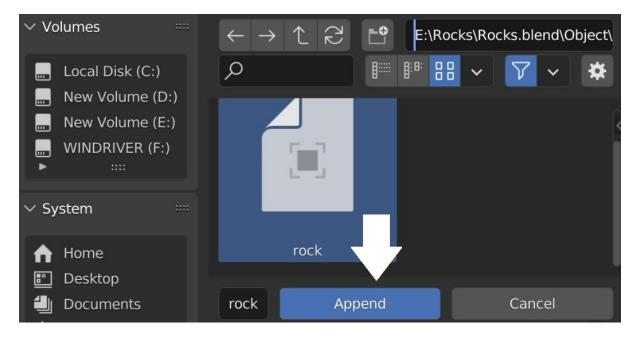




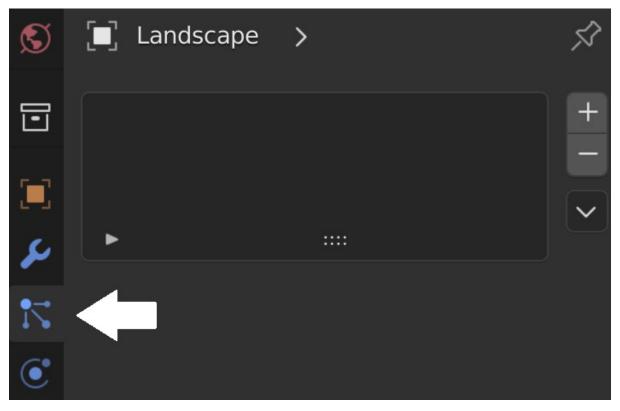


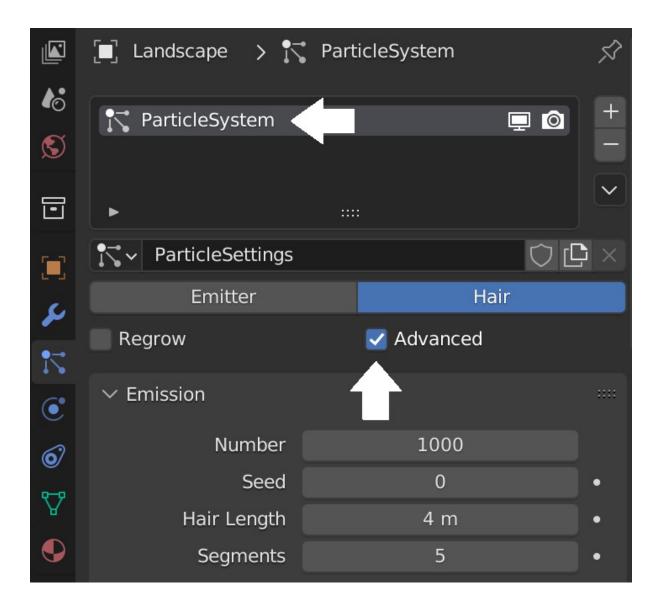


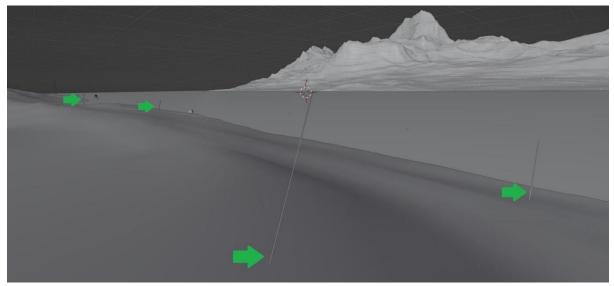


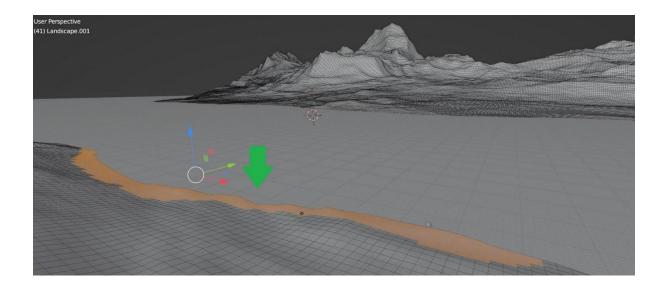






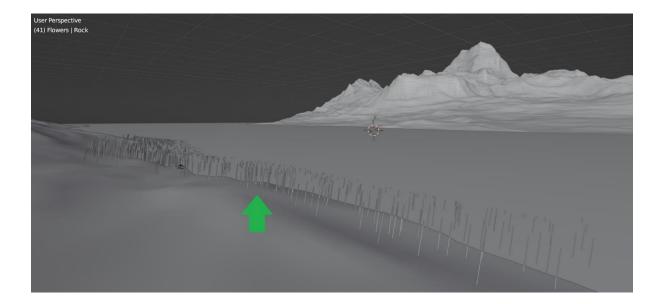


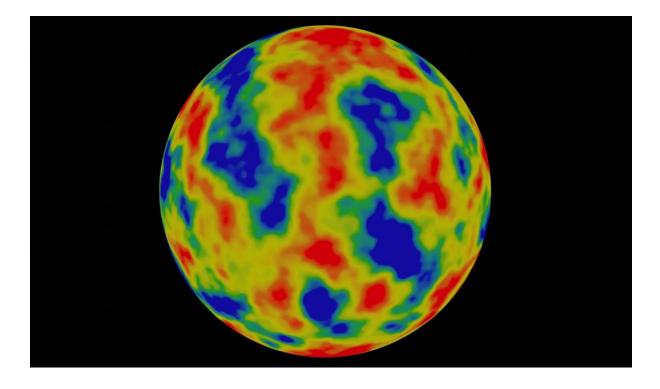


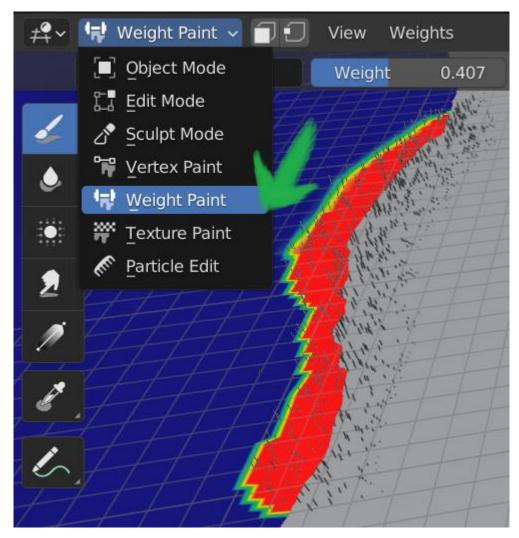


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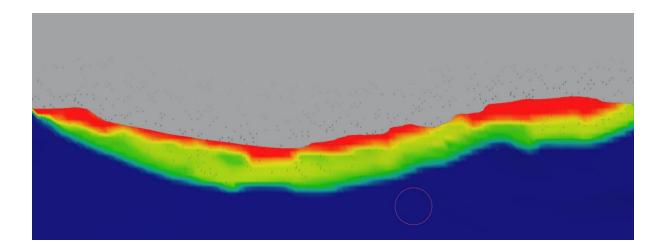




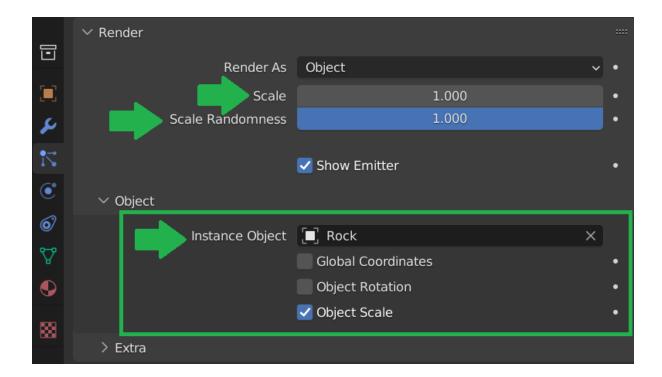


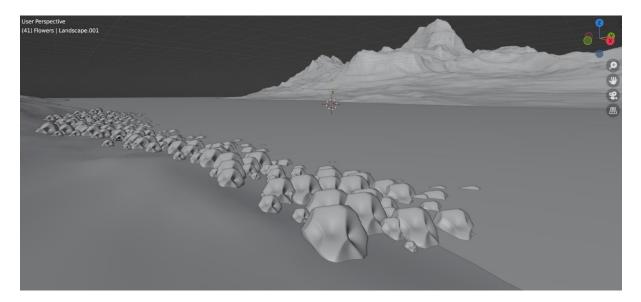
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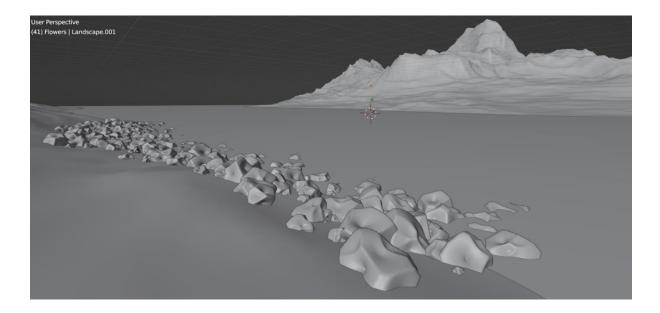


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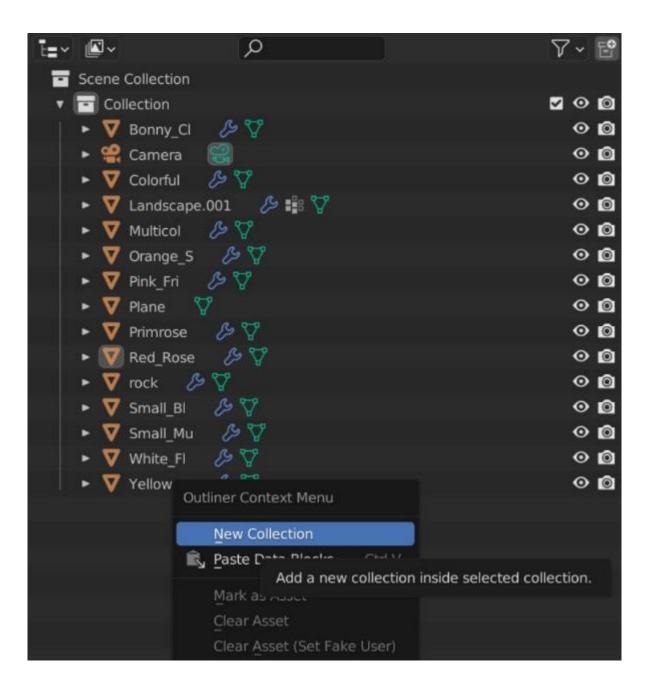




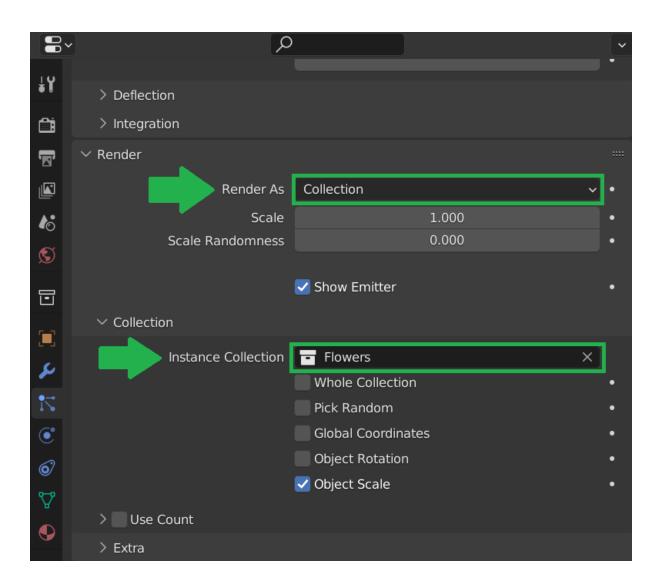
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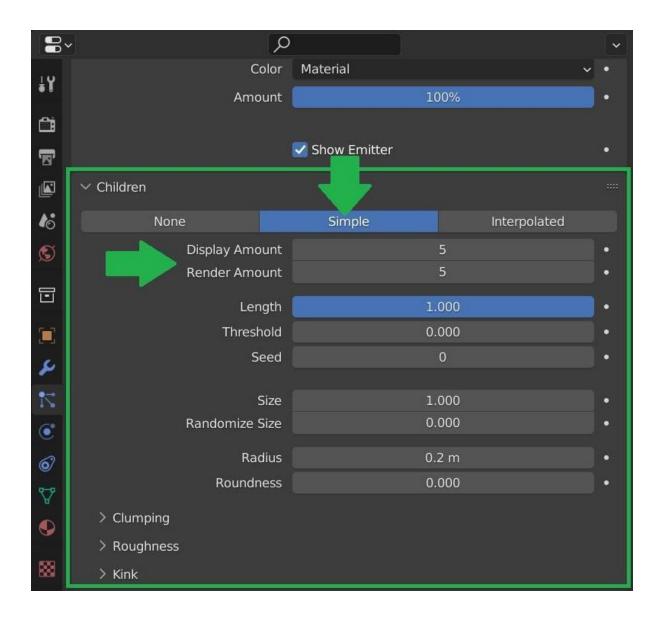
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🕨 🔽 Orange_S 🤣 🎖	0 🙆
🕨 🔽 Pink_Fri 🤣 🏹	0 🖸
🕨 🔽 Primrose 🦾 🏷	• 🖸
🕨 🔽 Red_Rose 🤣 🌄	0 🖸
🕨 🔽 Small_Bl 🤣 🌄	0 🖸
🕨 🔽 Small_Mu 🤣 🌄	0 🖸
🕨 🔽 White_Fl 🛛 🖉	0 🖸
🕨 🔻 Yellow_F 🤣 🌄	0 🙆





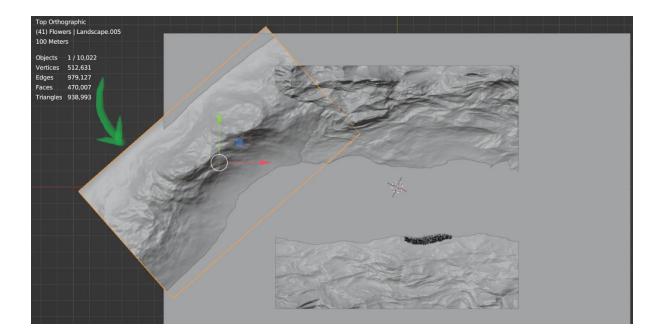


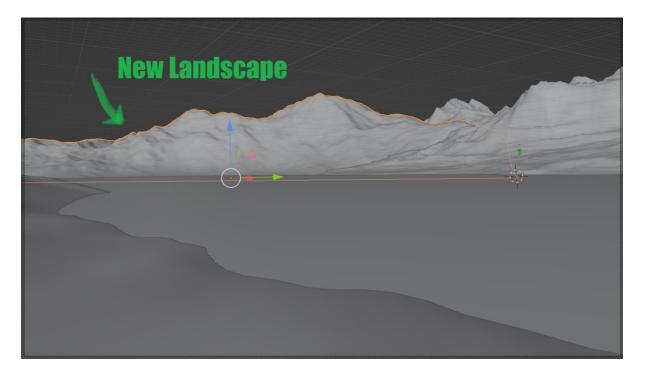


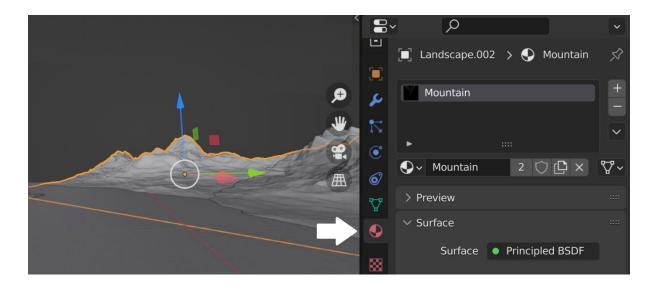
## Chapter 13: Finalizing the Landscape Scene – Lighting, Rendering, and Compositing

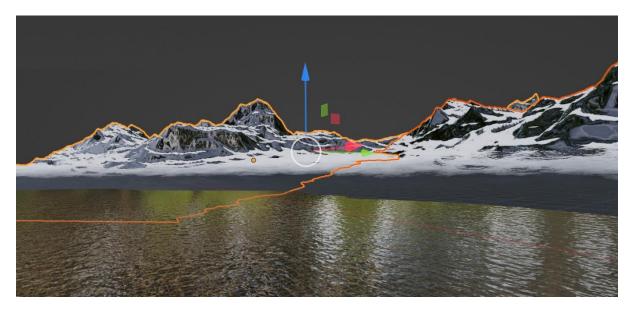


$\checkmark$ Another Noise Tool - Landso		
Operator Presets	~ + -	Noise Settings
6	2	
		Noise Type: Slick Rock 🗸 🗸
Main Setting		
ă O	🖓 Triangulate	Noise Basis: Blender 🗸 🗸
Sphere		Noise Dasis. Diender
Name: Landscape		
Material:		
Subdivisions X	512	
Subdivisions Y	512	
Mesh Size X	2.00	
Mesh Size Y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

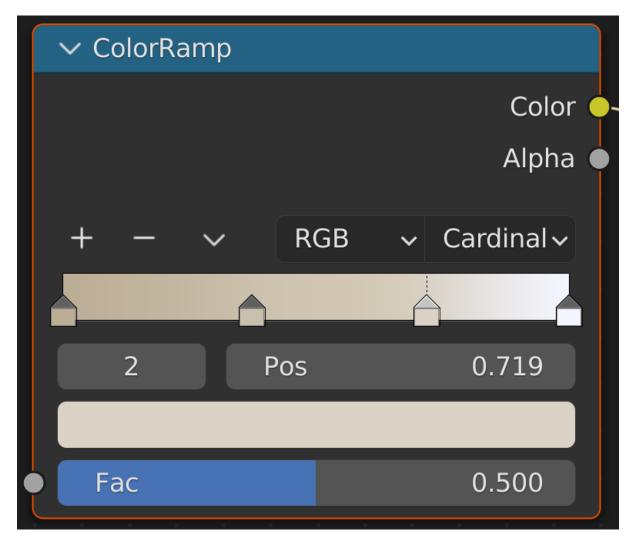


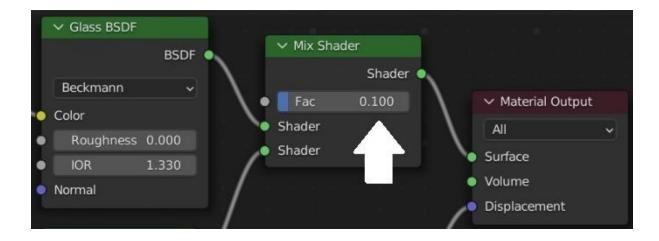


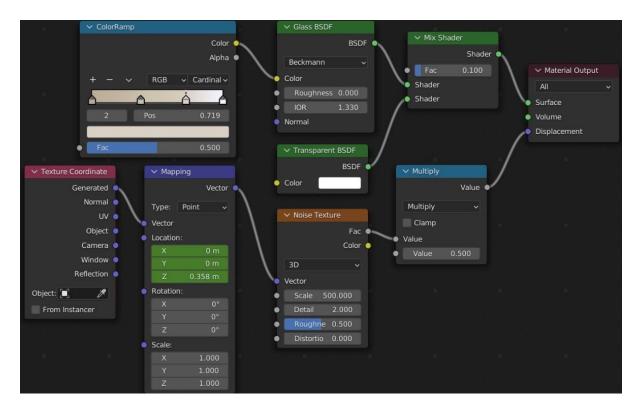


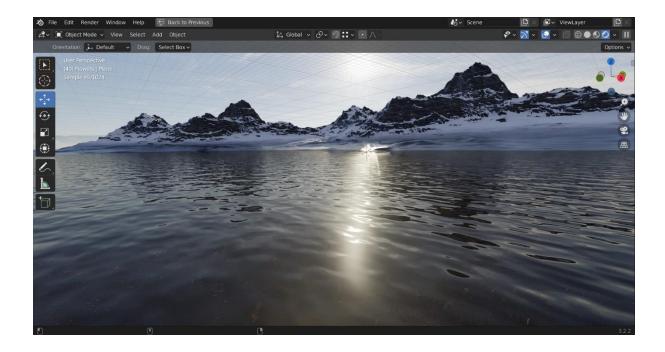




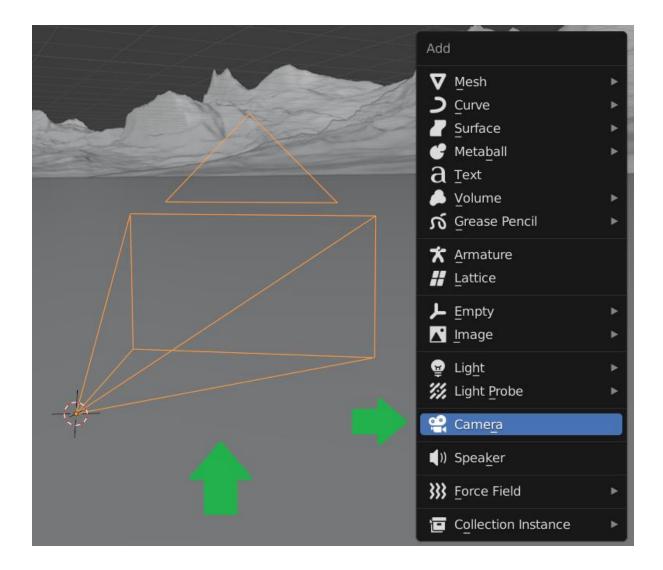








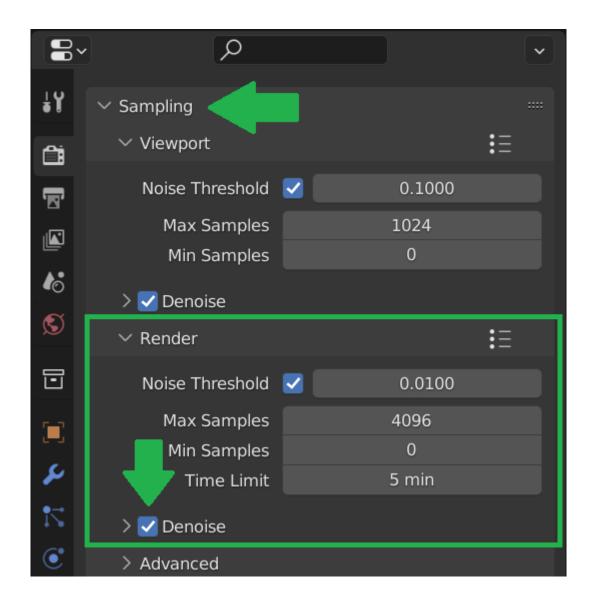






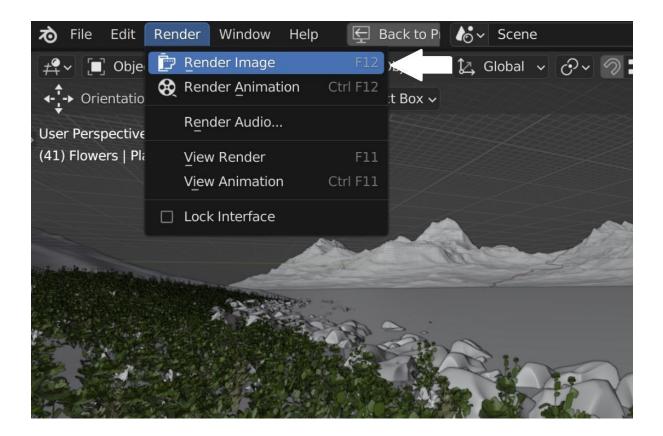


	v v	~
ţ	k Scene	\$
<u>ĉ</u> i	Render Engine	Cycles ~
Ē	Feature Set	Supported ~
	Device	GPU Compute ~
6		Open Shading Language
Ś	$\checkmark$ Sampling	
×	$\checkmark$ Viewport	<b>:</b> =
⊡	Noise Threshold	<ul><li>✓ 0.1000</li></ul>
	Max Samples	1024
بر	Min Samples	0



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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			<b>2K</b>
D					1920 x 1080
	Frame Rate	24 fps	~		

	~	Q	
ĉ	Scene		Ŕ
	Format		<b>:</b> 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 ~
<ul> <li>×</li> <li>×</li> <li>•</li> </ul>	✓ Frame F	Range	
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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
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South States	Resize			
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