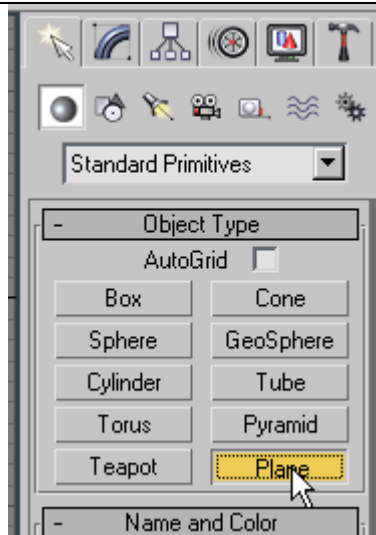
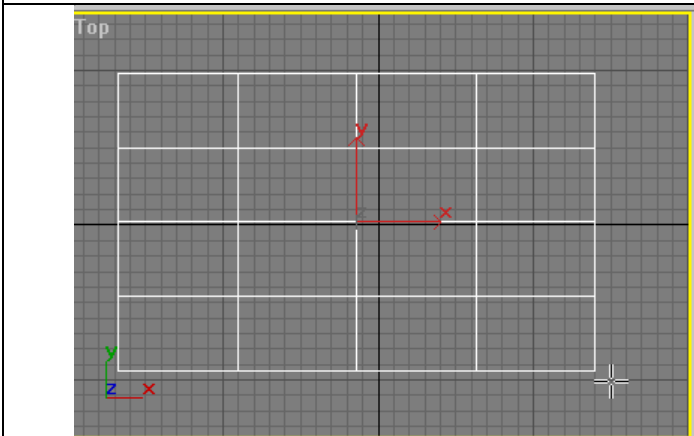


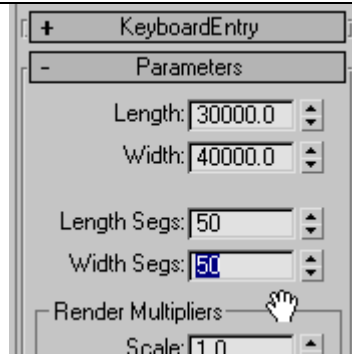
Activate the top window



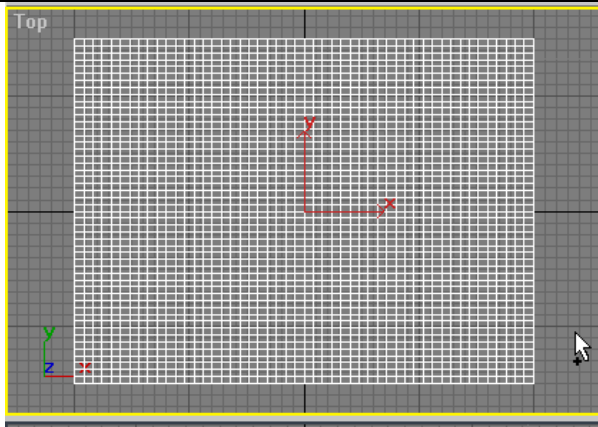
Under the Object window, select Plane



Drag out a plane in the top view



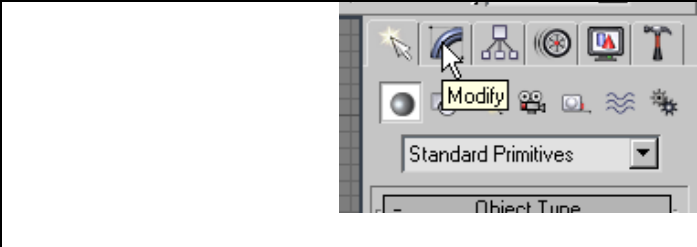
Next, under Parameters, change length to 30000 and width to 40000. Then set Length Segs and Width Segs to 50



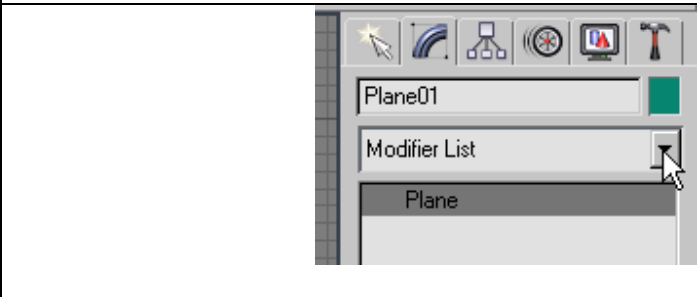
The plane in your top view should look like this



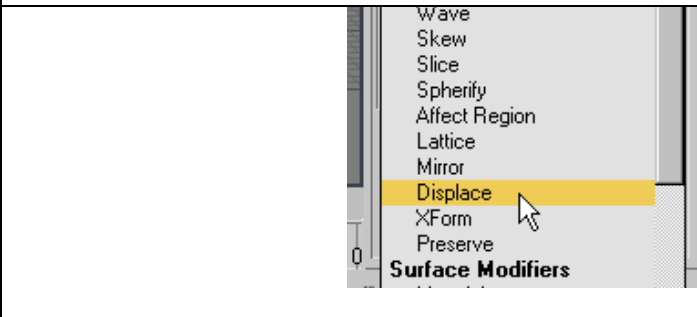
Next we are going to load this image and use it in conjunction with a displace modifier to shape our terrain. This is called a Digital Elevation Map or DEM for short. The black regions are the lowest elevations and the whites are the highest, gray values represent the middle ranges.



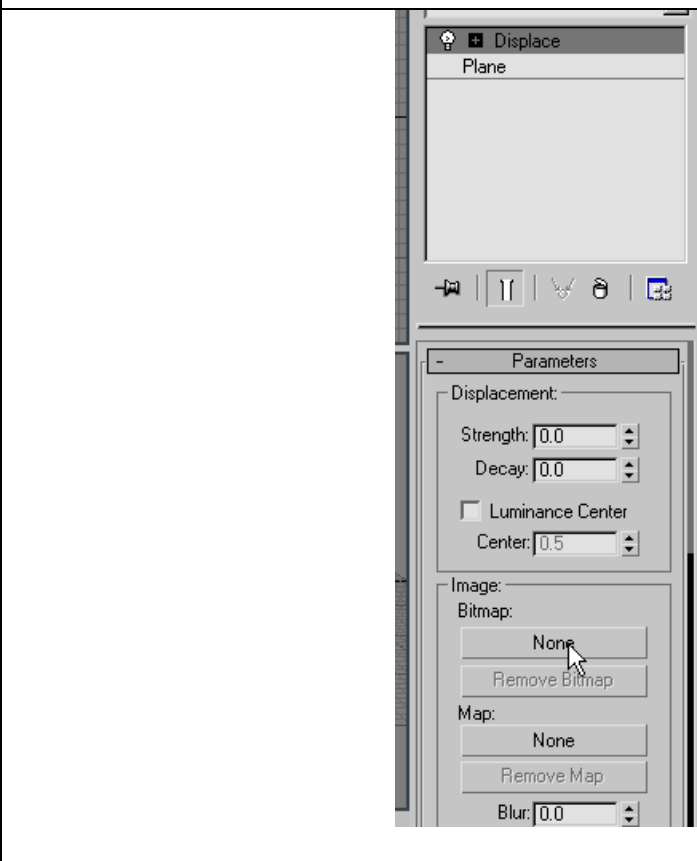
Make sure the plane is still selected then click on Modify



Open the modifier rollout

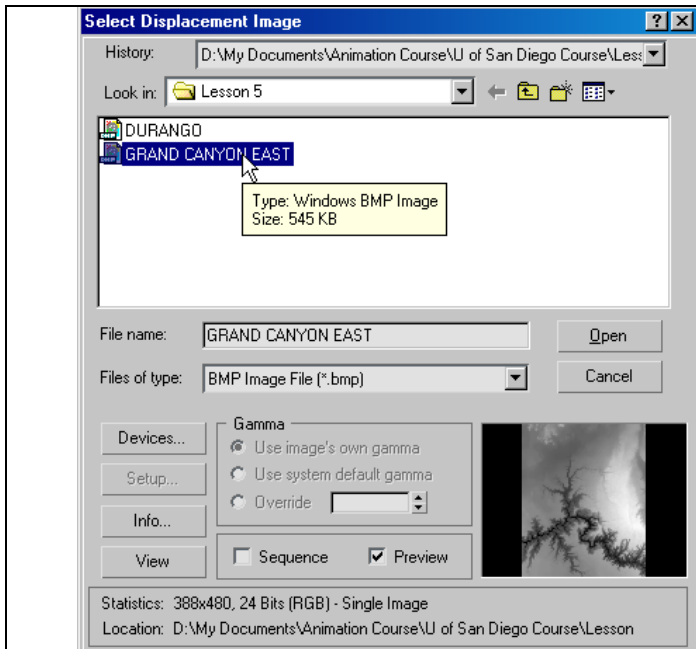


Then select the Displace Modifier

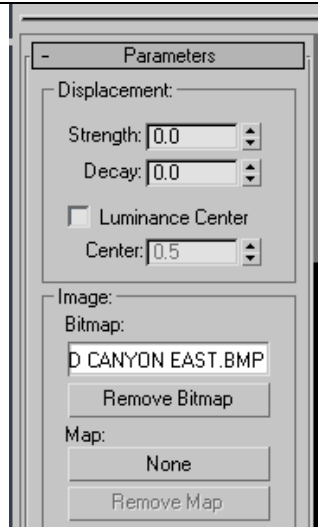


We should now have the Displace Modifier window open. Click on "None" under Bitmap

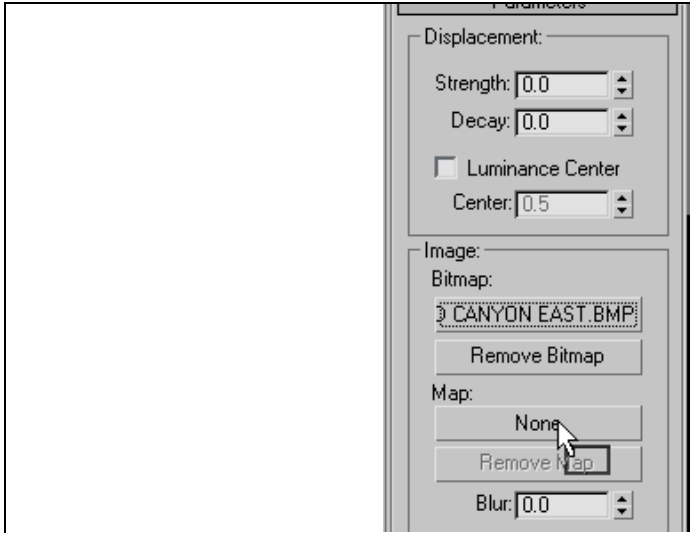
Click this "None"



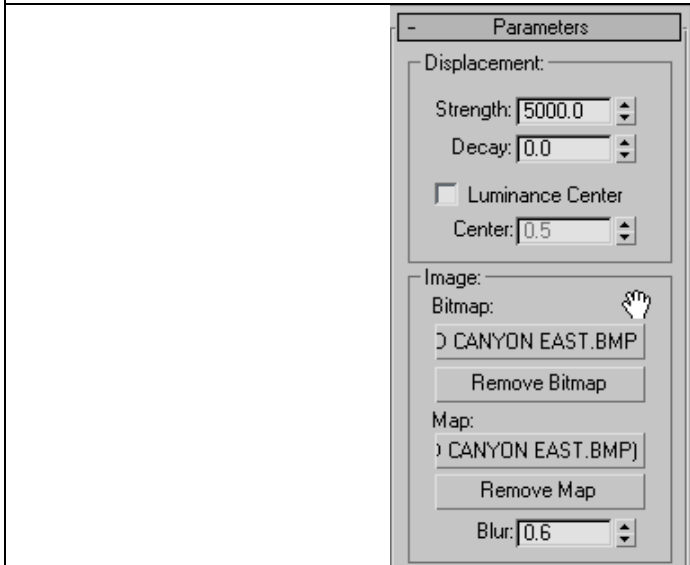
Navigate to the Lesson 5 folder and find the image that you will want to use and then click on Open



Our Parameters window should show the name of the loaded image

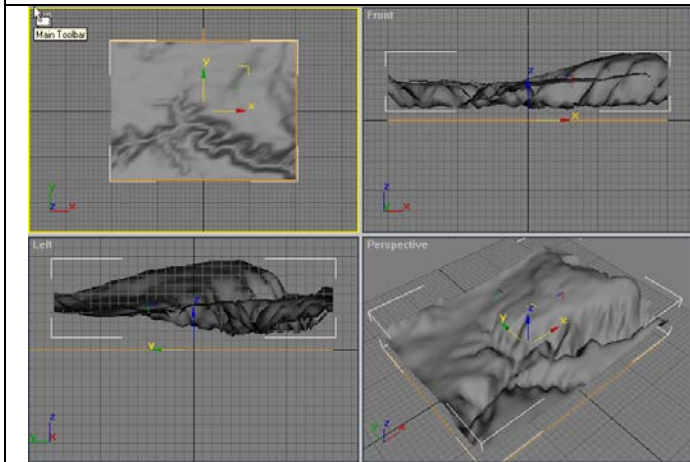


Next, place the cursor over the first loaded image, then left click and drag it down over the word "None" under Map. Release the mouse button. This copies it.

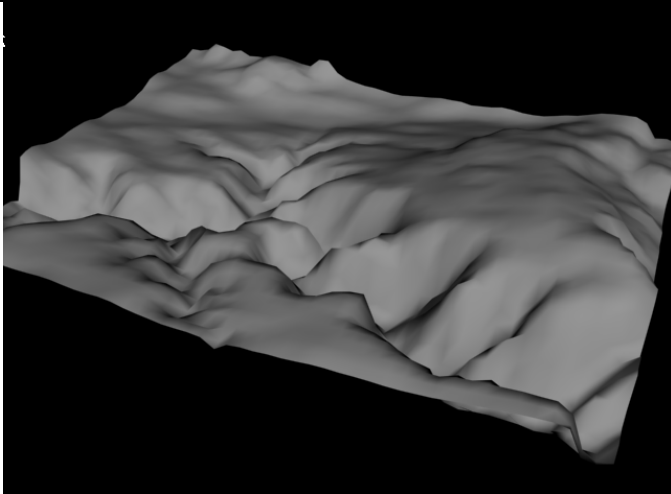


We should now have something that looks like this. The image name should appear twice. Next, under Displacement, increase the strength to 5000 and blur to 0.6

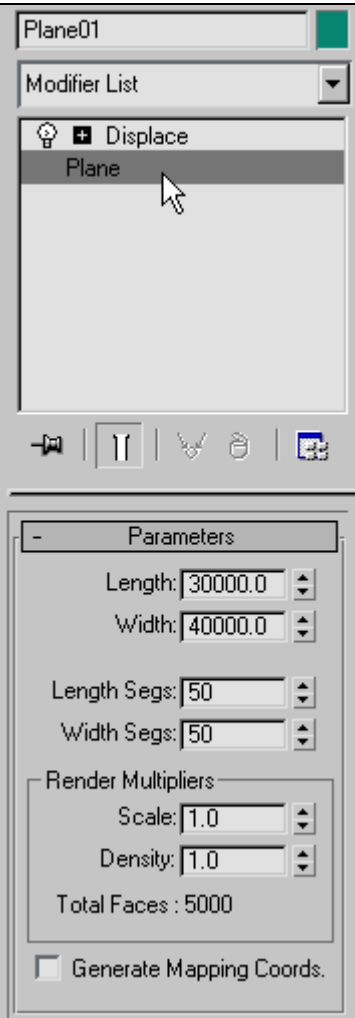
note: when you use your image, the values of strength and blur are your choice, use whatever you think looks good



We should have something that looks like this. Note that I applied a flat gray material to the object. Otherwise it will appear too shiny in the windows and could be difficult to work with



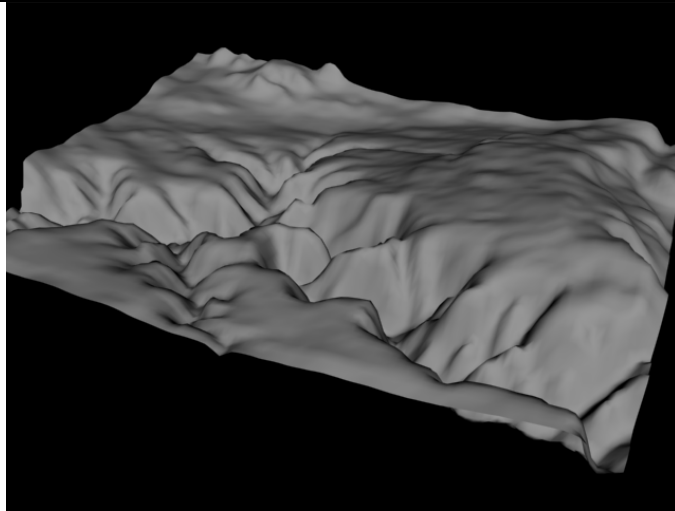
A quick render shows this



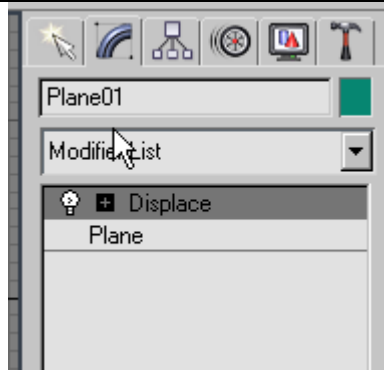
Double click on “Plane” in the modifier list so that we can go in and modify the plane’s settings. Change the Length and Width Segs to 100.

This will make the mesh more dense which will in turn result in a more accurate and smooth looking landscape. The tradeoff is that more computer resources will be used and the computer can slow down.

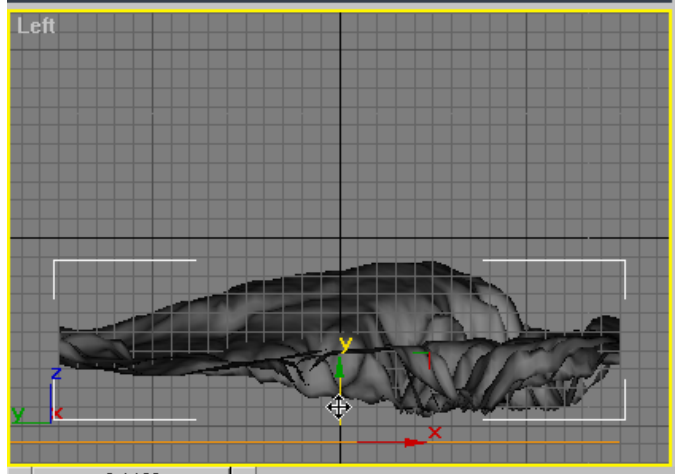
Change these to both 100



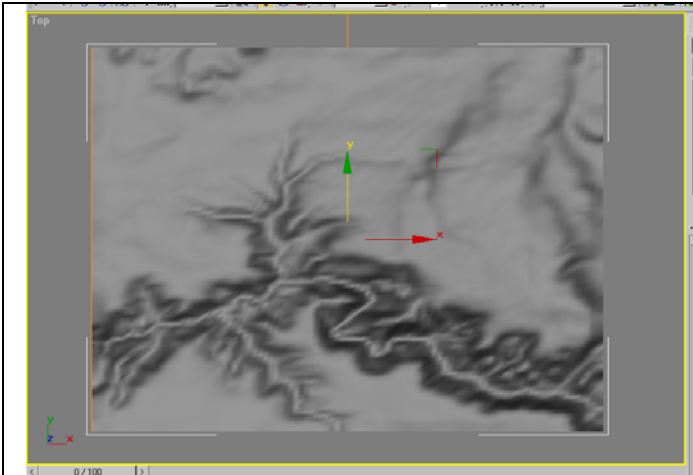
Notice that the mesh is much smoother. If your computer continues to run smoothly and the screen refreshes smoothly and quickly when you do an arc rotate in the perspective window leave the settings as they are. Otherwise, change them back to 50 and continue this lesson. When we are ready to render, we can turn the Segs back to 100.



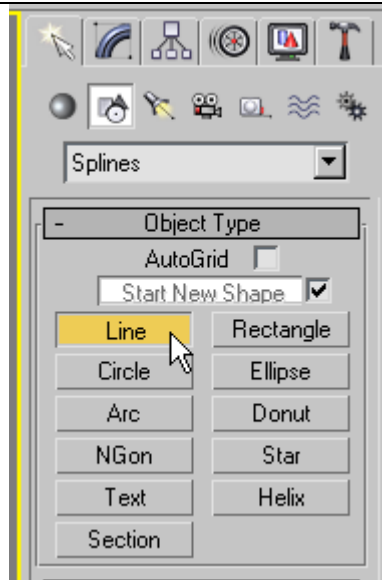
Double click on Displace to turn off edit mode. It should be gray



In the left window, chose the Select and Move icon to drag the terrain downwards so that the terrain is in the lower half of the Left Viewport. As shown



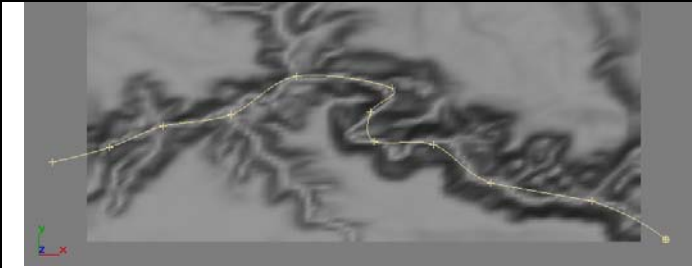
Now, work in the Top View. Turn off the Grid by right clicking on the word "Top" and unchecking Show Grids.



Select Lines

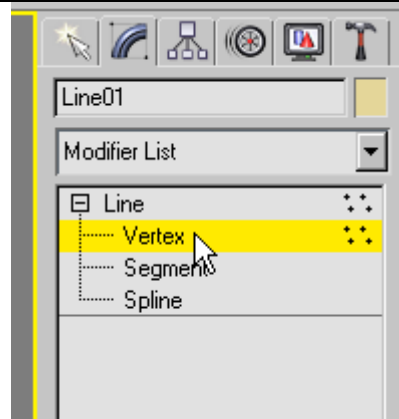


Set the vertex Creation Method to Smooth for both Types

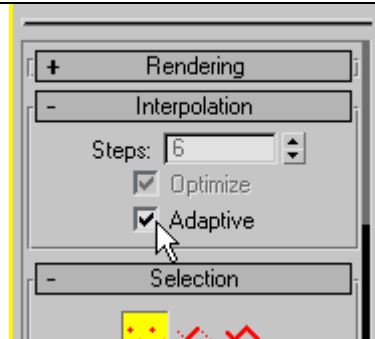


In the top View click out a path as shown. If you can't see the line, it's probably beneath the land. If needed go back to the left View port and move the terrain down.

Use as few vertices as possible!!



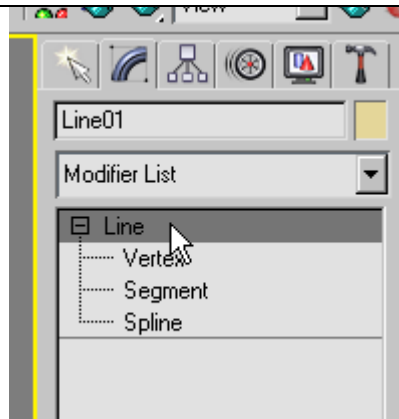
Next, with the line still selected, go into edit at the Vertex level.



Under Interpolation, put a check mark next to Adaptive. This will smooth out the line



We should now have this



Double click on line to get out of edit mode.