

DISPLACEMENT LANDSCAPES

Advanced Level

(Point Value - 1 to 15 points)

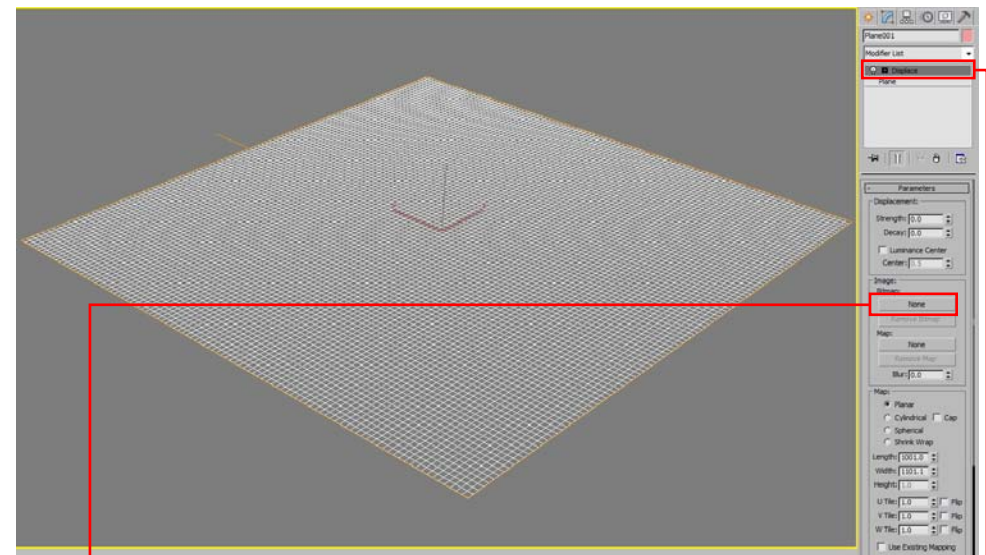


This projects uses PhotoShop along with 3DMax. You'll create a map in PhotoShop and use it in 3DMax to create a landscape. Then add a sky dome.

1. First, in PhotoShop open a new RGB image, 10 x 10 inches and 72 dpi.
2. Using the paintbrush, smudge tool and/or any other tool you may need create a black and white image like that shown below. Note that this will be used as a displace in 3D Max. This means that when placed on a plane it will distort it. Wherever the image is white, mountains will be made. Wherever it is darks valleys will appear.



3. Open 3DMax. Make a plane 1000 x 1000 units and 100 x 100 segments



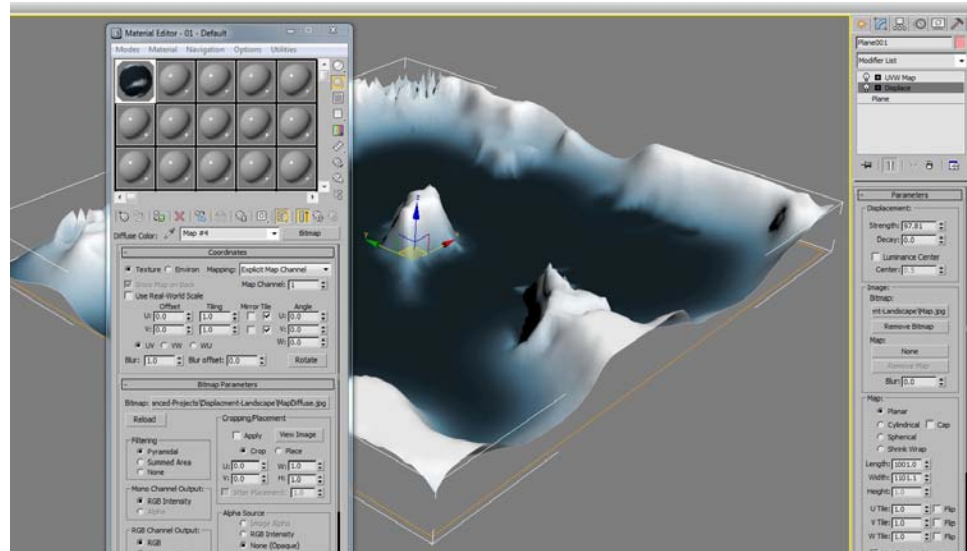
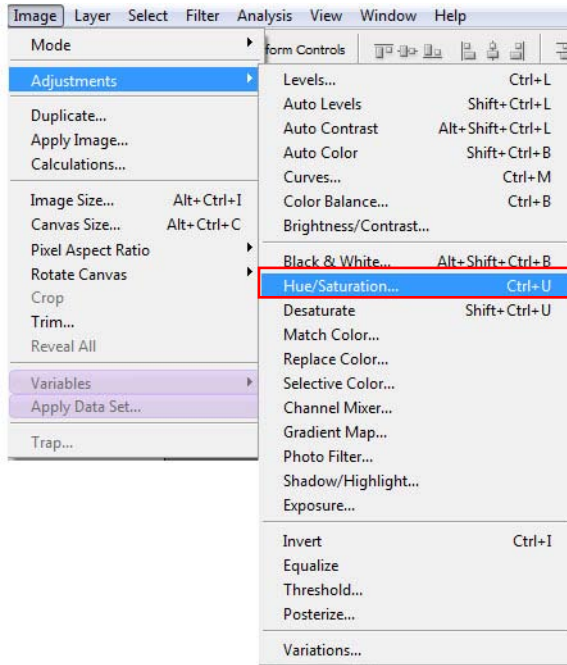
4. Add the "Displace" modifier from the modifier list to the plane

5. In the "Image/Bitmap" slot add your PhotoShop image

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6. Turn up the "Strength" setting



7. In PhotoShop, make a copy of your map and colorize it using the Hue/Sat/Value panel. Turn it into a bluish color. This will look like ice.



8. Place the new blue image into the diffuse slot in the Material Editor in 3D Max and apply it to your landscape model

9. Add another plane to intersect the mountains and act as water.

Lights...Camera...Render!

