

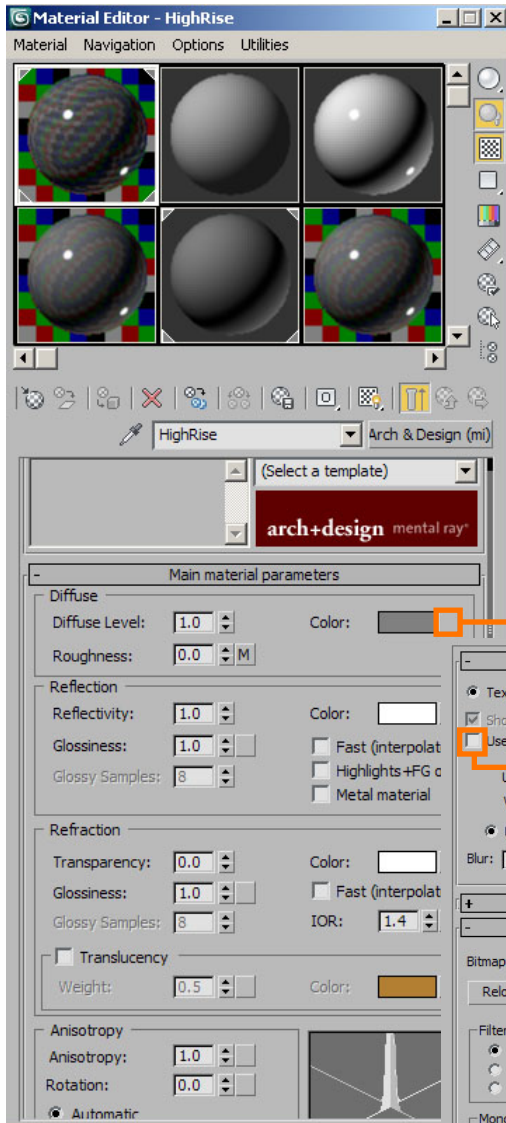
# A SIMPLE SKYSCRAPER

Beginning Level  
 (Point Value - 1 to 5 points)



Make a few basic shapes (cylinders, boxes) for the buildings and apply a material and a background.

1. Find and save a skyscraper texture at [www.cgtextures.com](http://www.cgtextures.com)



2. Place it in the "Diffuse" slot in the "Material Editor".

3. Set the coordinates.

4. Find a "sky" texture at [cgtextures.com](http://cgtextures.com)

5. Place the texture in the "Environment slot"

