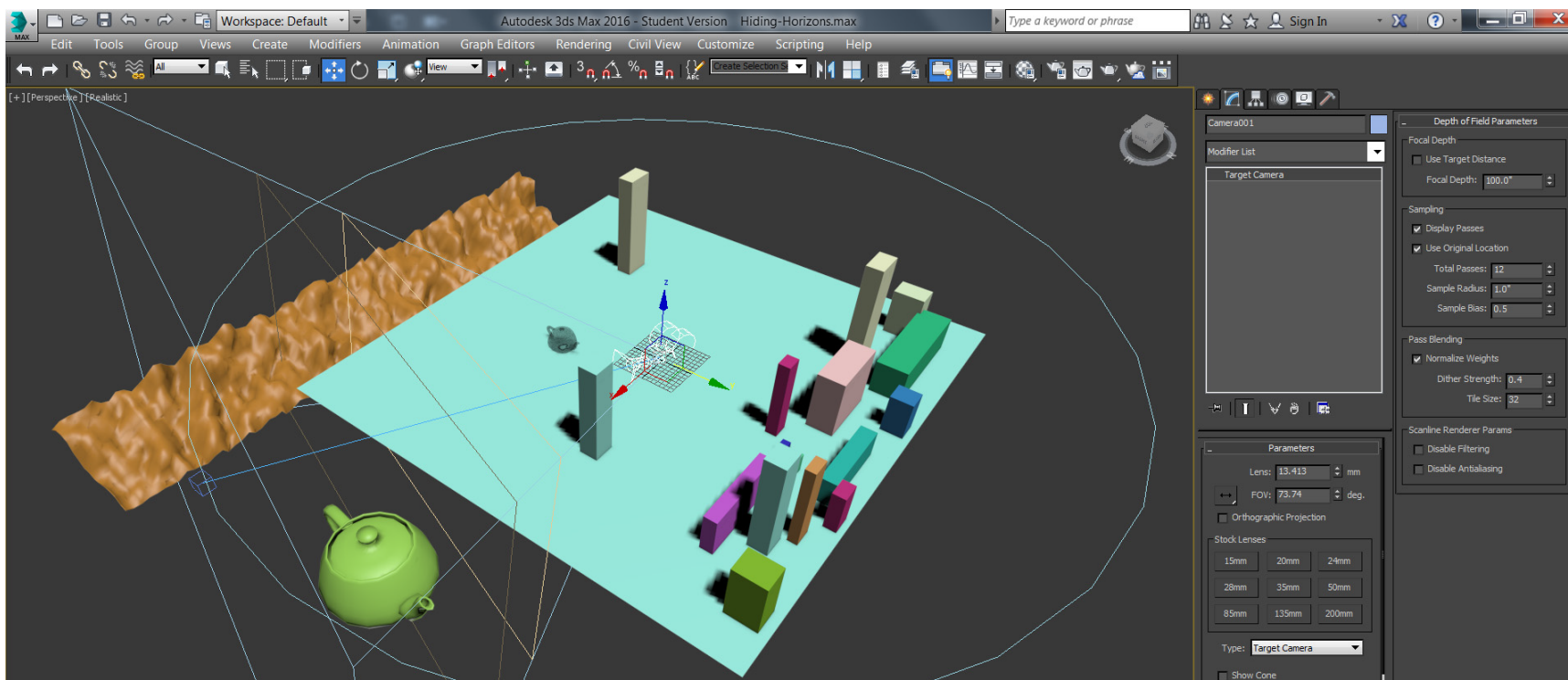
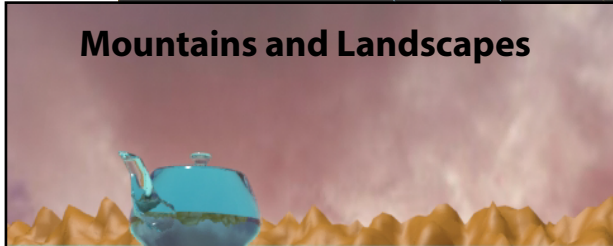


# HIDING HORIZONS

A constant challenge for 3D environment artists is how to hide the horizon line. Three ways are illustrated below.

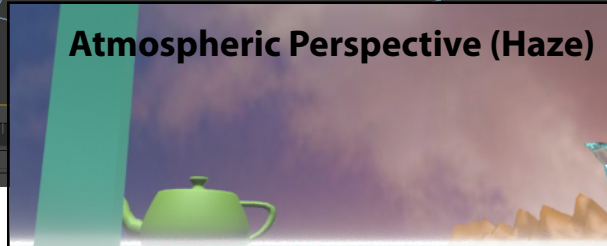


**Mountains and Landscapes**



Mountains make a quick fix to the horizon issue.

**Atmospheric Perspective (Haze)**



Haze or "Aerial Perspective" is an "Atmospheric Effect" that is attached to the scene camera.

**Buildings and Structures**



In a city scene use the architecture to hide the horizon.