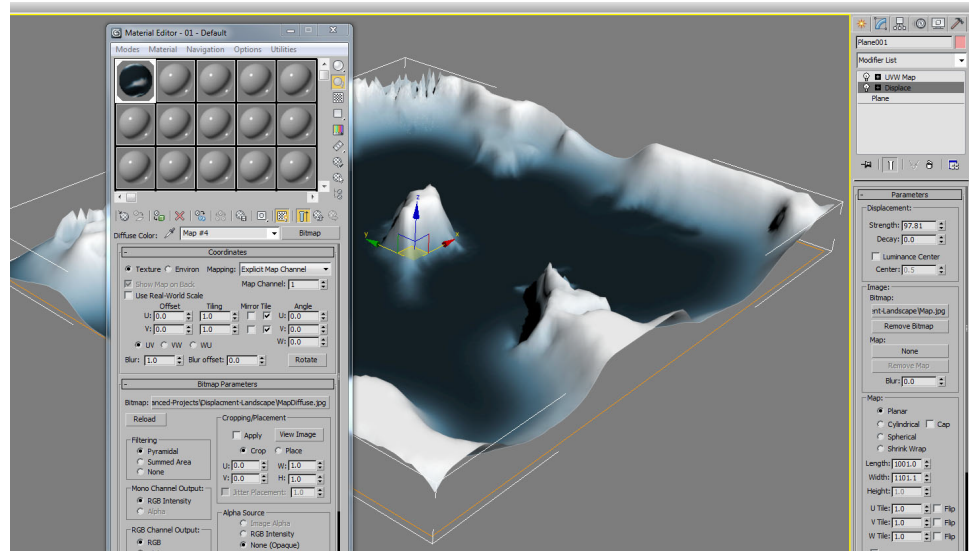
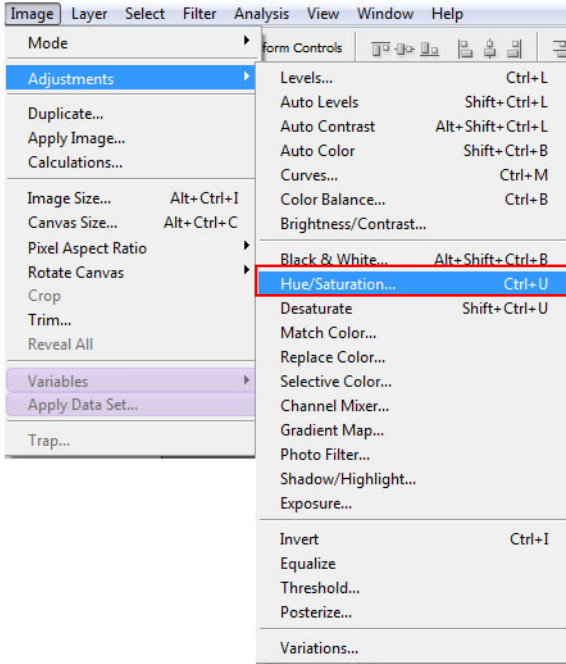


DISPLACEMENT LANDSCAPES

Advanced Level
 (Point Value - 1 to 15 points)

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!

