

DISPLACEMENT LANDSCAPES

Advanced Level
(Point Value - 1 to 15 points)

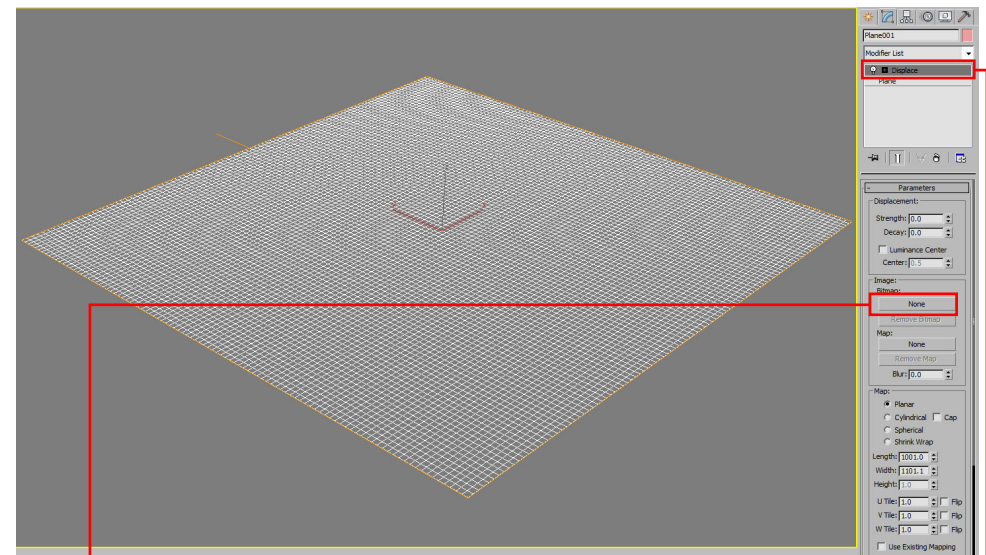


This projects uses PhotoShop along with 3DMax. You'll create a map in PhotoShop and use it in 3DMax to create a landscape. Then add a sky dome.

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