Career Technical Education
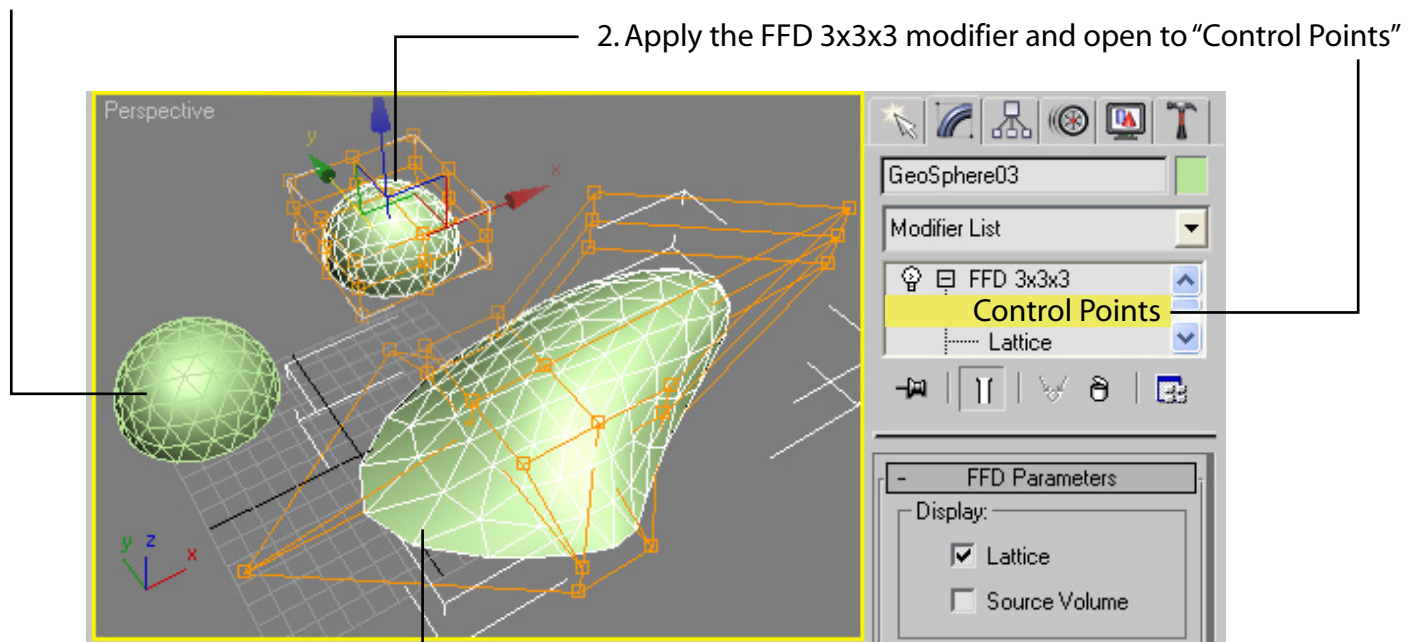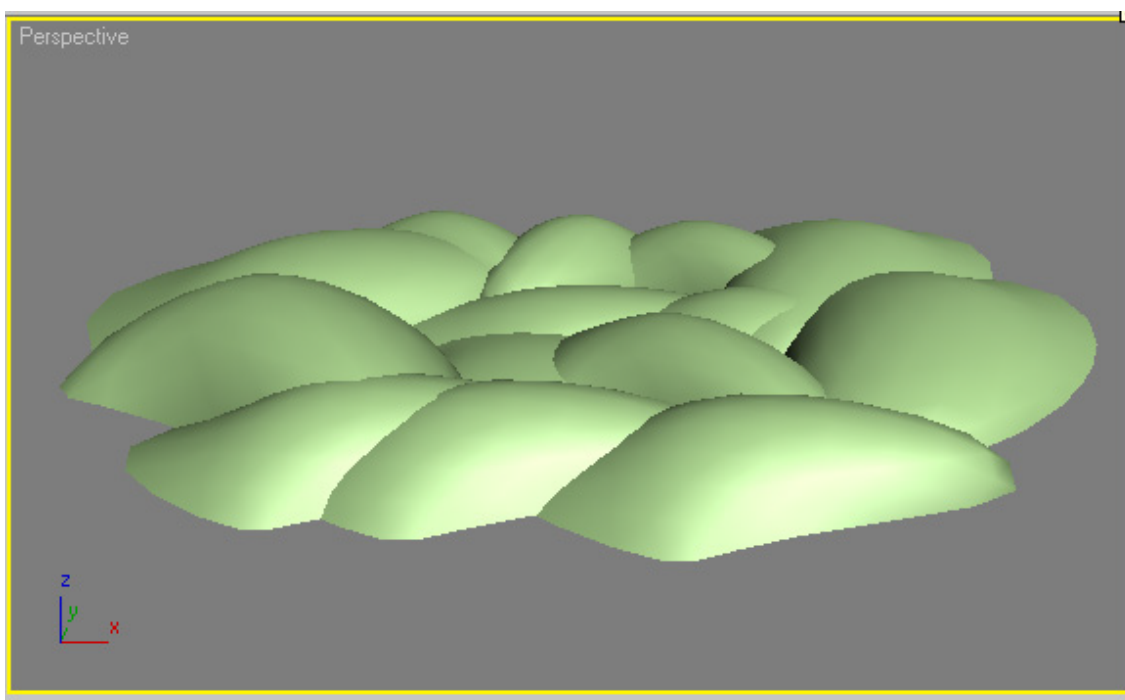**SoCal ROC** Intro to Video Game Design

Using FFD's to Model Rolling Hills

FFD's are a great set of modifiers. They can be used to distort objects smoothly and easily. We'll use the FFD 3x3x3 to model the landcape in Gladiator's opening battle scene.

1. First make a "GeoSphere" and set it to "Hemisphere

2. Apply the FFD 3x3x3 modifier and open to "Control Points"

GeoSphere03

Modifier List

FFD 3x3x3
Control Points
Lattice

FFD Parameters
Display:
☑ Lattice
☐ Source Volume

3. Select the "Control Points" and distort the sphere into a mountain shape

4. Duplicate and modifiy the one mountain using the scale tool. Arrange them into a landscape.