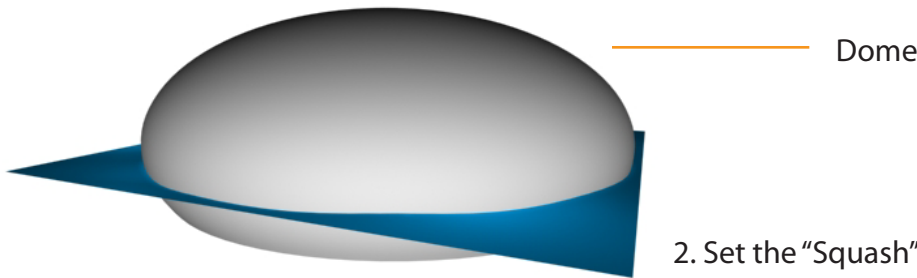


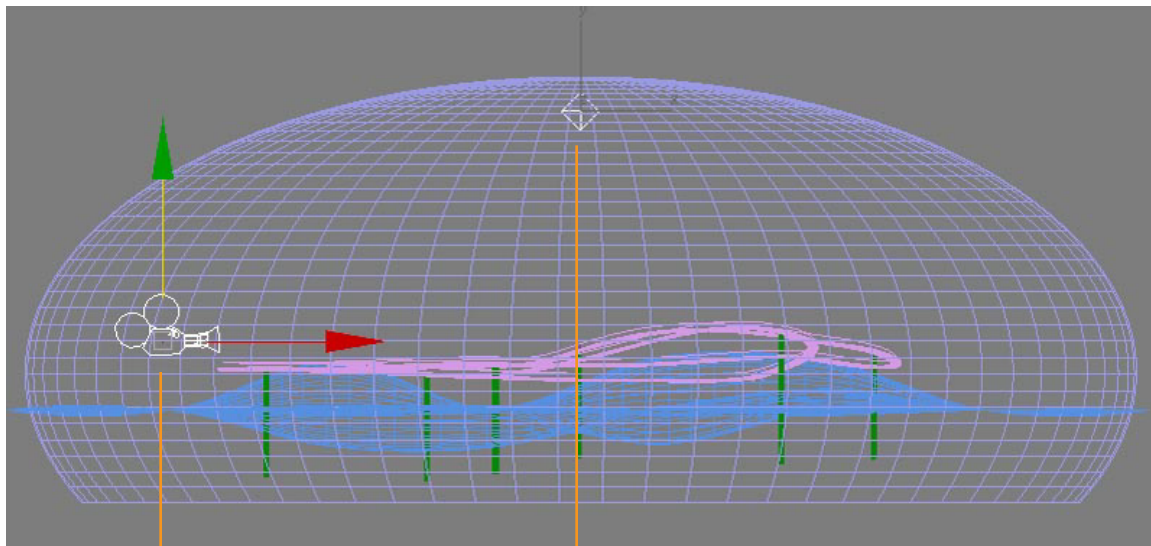
1. In the Top Viewport creat a Sphere that covers the landscape as in the image below.



New Skills:
1. UVW Maps
2. Normal Modifier

2. Set the "Squash" parameter for the Sphere to 0.4

2. Copy the "Sky Texture" from the class web site and place it in your folder.
3. Open the "Material Panel" and apply the "Sky Texture" to one of the slots.
4. Assign the new texture to the Dome.
5. From the modifier panel, place a "UVW Map" on the Dome.
6. Assign a "Normal" modifier to the Dome.



7. Place a Camera and an Omni Light inside the Dome