

MEMO – Trees on a Terrain

Problem / Task

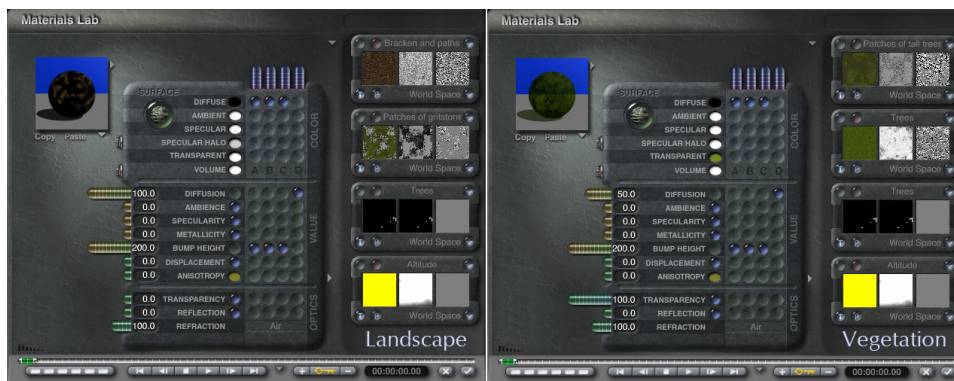
Create a landscape with trees on the distant mountains.

Solution

1. Create a terrain (default resolution is ok), e.g. *Rolling Hills* and make it large, 2000 to 4000 BU and give it a good terrain material, e.g. *Peak District, Heather and Stones* (1/7*)
2. Copy terrain, set it to 1024 resolution and apply a bit of *Basic Noise*. Give it an appropriate material, e.g. *Ancient Woodland* (1/9*).
3. If there is too much of trees, insert negative *Mounds* in the TE by moving mouse a tiny bit left. If too much trees are removed, [ctrl]+[z] and try again.
4. Modify material of vegetation terrain: make *Transparency* 100 and give *Transparent* an appropriate colour and leave *Material Options* Normal.
5. Create an HDRI from the sky dome or use one of the Sky Dome HDRIs from the Island 2 product. No shadows, no HDRI Effect and Saturation. Add HDRI to Sky.
6. Render Premium with *Blurry Transmissions* and 4 rpp.

Adjustments

- Add a bit of HDRI Effect to brighten up very dark shadow parts.
- Experiment with and without tone-mapping and Intensity; also with Haze.



(*): Vegetation <http://www.daz3d.com/bryce-7-1-pro-vegetation>