

Exercise 16

Design a red ball lying on green grass. Apply suitable texture and render the same.

Step 1: Add>Mesh>UV sphere and scale the object by hitting “s”.

Step 2: Go to “Material Properties” then choose “Base color” for object. Apply suitable color to object.

Step 3: Add>Mesh>Plane and scale the object by hitting “s”.

Step 4: Go to “Particle Properties” then click “+” and choose Hair option. Set hair length as “0.4” and number of hairs are of “50000”. Click on “Advanced” tab. Select “Physics>Force” set brownian as “0.3” and choose “Green color” as base color.

Step 5: In the “materials” tab under the “surface” section, search for “Base color” and click on the small dot to its right. From the many new options displayed, click on “Image texture”.

Step 6: Click open then choose file and click on “open image”.

Step 7: Texture will be appeared on the selected object.

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