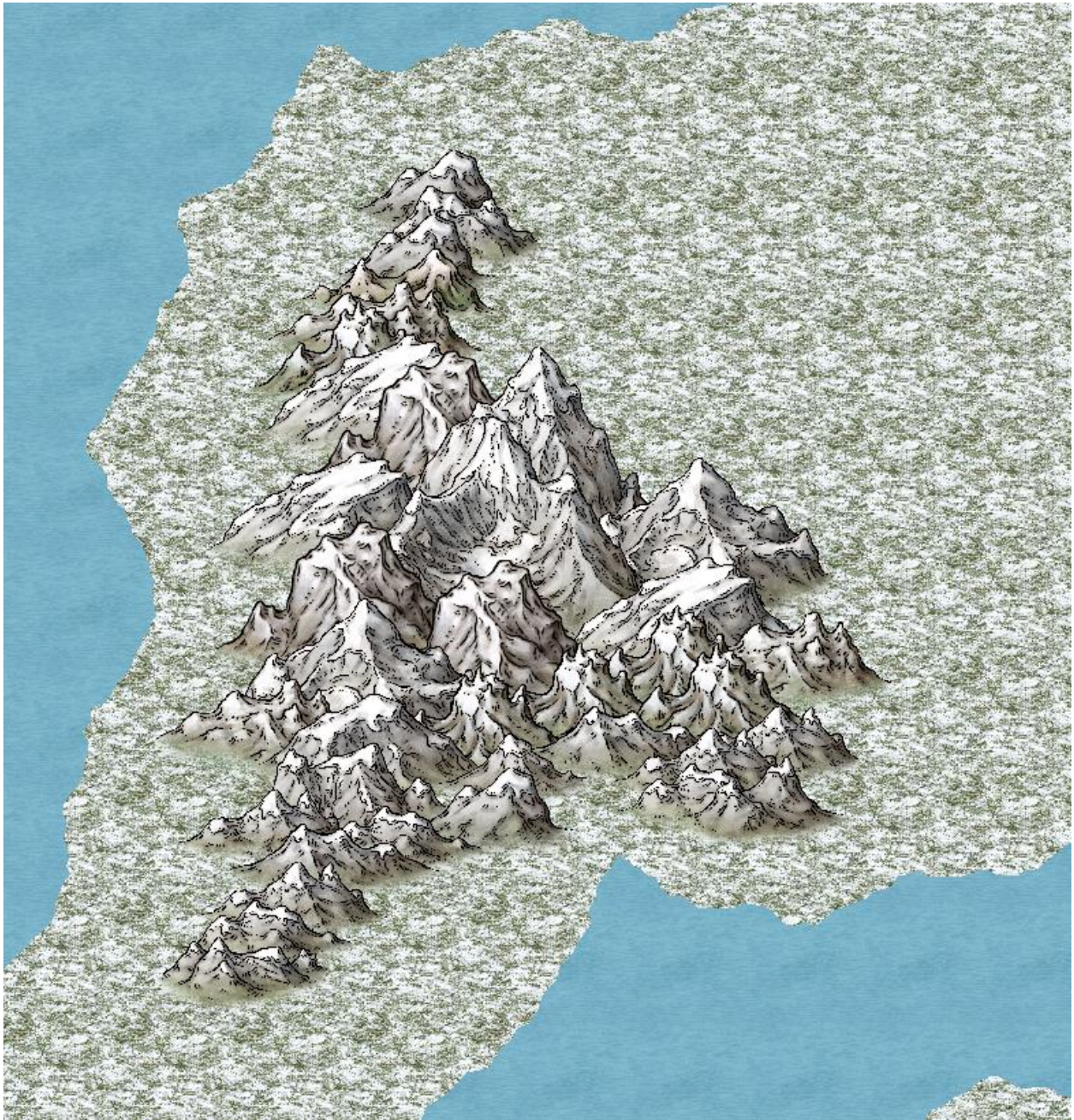
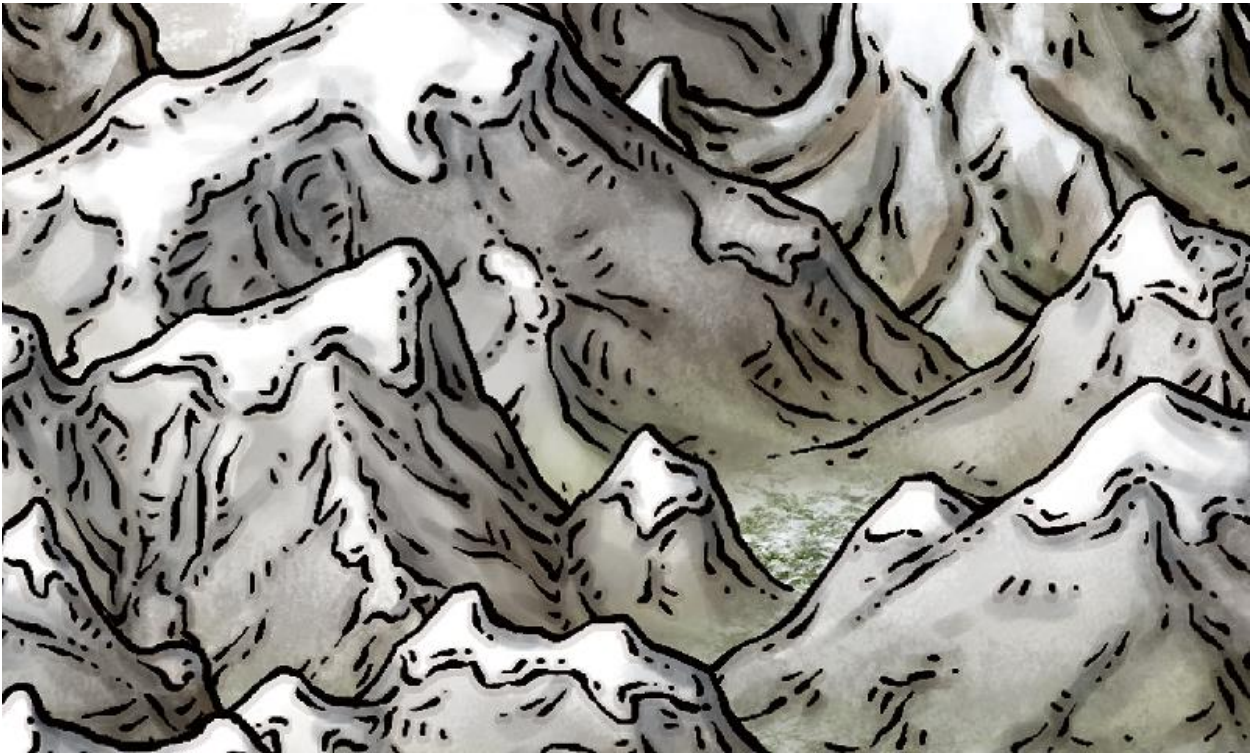


## Mountains Tutorial Part 2

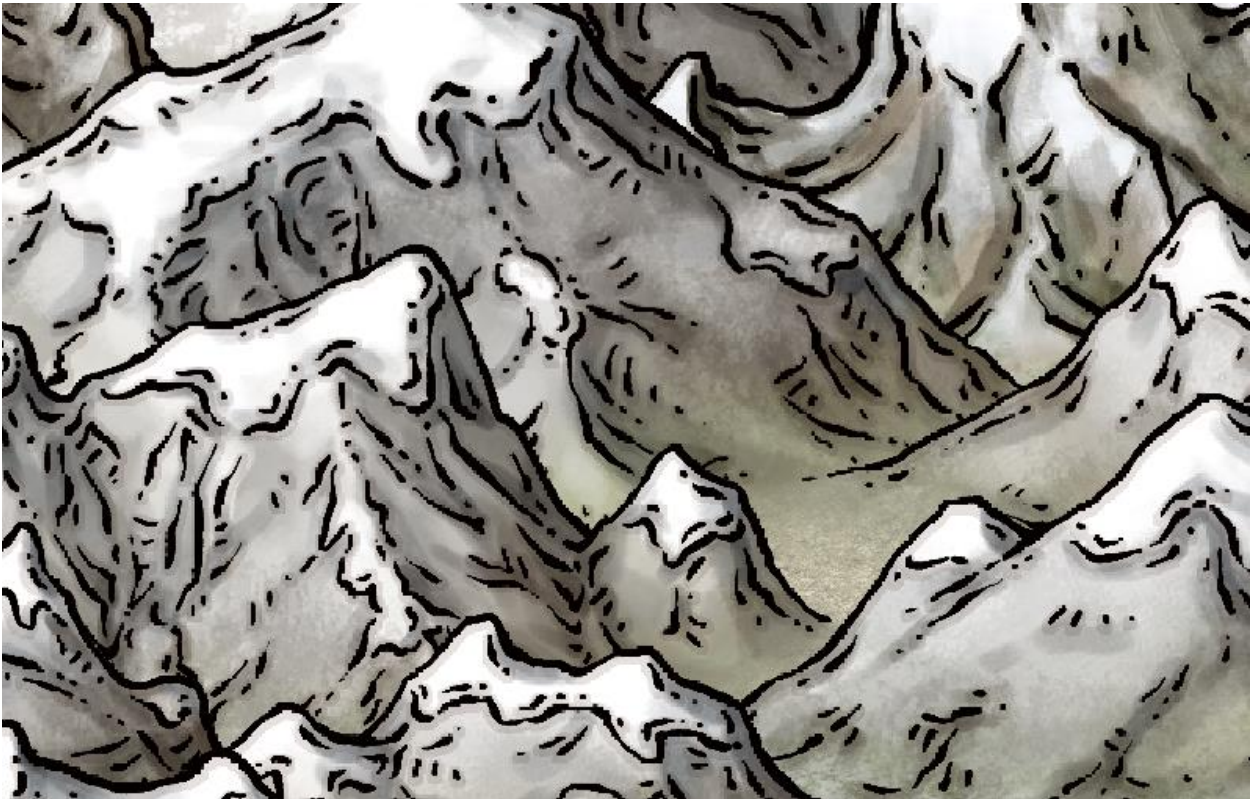
Here is a regular mountain range with no fill color:



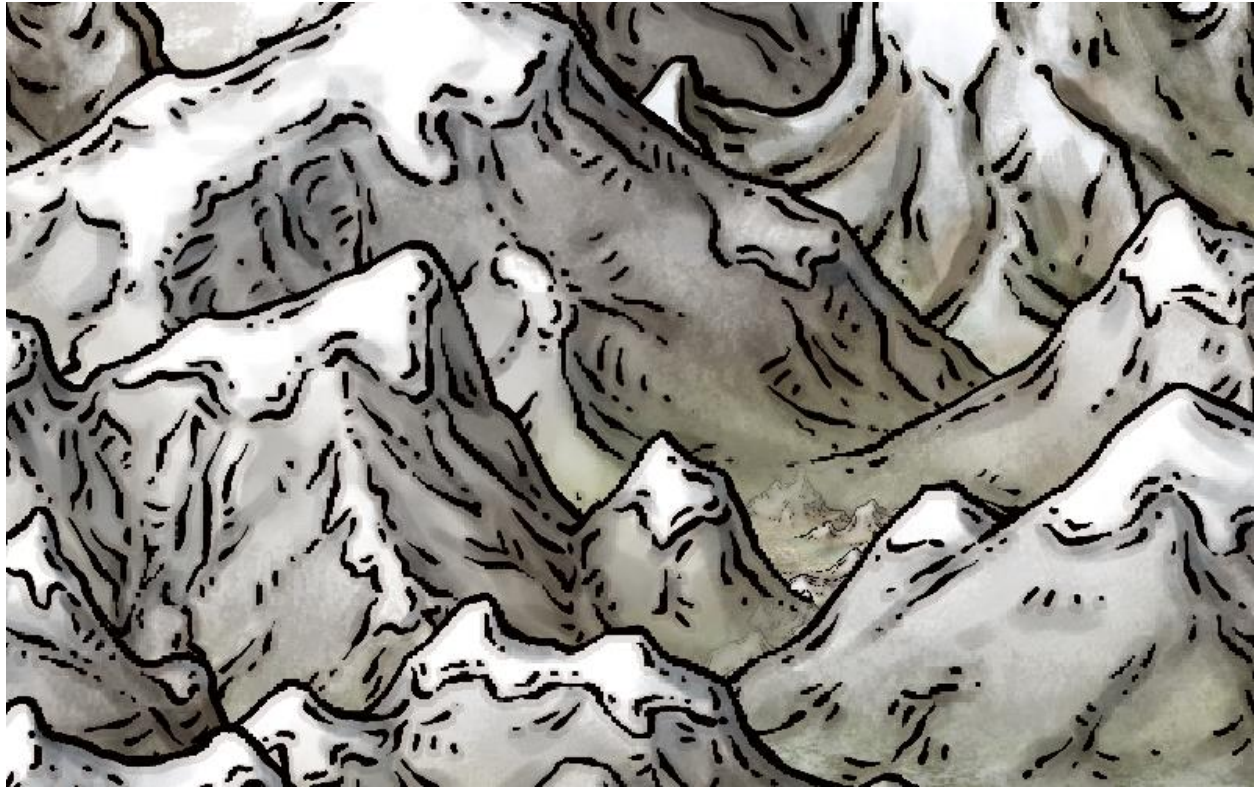
Here is a close up showing a gap between the mountains:



You can throw a mountain background into the gap:



Or you can throw a mountain fill into the gap. You get different looks depending on how you scale it. It all comes down to what you like.



Now you place your hills. As you can see, you do not have to place them in as close as when you do for color fills. This make the process a lot faster and gives you a little more options for creativity.



Now you scale and fill with the hill & mountain fills (not the hill background fill - it looks like a desert).



Here is a close up:



Here is the close up of the gap in the mountain: I used a mountain fill as opposed to a background fill and scaled to my particular tastes. I always choose my fill type, scale, and use Polly Smooth for my fills instead of the generic fill tool. It seems to work out a lot better.



These two methods of course are just one of a variety of methods/styles that you can use for your mountains.

They were done really quickly, so they will look a lot better when time is put into them. I hope that this helps to give you some more ideas on building mountain ranges.