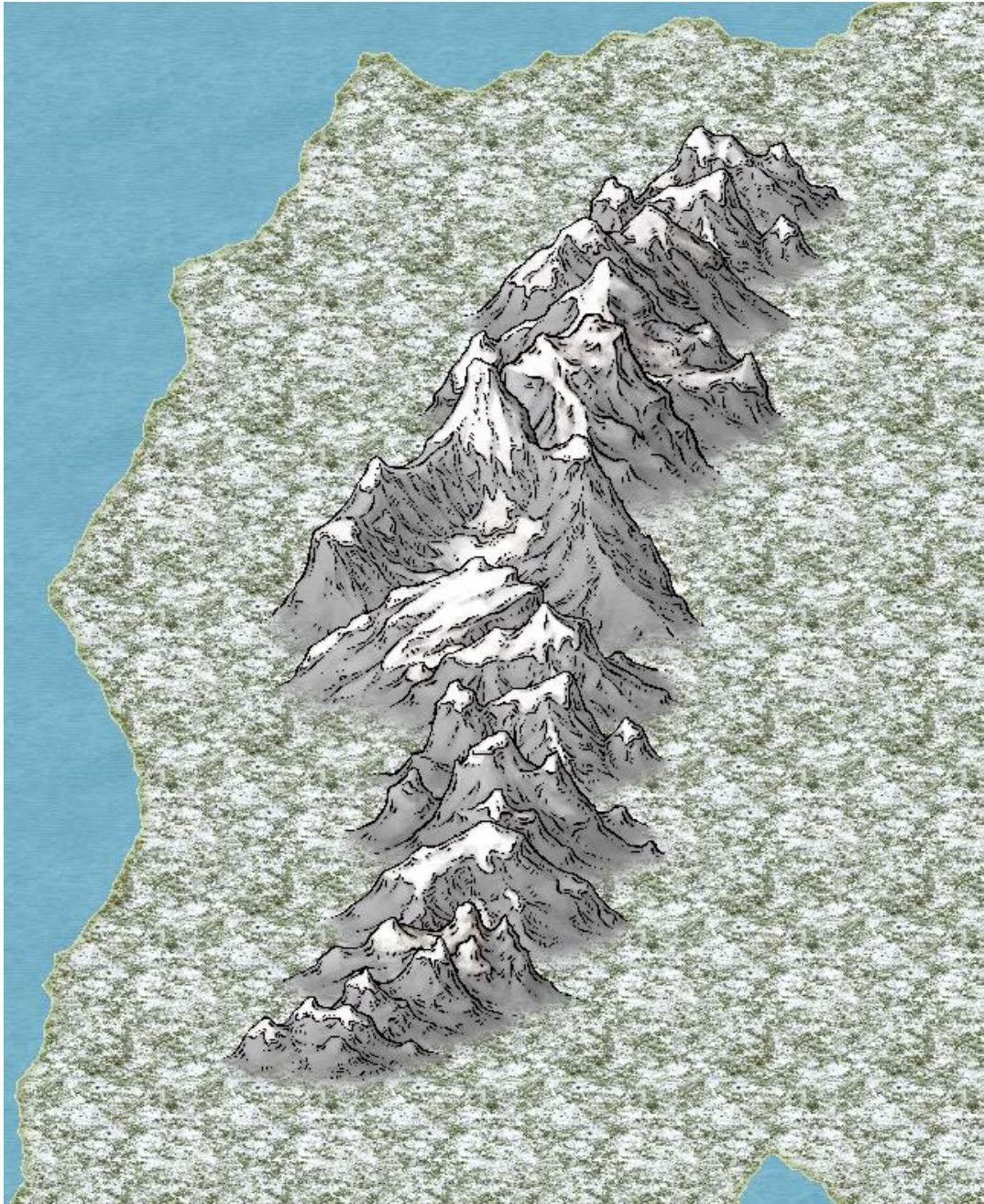


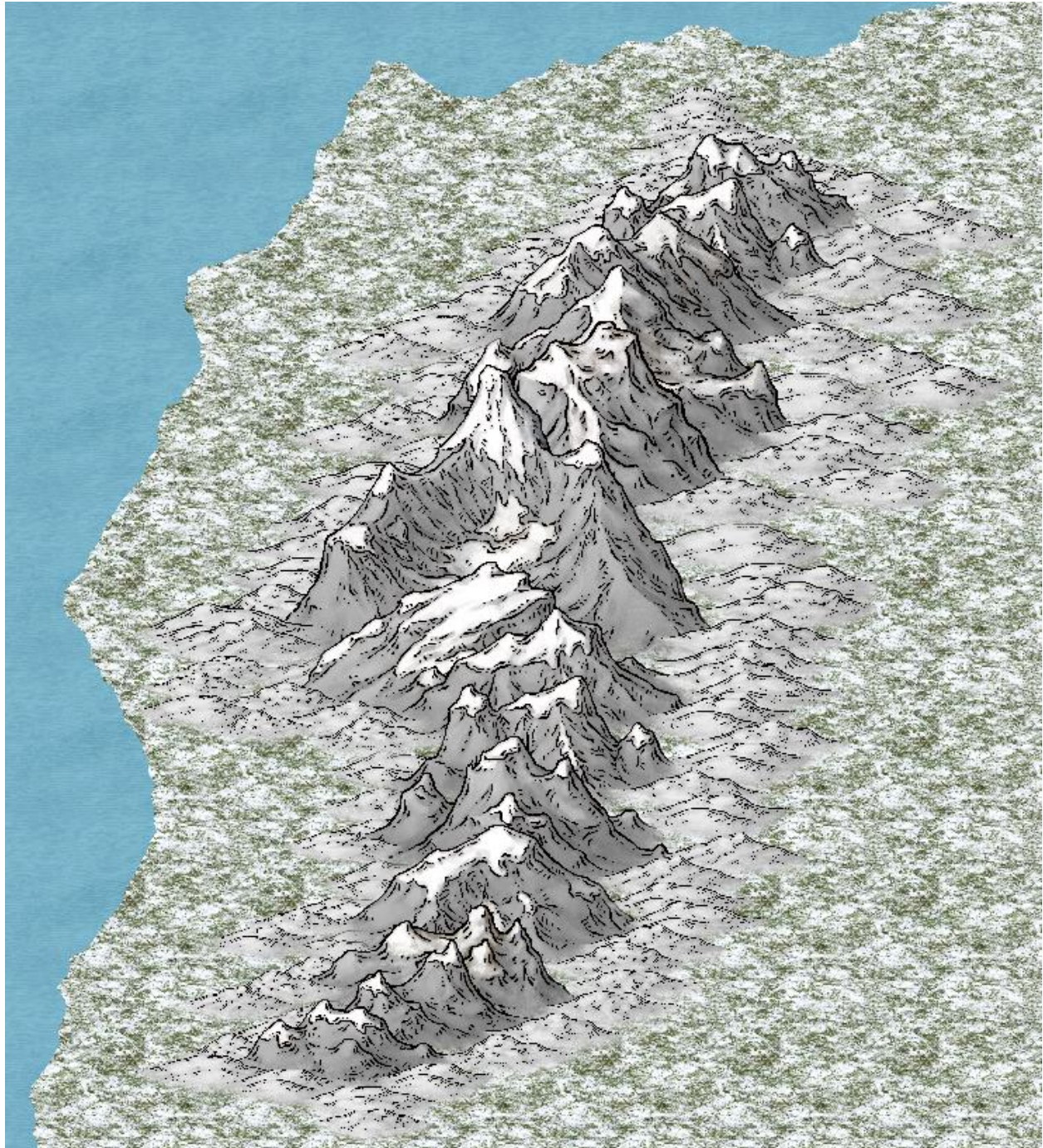
Mountains Tutorial Part 1

I like laying down mountains and then running foothills alongside them. I then pick a bitmap that is suitable to for tying the mountains to the foot hills so they look like they belong together. The bitmap that I use depends heavily on the terrain that the mountain range is in as well as the color of the mountains and hills. Sometimes it is a mountain fill bitmap if it is an area of mountains together with no foothills, sometimes is the hill fill bitmap if it match's the hills I am using , and for most, it is a color that ties the hills and mountains together. I will make some step by step examples to show you how I build mine.

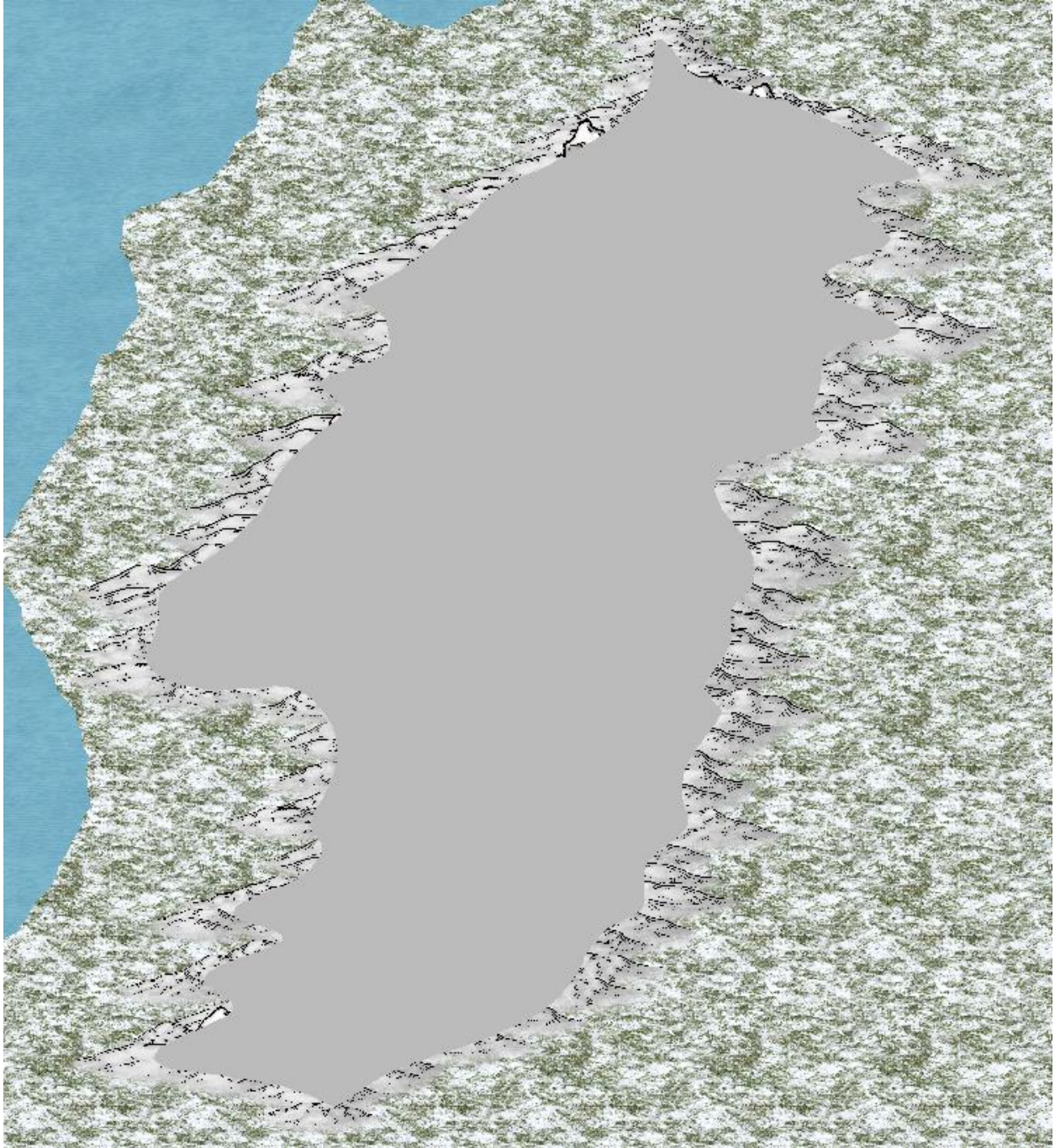
The first example is using color: Here we have winter terrain with grey mountains.



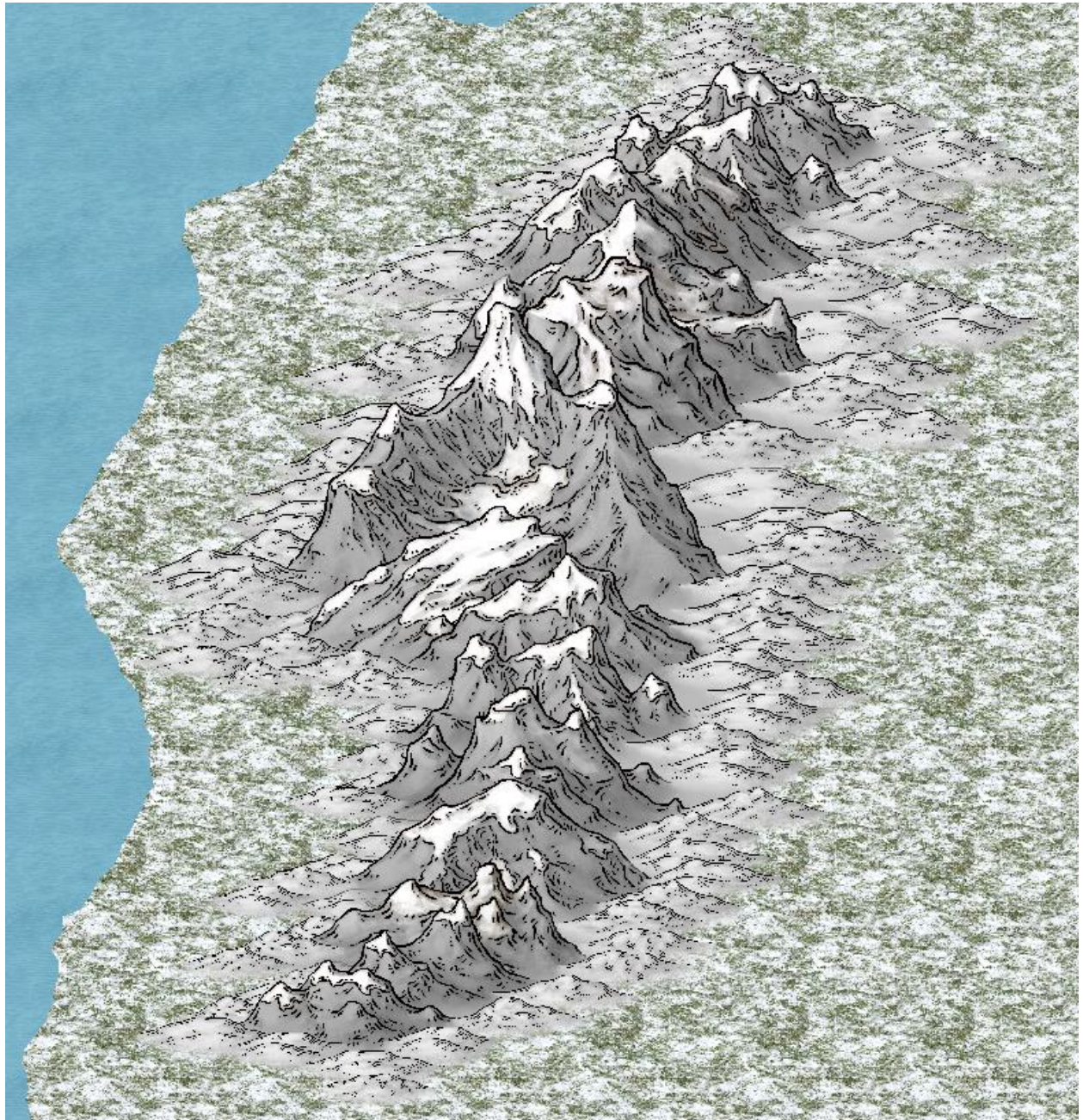
Now we have placed our foothills. For the color option, I find that it works best if you bring the foothills in close. Send To Back & Deselect will help greatly in accomplishing this. It takes longer, but has great results. Since this is winter terrain, I have chosen white foothills. If you look carefully, you can see gaps between the mountains and the hills.



Next you change your sheet to Contours (Land) your Layer to Contours/Relief and your FS to Brush Solid. You now pick a transitional color between the mountain range and the hills. Click on Poly Smooth and run it around the foothills making sure that you are running along the ridgeline and were the foothills touch one another. When you have gone all the way around and finished refresh.



Now you have the finished product:



Here is a close up. You can see how the fill helps to bring the two elements together.

