

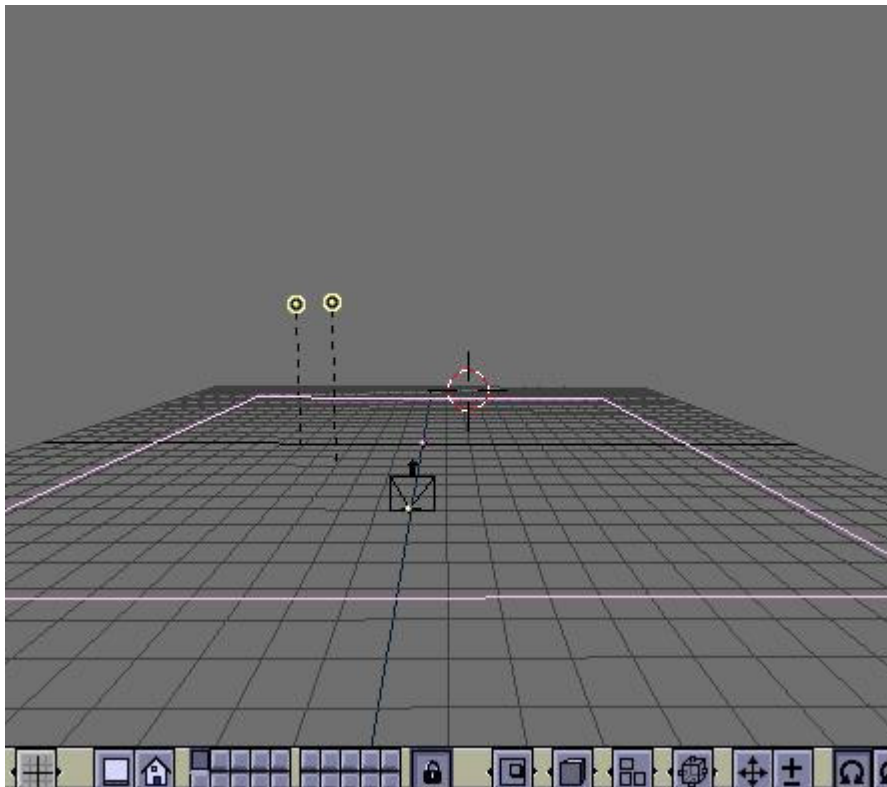
[Back to reD_Fox's
Blender Tutorials](#)



Creating a nice ocean view by [Vincent Stoessel](#)

NOTES FROM RED_FOX: Because this tutorial was written prior to the 2.3 GUI changes, many of the screen captures will be significantly different from version 2.3 of Blender. I'm too lazy to go through and change them all. :) There have also been some significant updates to the material settings, but I think that this tutorial is basic enough that everything is still relevant.

This tutorial will show you a way to create really nice ocean views and seascapes.
As always I start out with my default scene below.
First, select the plane and go to the MaterialButtons (F5).
Create a new material. Next go to the Texture buttons (F6)
and create a new texture.



With the plane selected go to the texture button (F6)
select stucci as your texture. decrease the noise size

and increase the turbulence until you see clear patterns in the texture preview window like so:



The reason that we are using a stucci texture is that it produces a nice wavy liquid bumpmap. Now we go back the materials button to let the material know to use this texture as a

bump map and not just a flat repeating texture. On the right you will see a group of buttons that include a button called "nor" select it and unselect the "col." These button map texture to various parts of the mesh. Bump map get their 3D appearance affecting the "normals" of a mesh, thus we chose to output the texture to the "nor" button. 2 more things to change in this window. A right of the center you will a row of buttons reading Glob,Orco,Stick...etc. Select Glob. Also go over 2 columns to the right and adjust the sizeX button to a number between .40 and .60.



You should now be able to render something like the image below. Now you will want to change the color of the lamp's light to an orange-yello color to imitate the sun's color. Also change the color of the plane to a more realistic blue-greenish color. Try different skies as well.



You might end up with something like the image below.
It would be nice to add a setting sun and a glowing horizon

to this picture, but you can do that part yourself or wait
for my next tutorial.
Later.

