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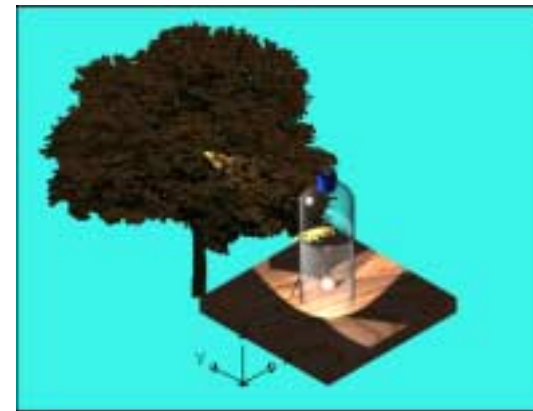
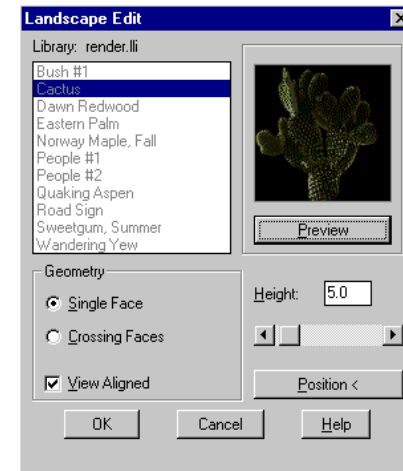
## **Chapter 22**

# **Landscaping**

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### Placing a New Landscape Object 22.1

1. **Choose** View, Render, Landscape New...  
or
2. **Type** LSNEW at the command prompt.  
Command: **lsnew**
3. **Pick** Cactus as the landscape item.
4. **Click** the Position button.
5. **Pick** a new position for the Cactus.
6. **Exit** the Landscape dialog box.
7. **Type** Render at the command prompt.
8. **Choose** Photo Raytrace as the Rendering Type.



## Editing an Existing Landscape Object 22.2

1. **Choose** View, Render, Landscape Edit...  
or
2. **Type** LSEEDIT at the command prompt.  
Command: **lsedit**
3. **Pick** the Cactus as the landscape item to edit.
4. **Edit** the height of the Cactus.



### Custom Landscape Library 22.3

1. **Create** an image and opacity image for desired object.  
NOTE: You will need to use an external paint program to do this.
2. **Choose** View, Render, Landscape Library...  
or
3. **Type** LSLIB at the command prompt.  
Command: **lslib**
4. **Click** New...to create a new landscape object.
5. **Edit** the other dialog options as desired.
6. **Click** OK and save the render library.
7. **Type** LSNEW at the command prompt to place the new image in your drawing.
8. **Render** the viewport.

