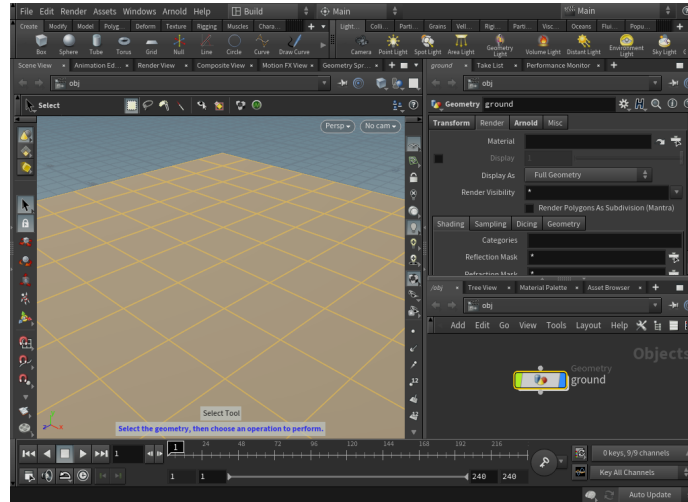


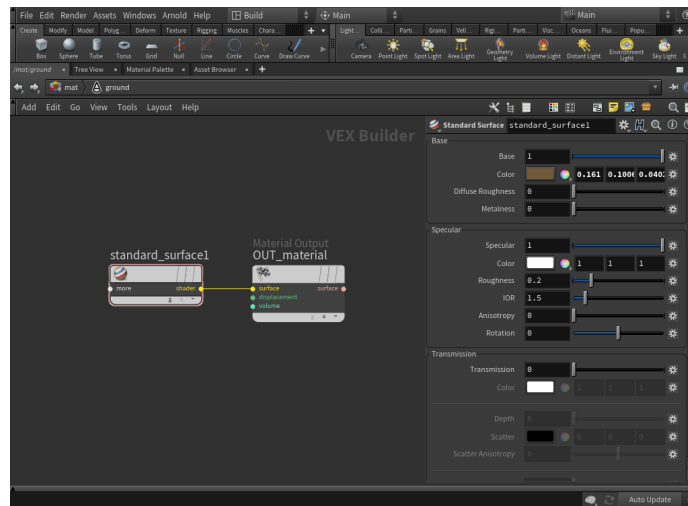
# Scene setup

Let's start off by creating the scene where we will make our grass.

- Create a grid (*Toolbar > Ctrl + Grid*).
- Scale up the grid to 5 and rename it 'ground'.



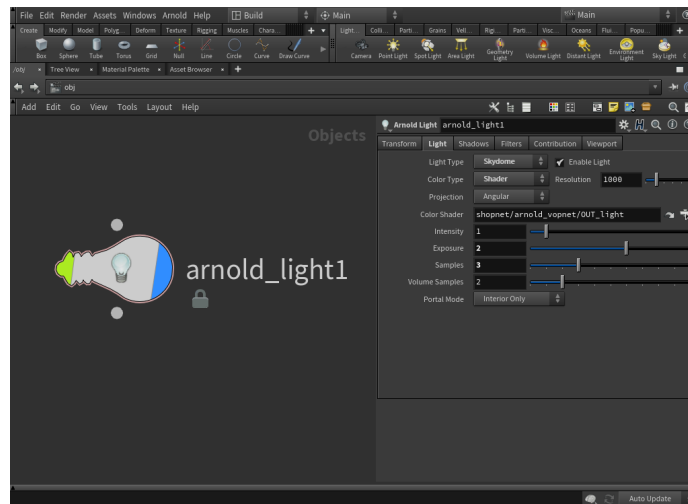
- Go to *mat* and tab-create an *Arnold Material Builder*.
- Rename it 'ground'.
- Drag the material onto the grid to assign it.
- Enter the *Arnold Material Builder* and create a *standard\_surface* shader.
- Connect the *shader* output to the *Surface* input of the *OUT\_material* node.
- Set the *base\_color* to a suitable soil earth brown color.
- Attach the vopnet to the ground grid.



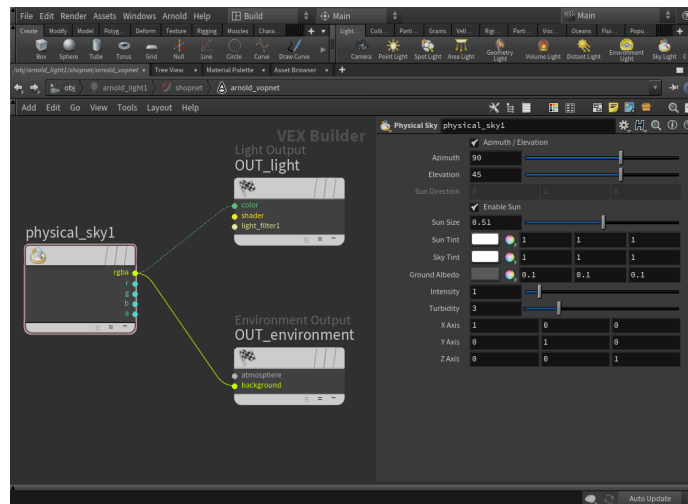
- Go back to *obj* level and tab create an *Arnold Light*.

Under the *Light* tab:

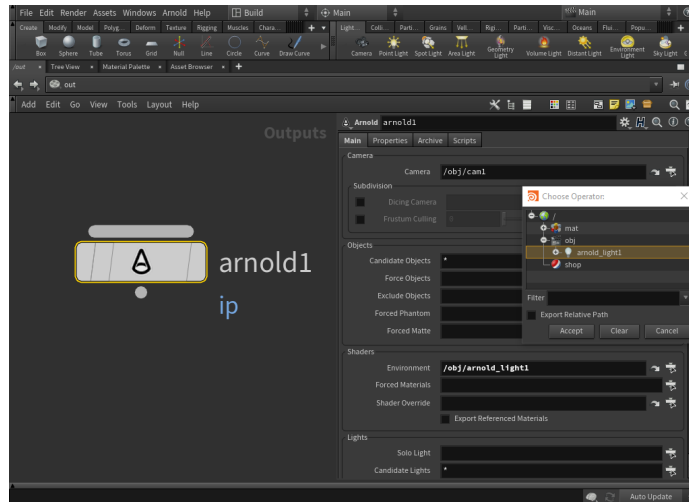
- Set the *exposure* to 3.
- Set the *samples* to 3.
- Change the *Light Type* to *Skydome*.
- Change the *Color Type* to *Shader*.



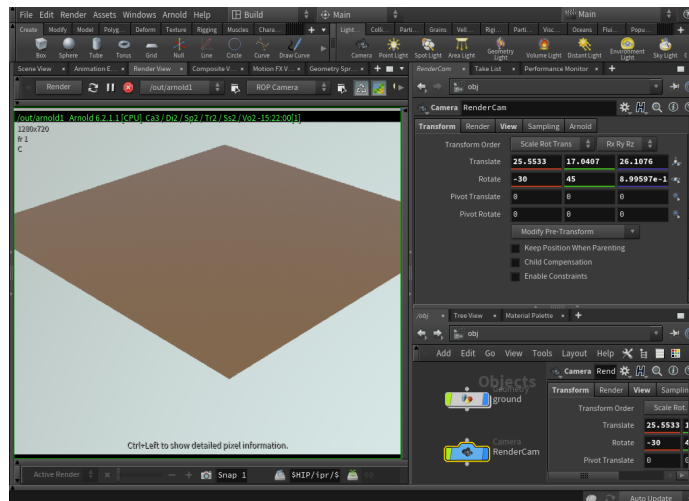
- Click the *GoTo* arrow next to the *Color Shader* parameter path box. Tab-create a *physical\_sky* and attach the output to the *Color* input of the *OUT\_light*.
- Create an *Environment Output*, and attach the *physical\_sky1* to the *background* of the *OUT\_environment*.



- Now go to **Outputs** and tab-create an **Arnold ROP**.
- Attach a shader to the Environment slot in the ROP by clicking on the operator chooser and clicking obj > arnold\_light1 > shopnet and select arnold\_vopnet.



- Create a camera (rename it to 'RenderCam', and render the scene in the *Render View*).



Now that we have some ground and lights, we can move onto **creating the grass**.