

# FANTASY L.A.N.D.

Natural Environment

Alexis from [purpleshefclub.com](http://purpleshefclub.com)

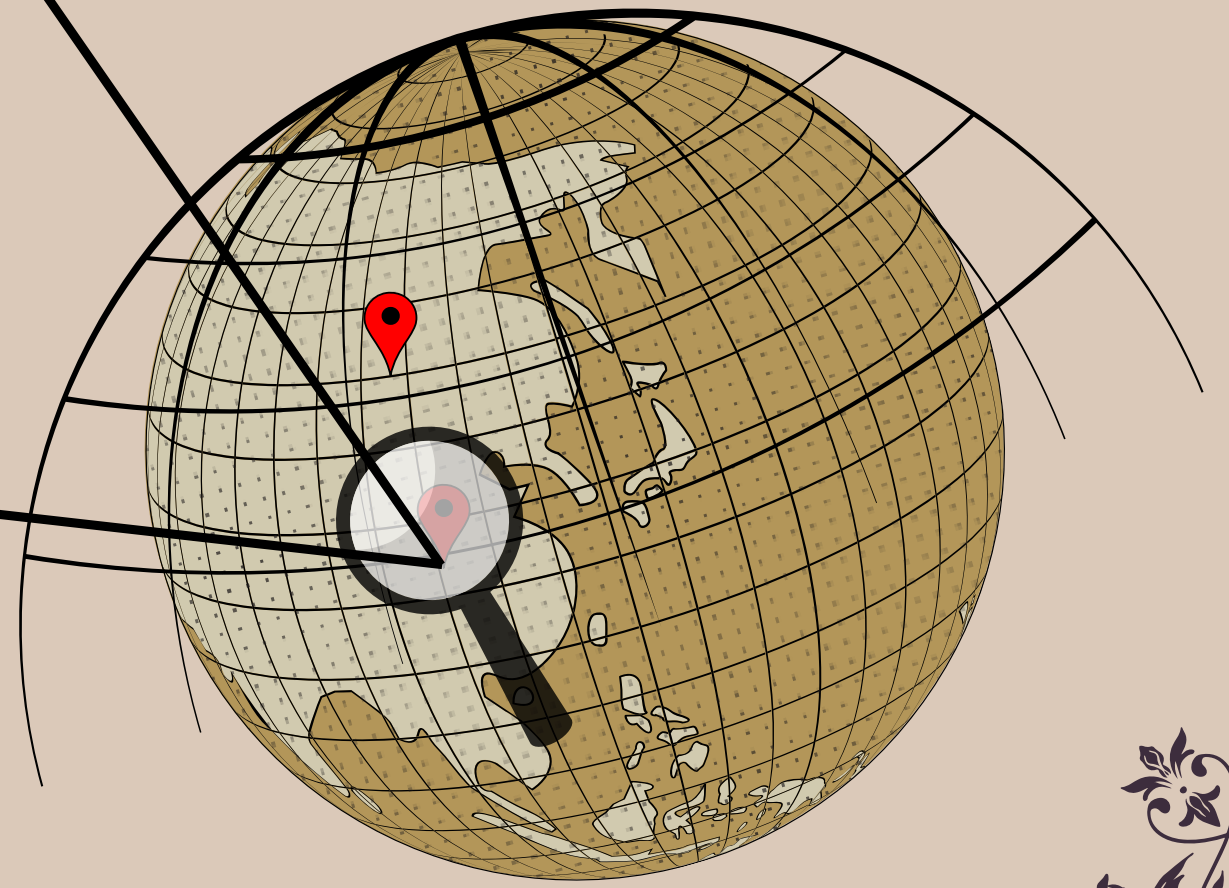




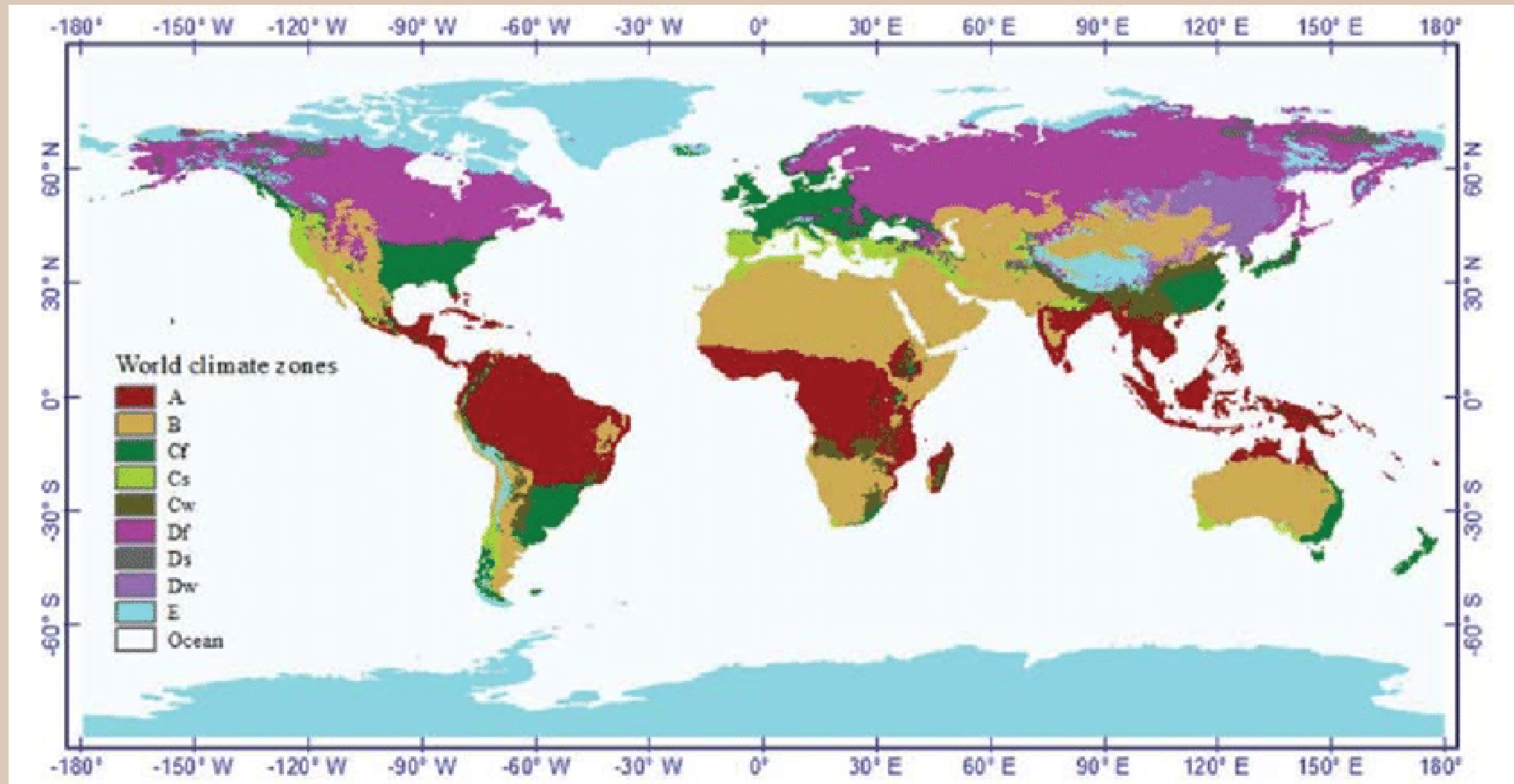
# Section 2

- Land formations
- Water formations
- Map changes

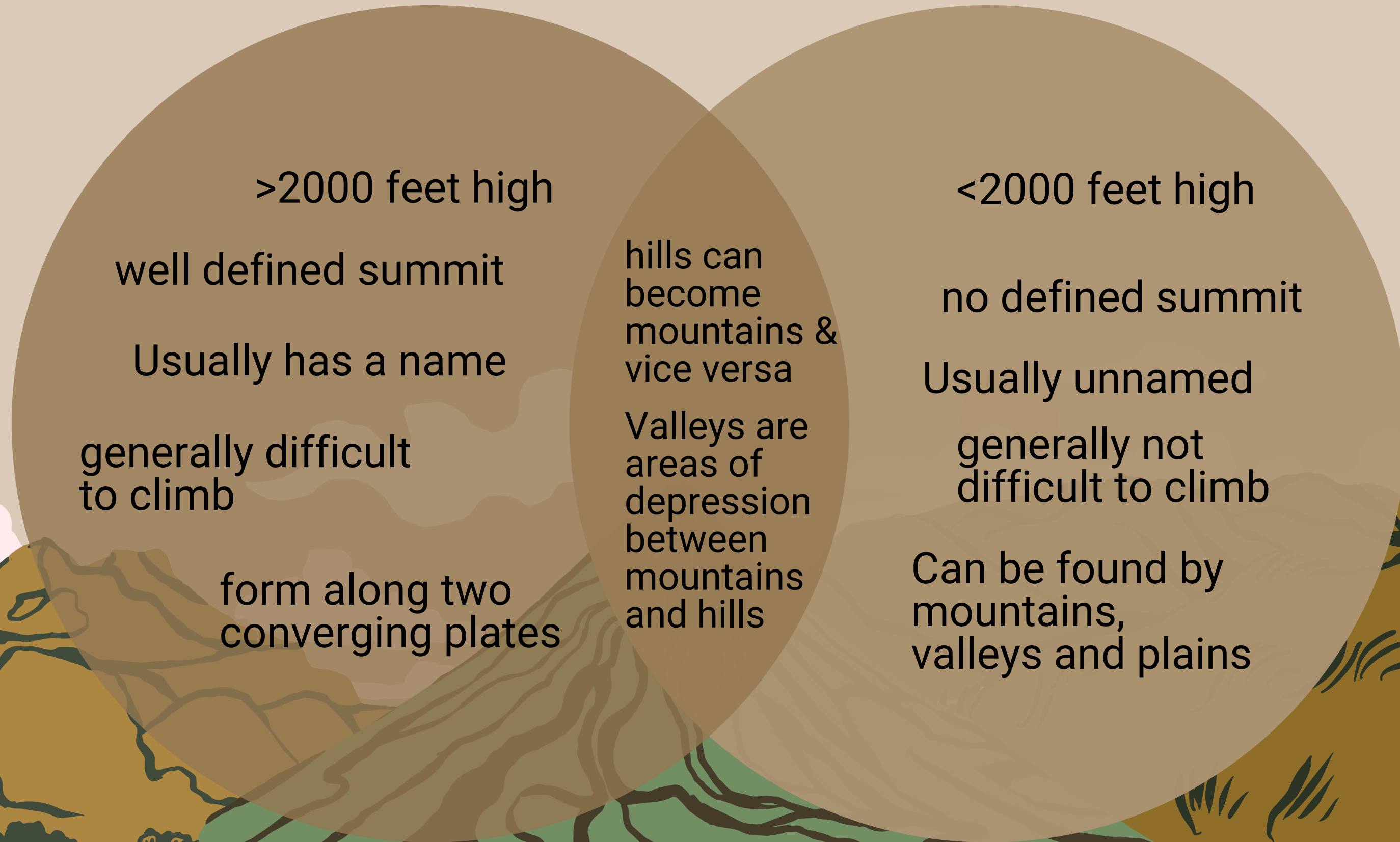




# Land Formations



# Land Formations



# Mountain Types

- folded
- fault-block
- dome
- volcanic
- plateau
- uplifted passive
- hotspot



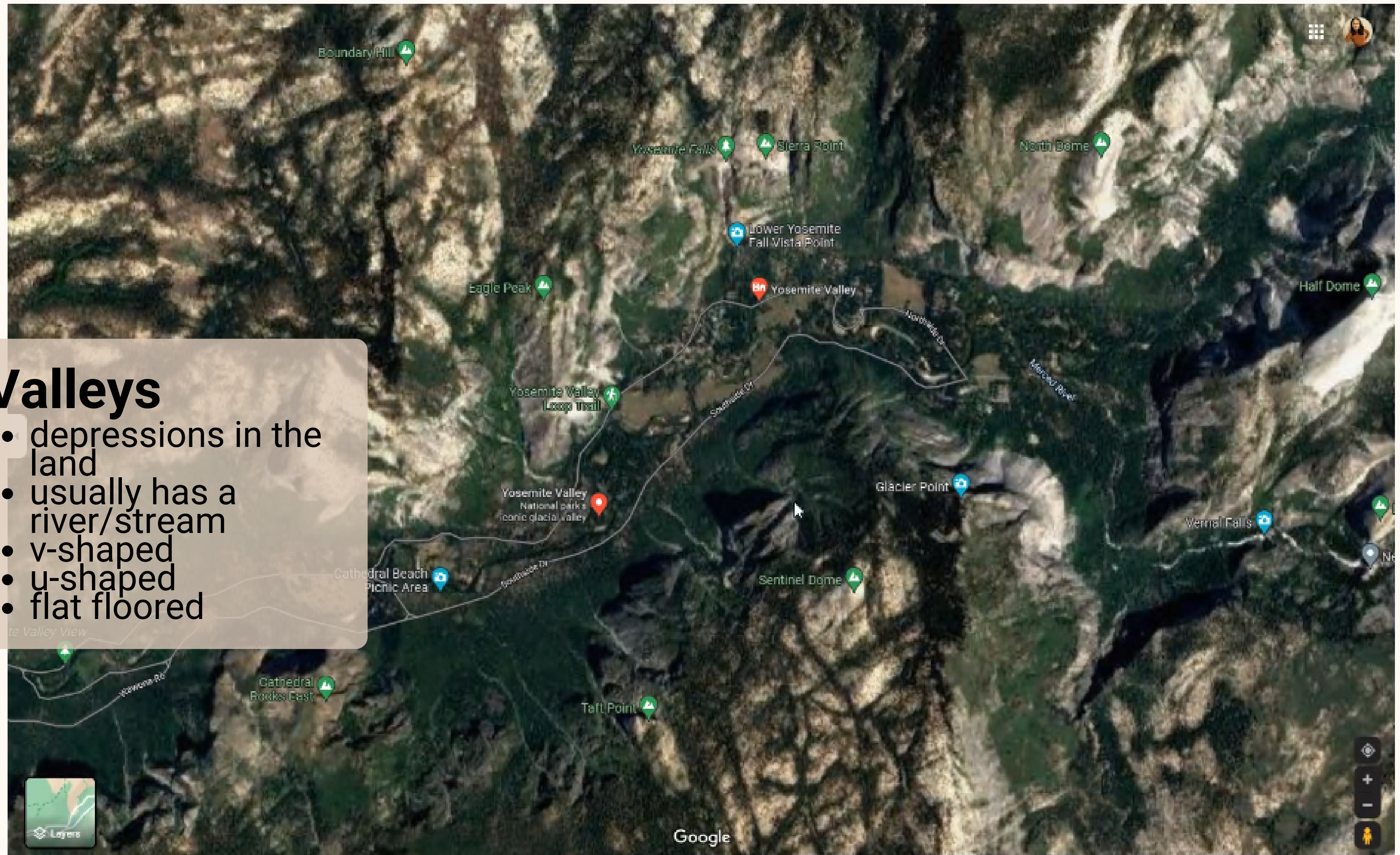
# Valleys

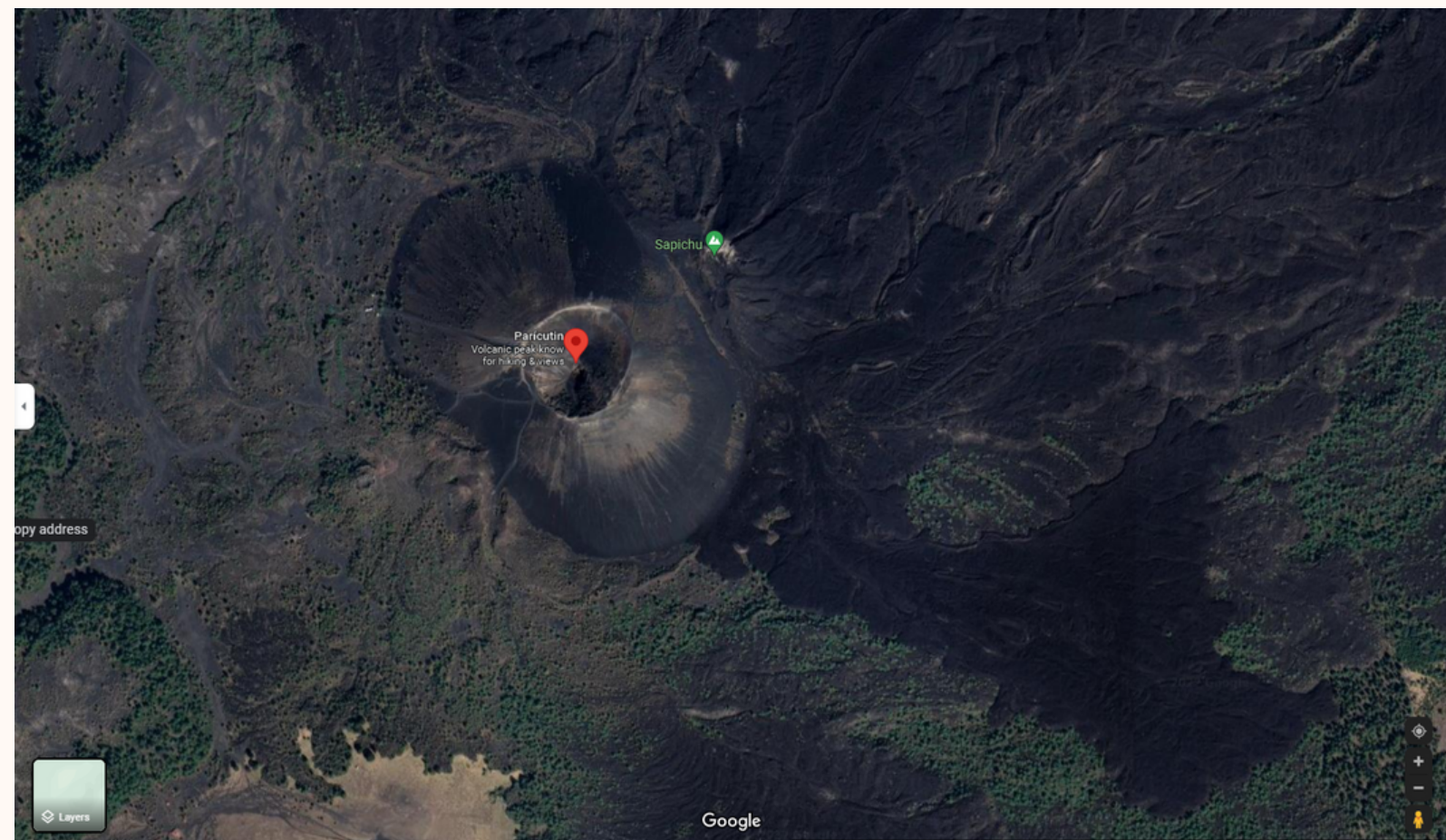
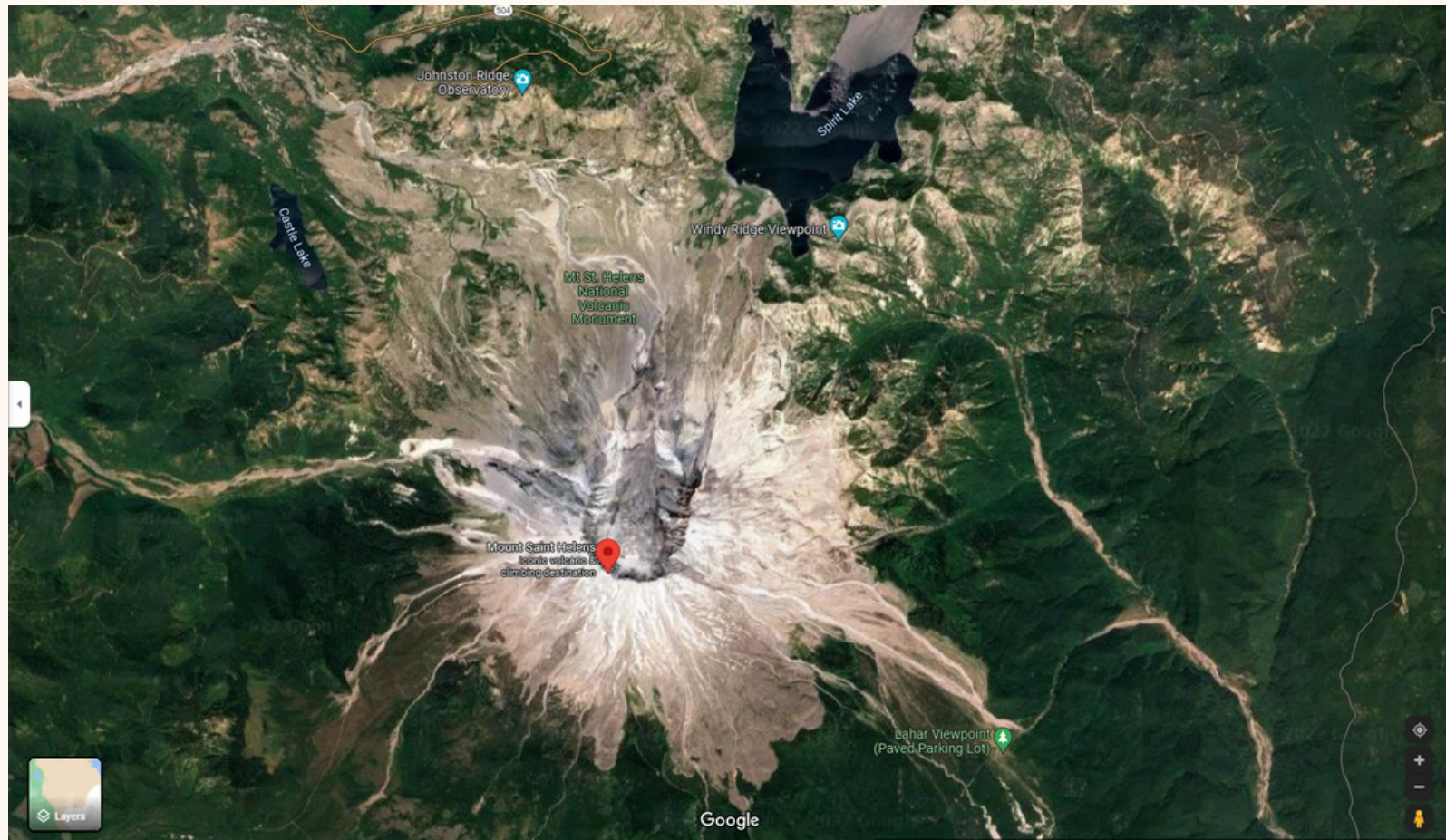
- depressions in the land
- usually has a river/stream
- v-shaped
- u-shaped
- flat floored



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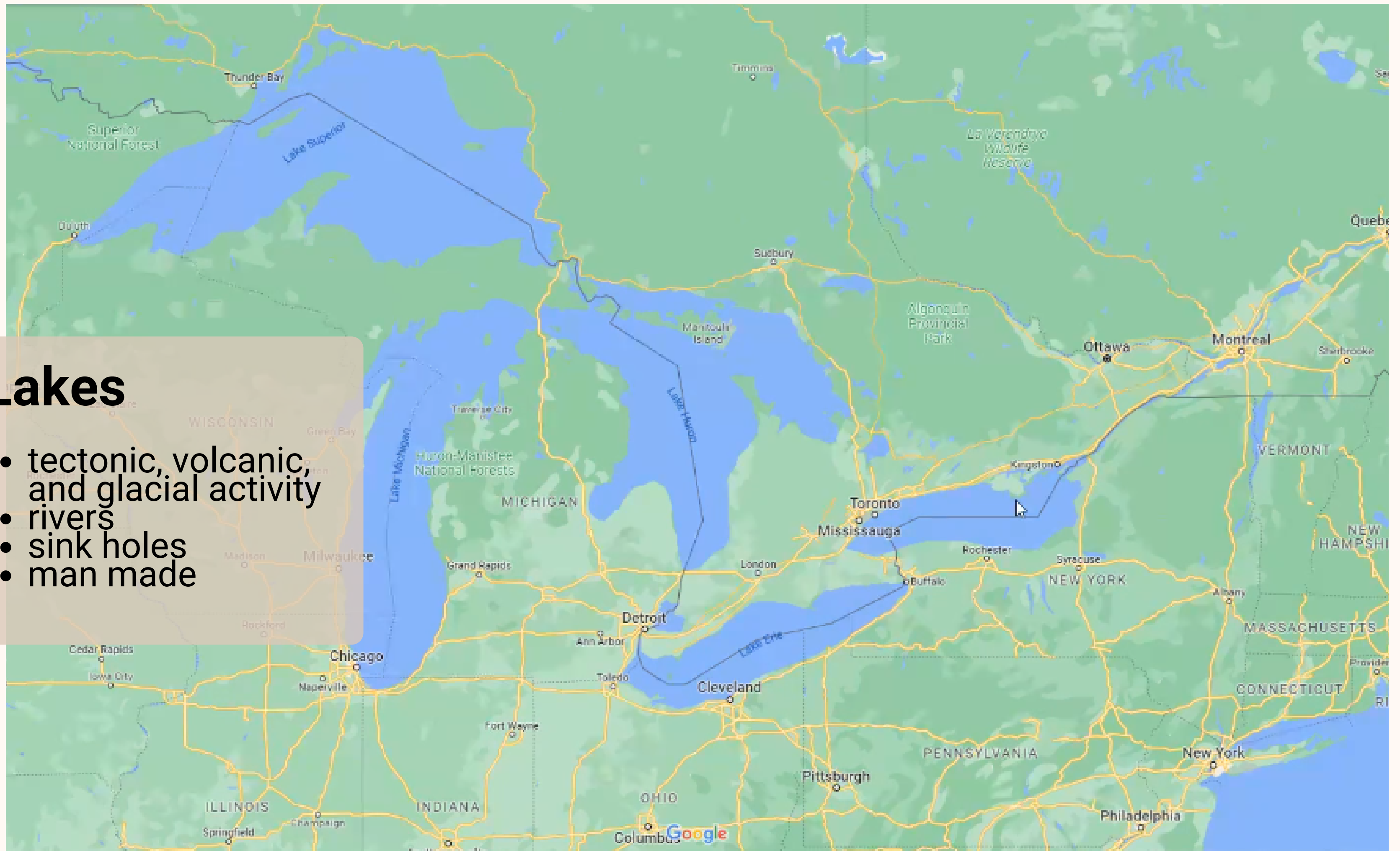


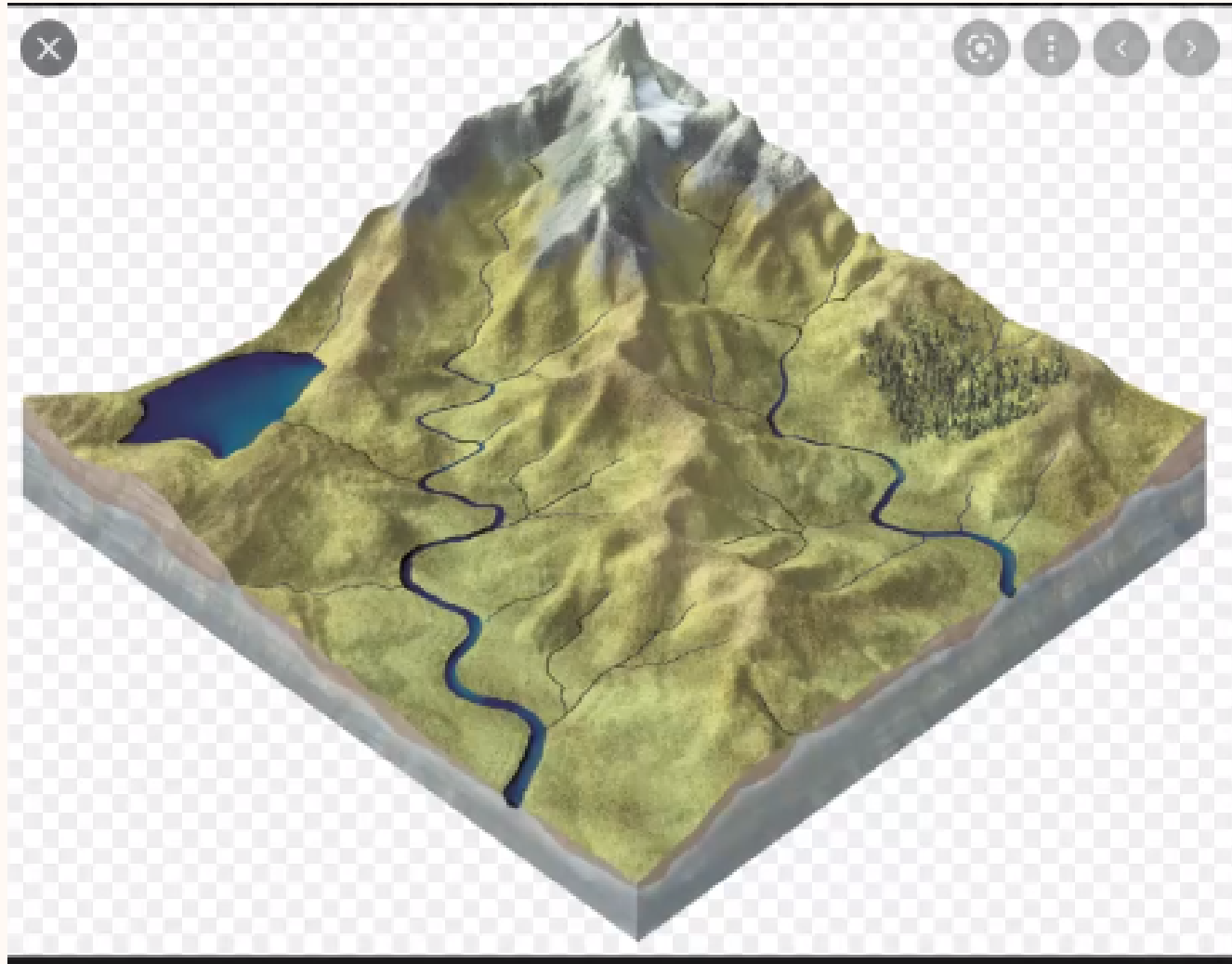
# Volcanoe Types

- cinder/spatter
- composite/strato
- shield

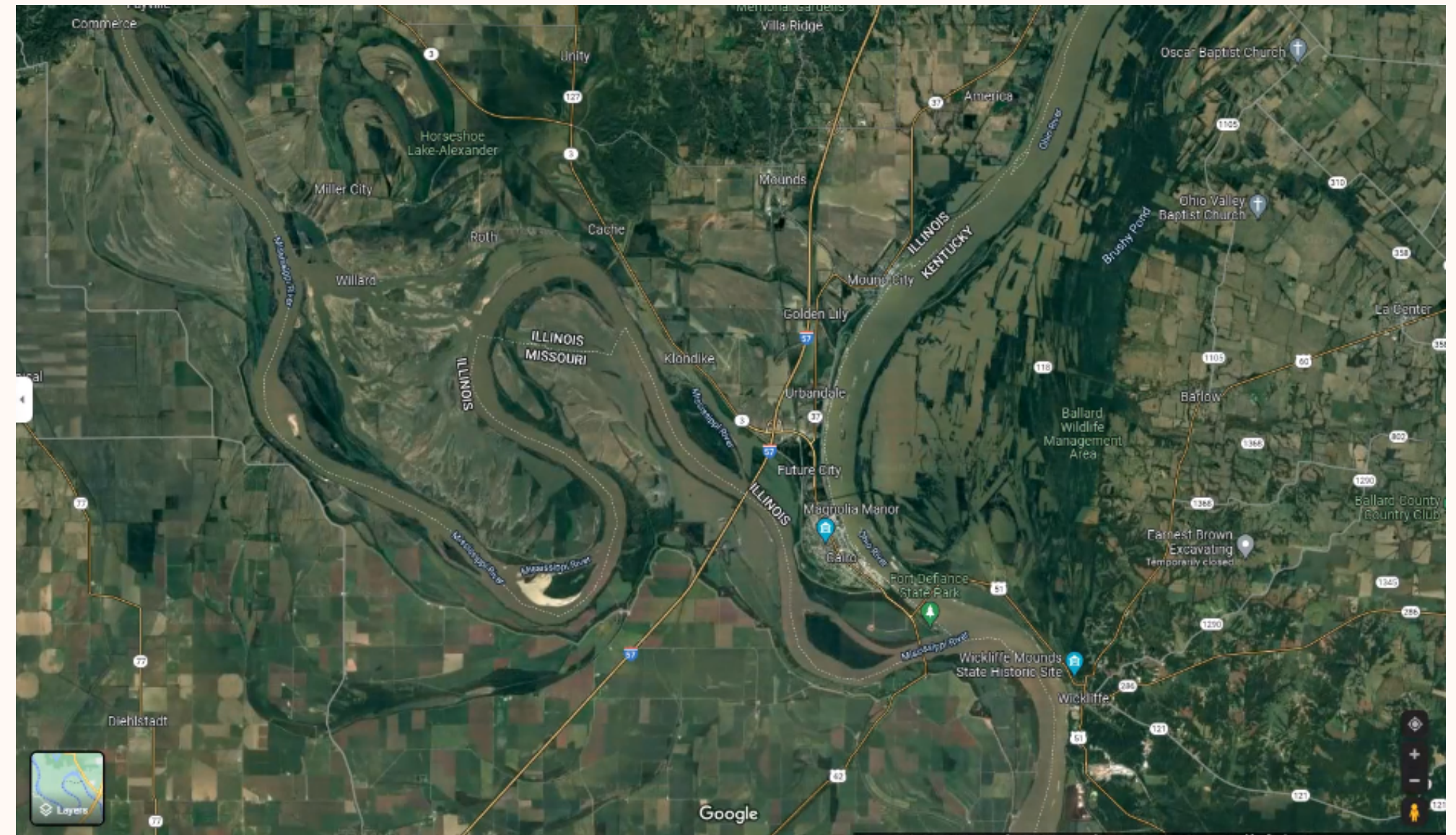
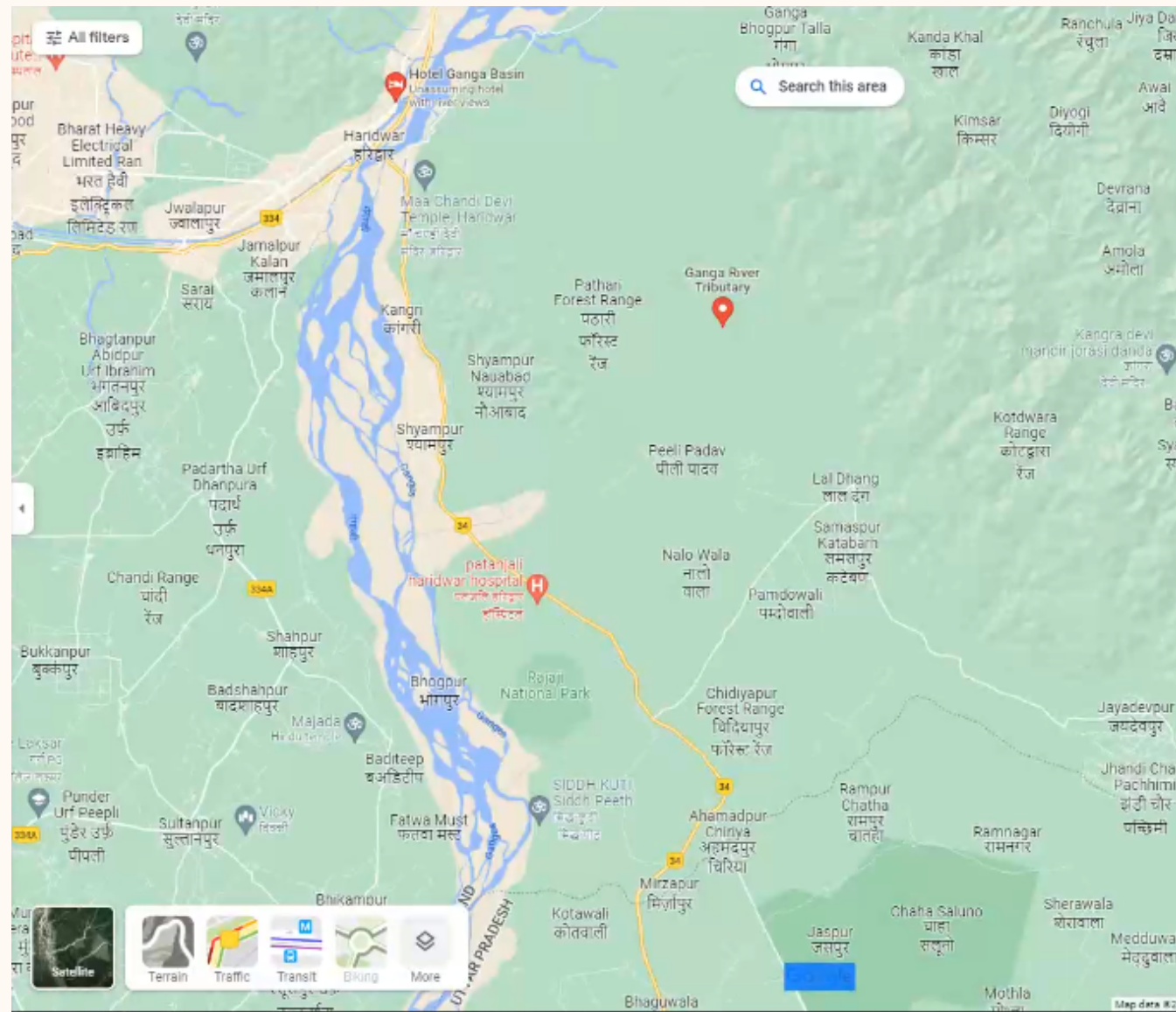
# Lakes

- tectonic, volcanic, and glacial activity
- rivers
- sink holes
- man made



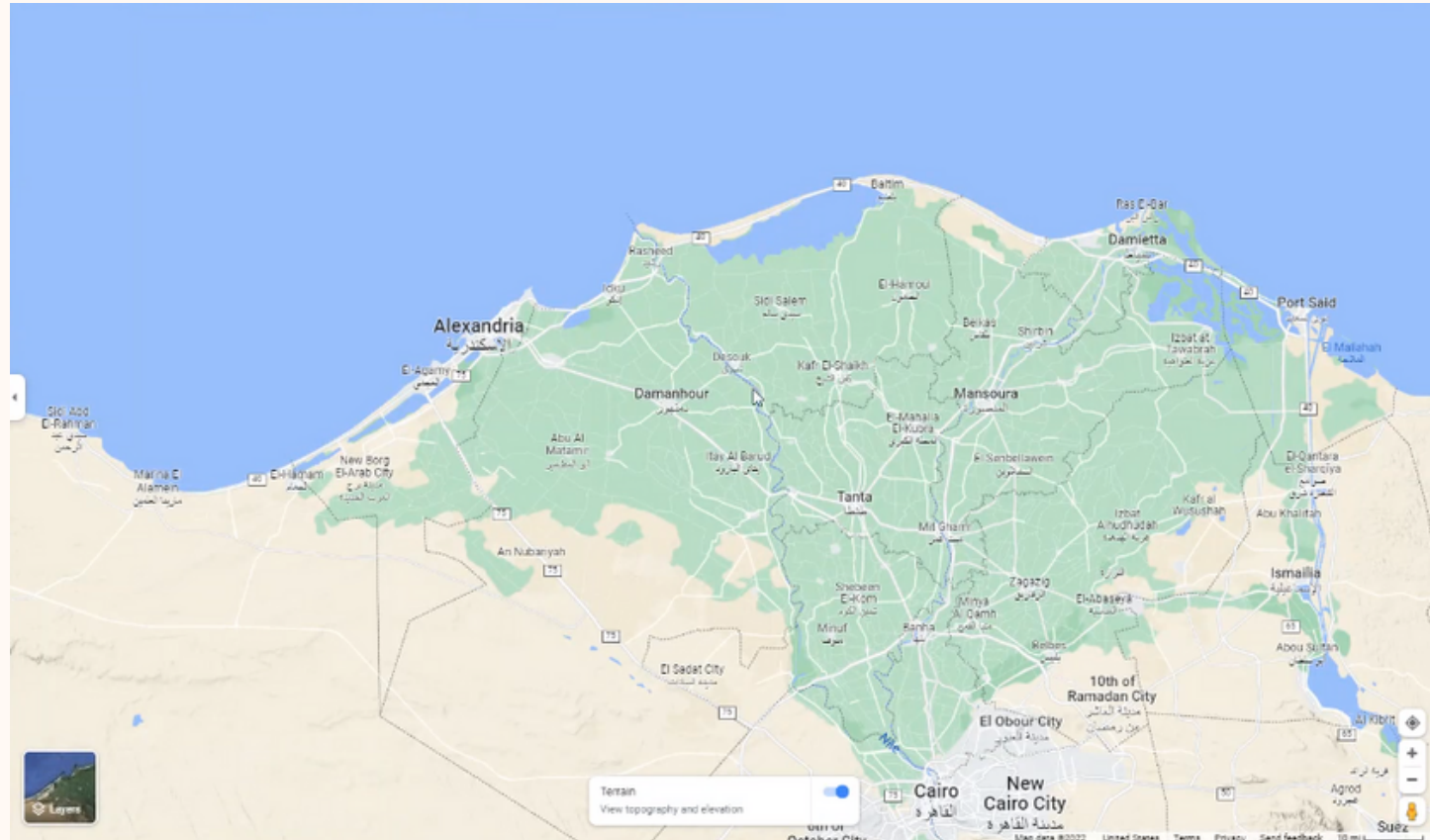


- Begin in mountains or hills starting as streams
- Streams turn into rivers at high elevation



- Grow larger themselves or meet with more water (Tributary)
- Several tributary streams form a river
- Rivers get bigger by collecting more water from other tributaries





# Stage of map creation





# Recap

- Land formations
- Water formations
- Map changes

