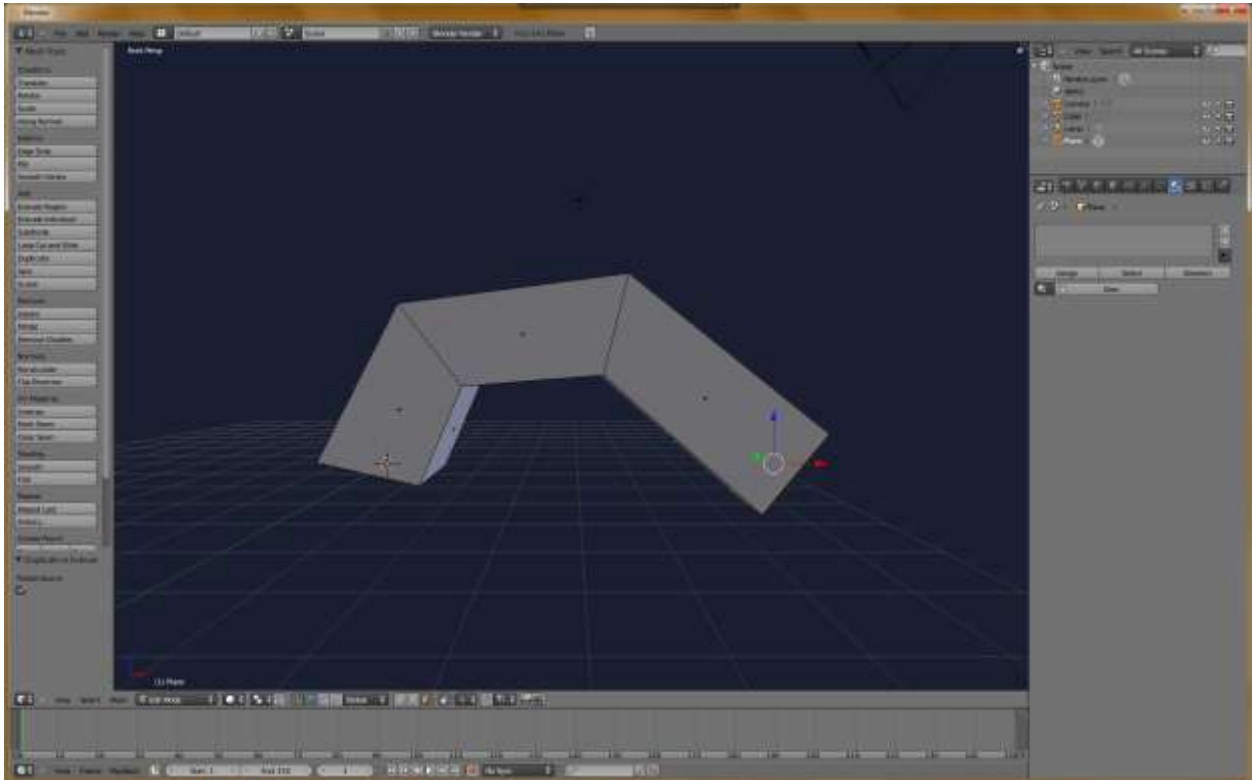
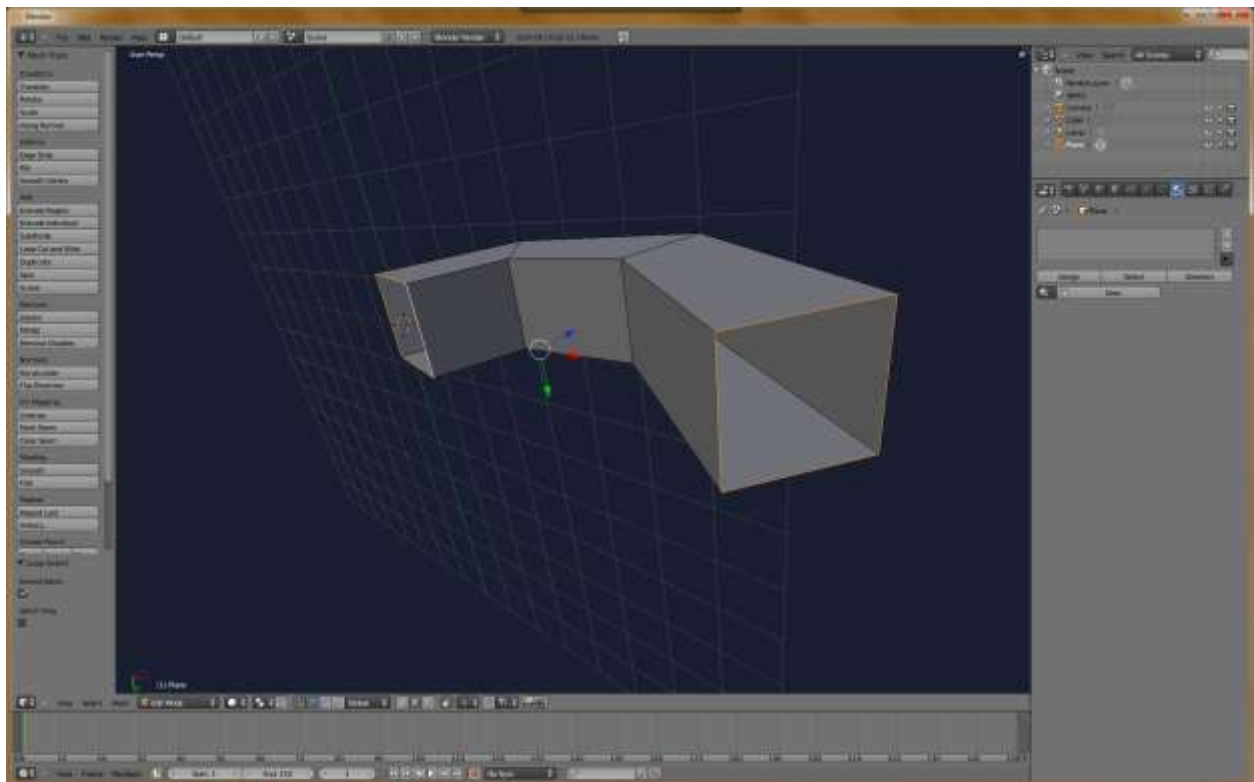


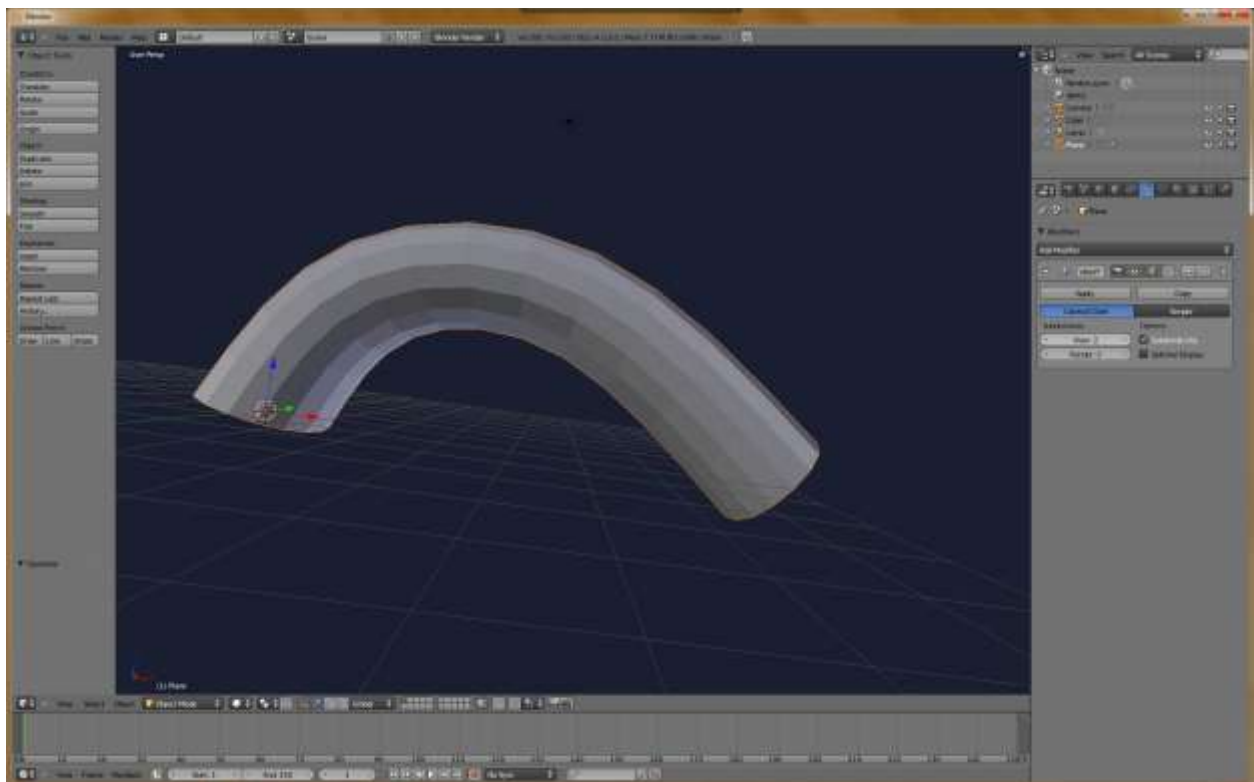
Start with a plane. Add this by (SHIFT+A).



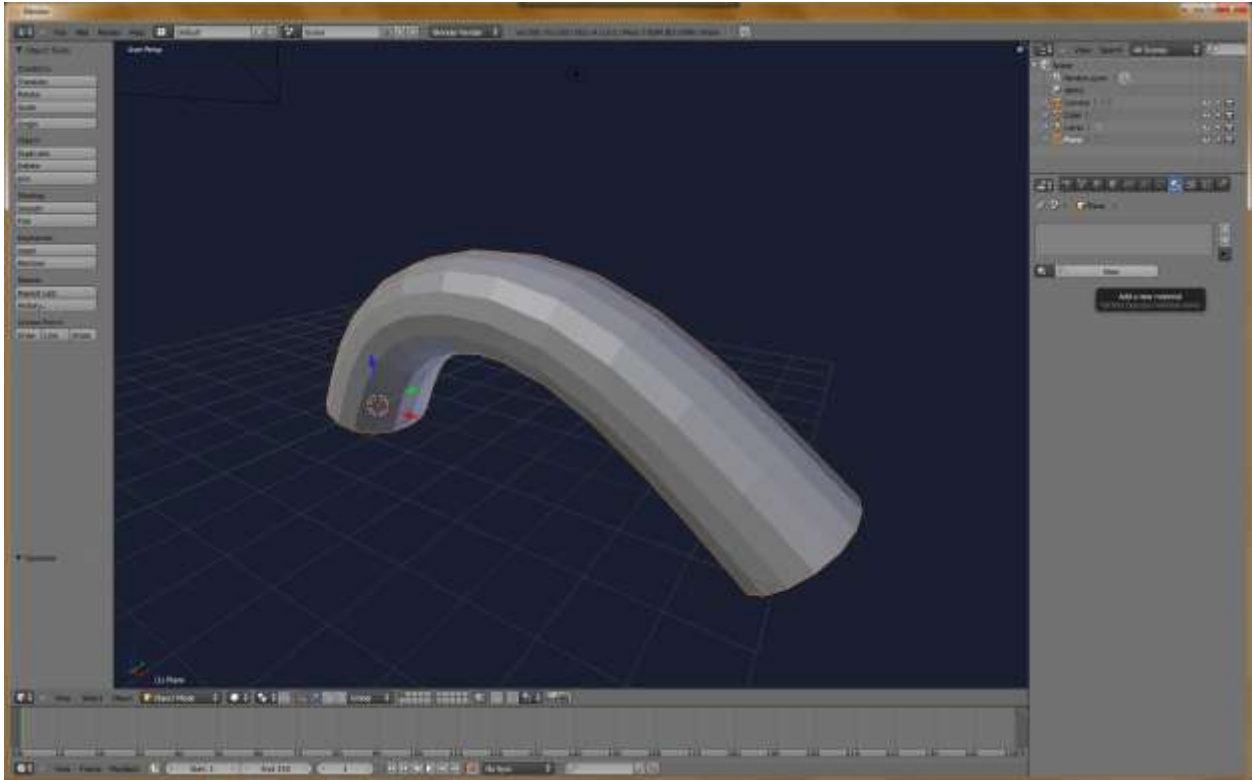
Hit TAB to go into Edit Mode and CTRL+LEFT CLICK. This will “Extrude” the selected region to wherever your cursor is. Do this twice, forming an arch shape.



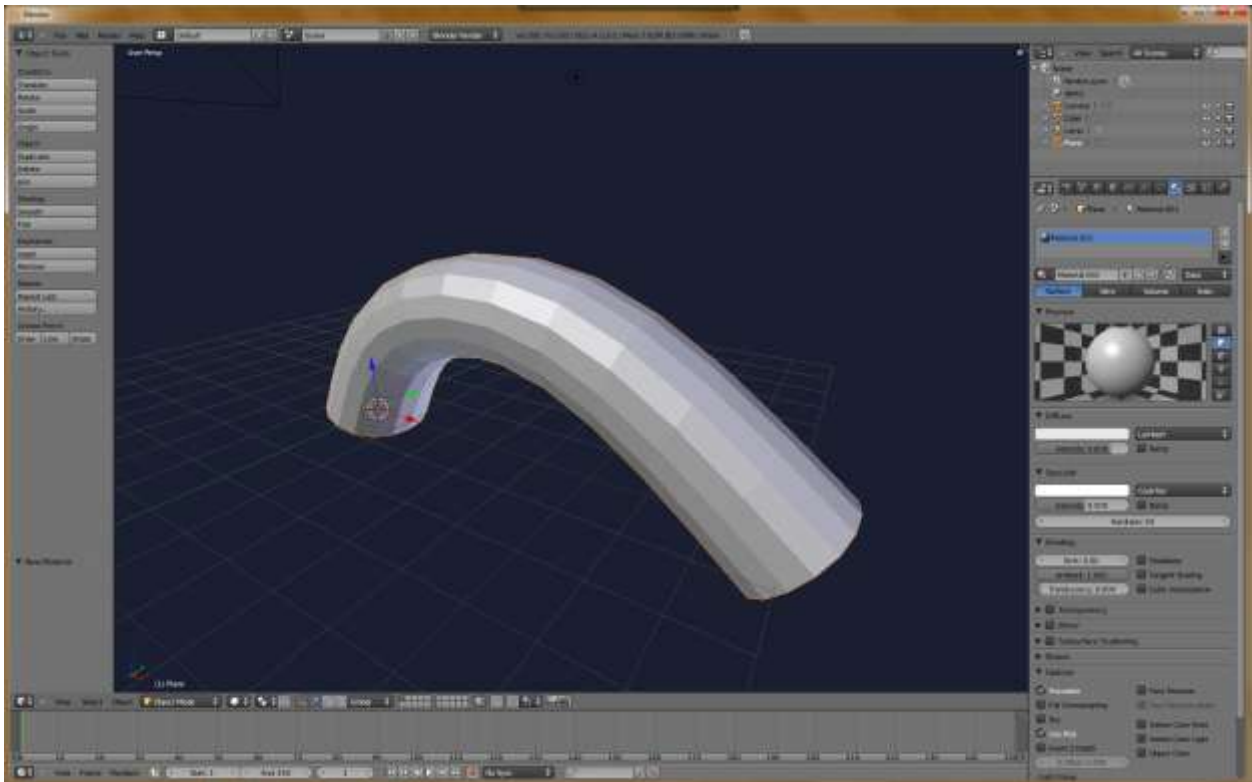
Now, delete the faces on the underside like so.



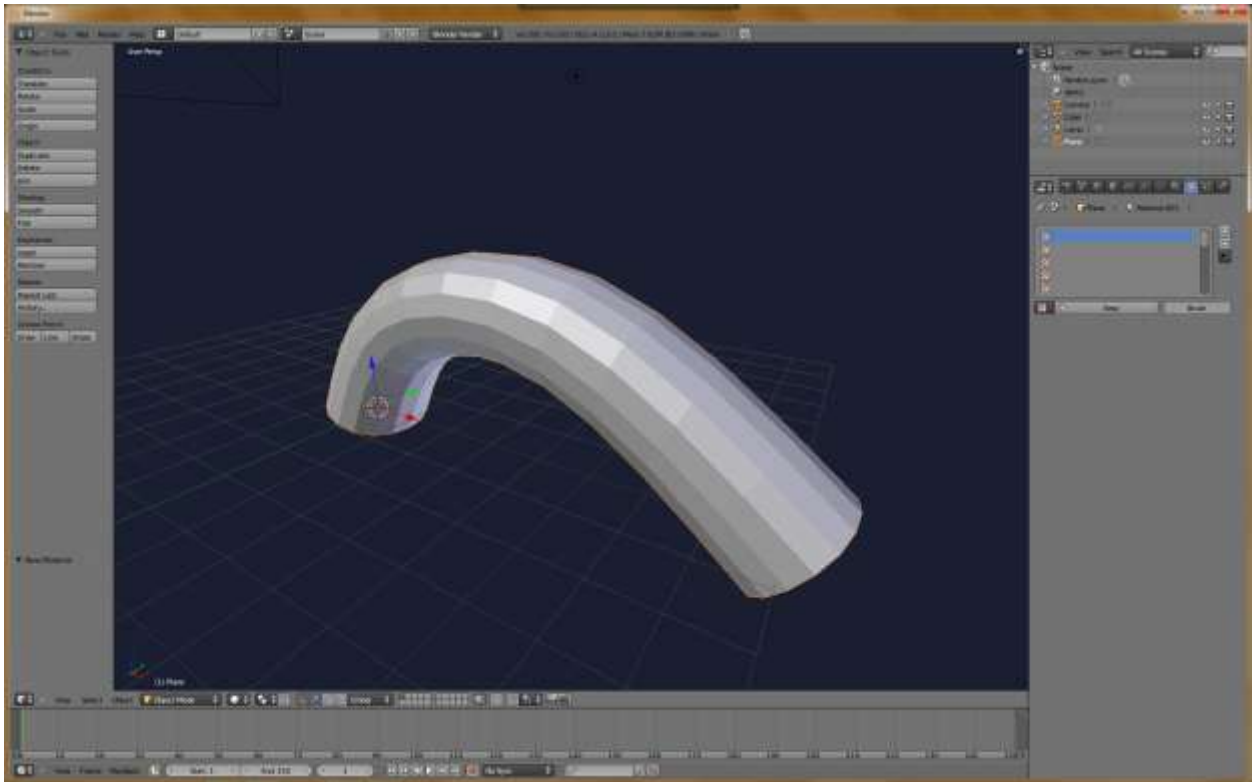
Now go to the modifiers panel. This is the little wrench icon. Add a subsurf modifier, and change the view levels to 2. Apply this.



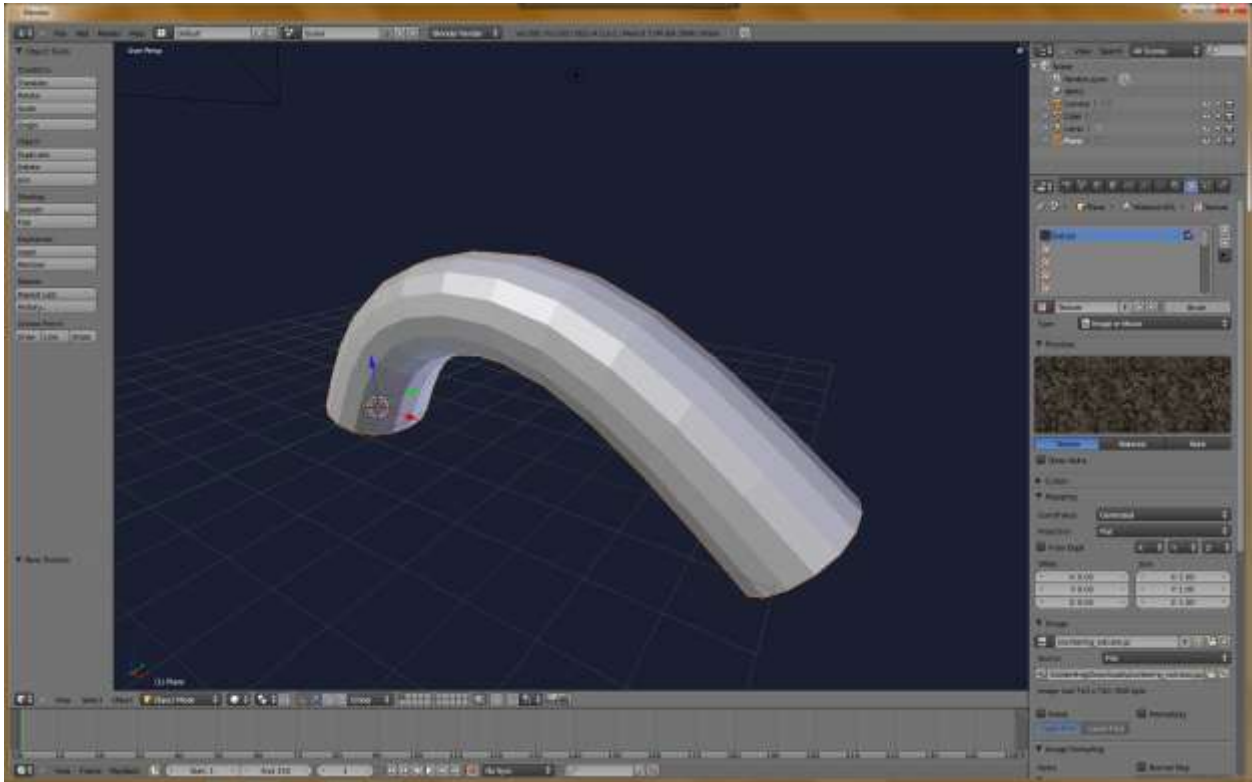
Now go to the materials panel and hit NEW.



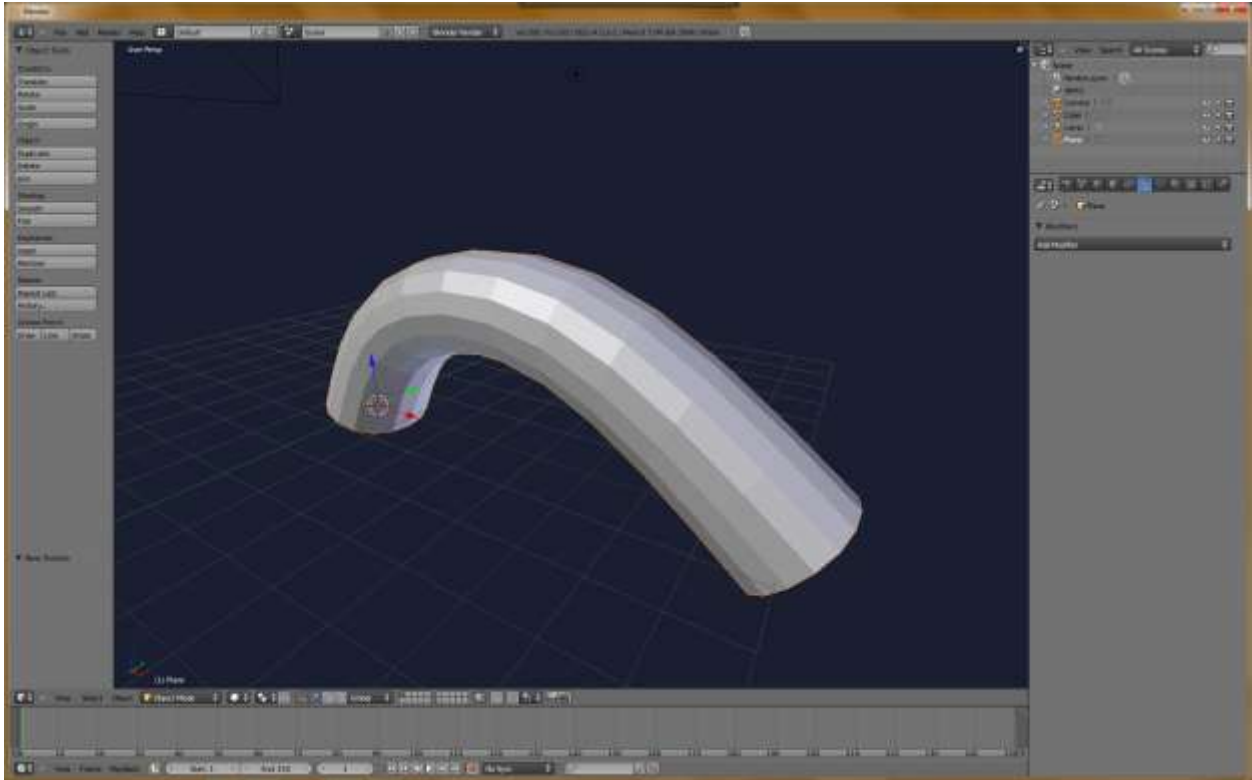
No need to fiddle with any settings now, as this is just a modeling tutorial.



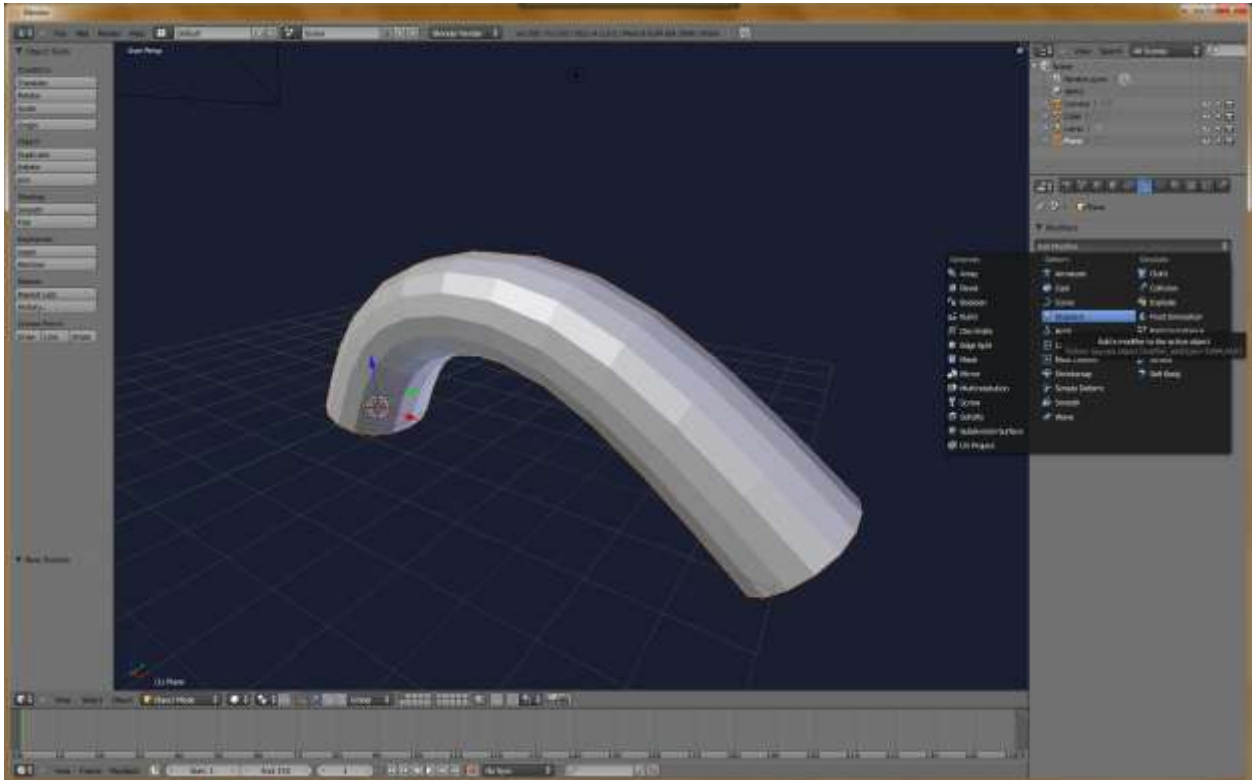
Now, go over to the texture panel, represented by the checkerboard. Add a new texture, and change the type to Image or Movie.

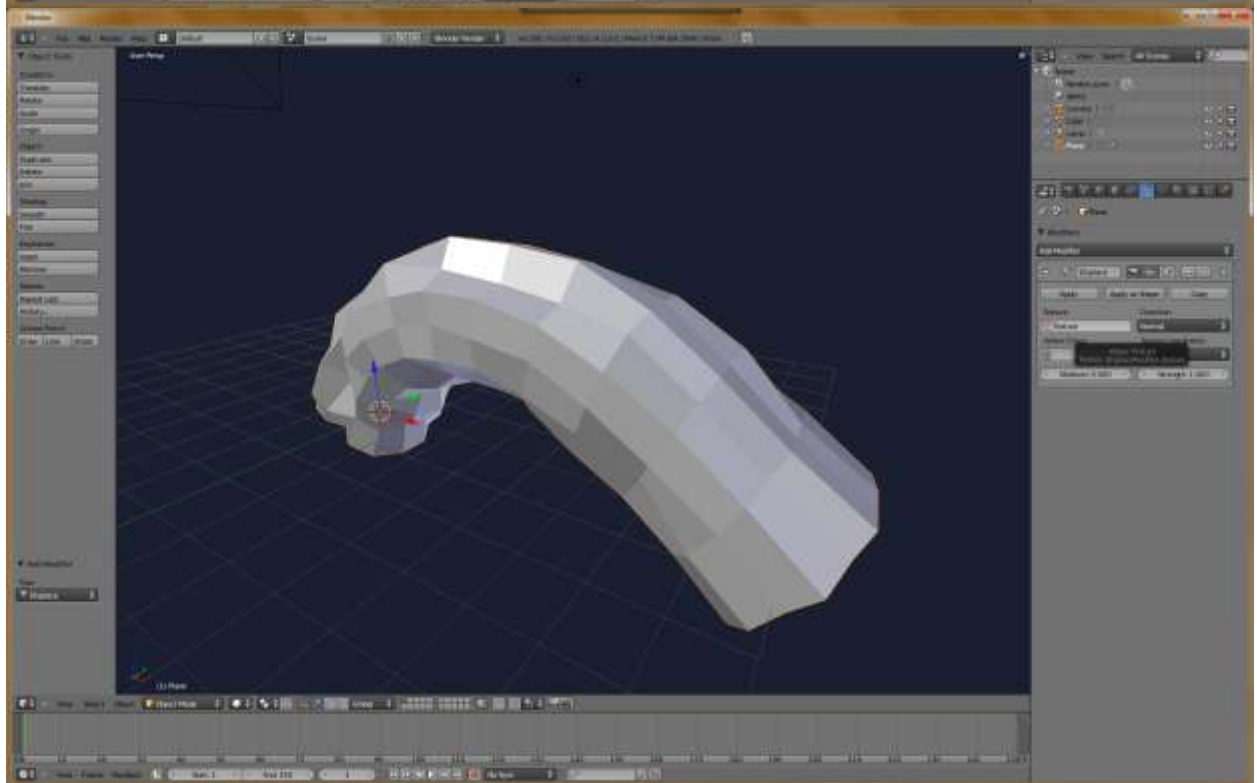
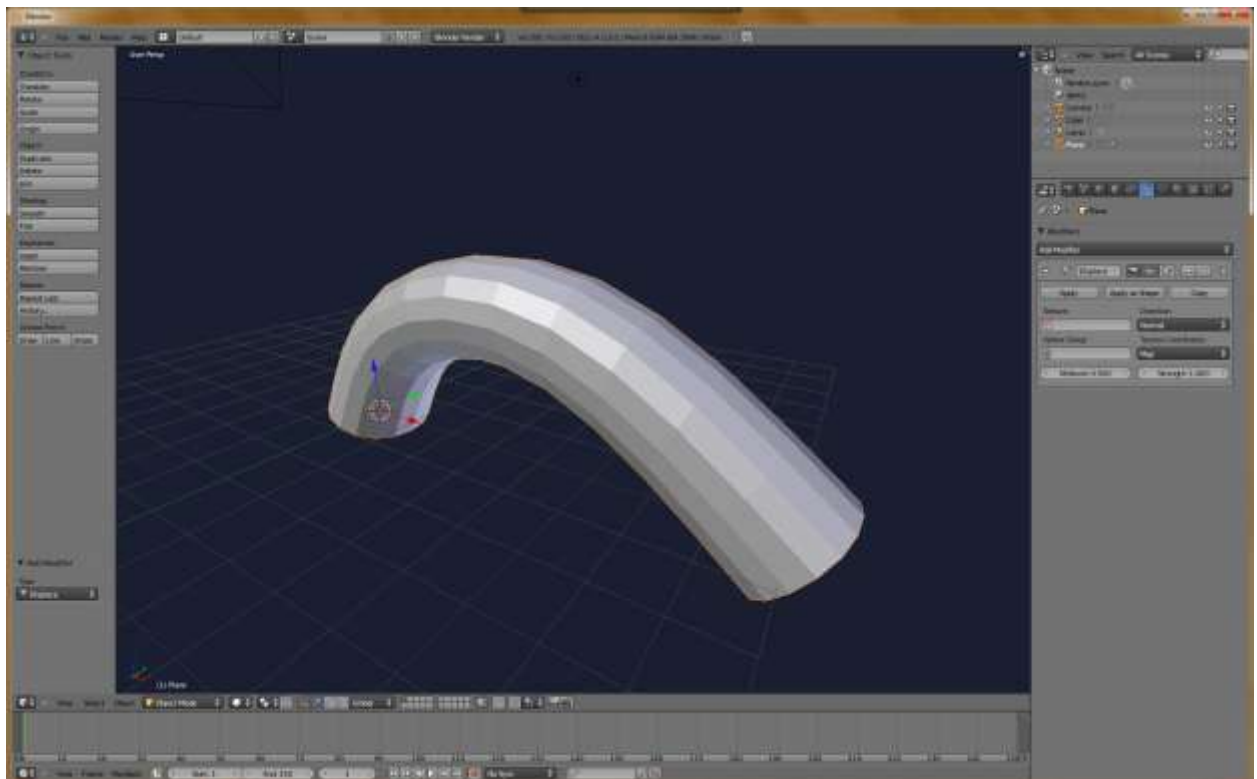


Drag in a rock texture. You can download one easily.

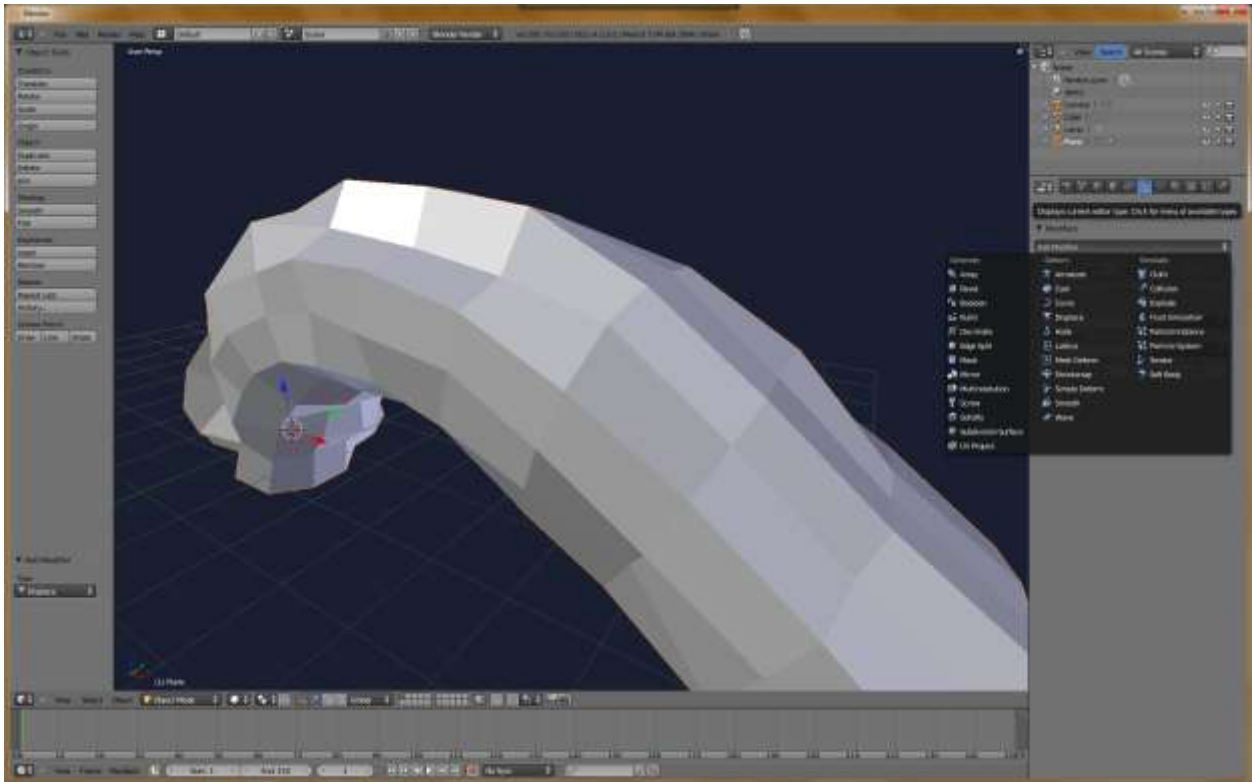


Go back to the modifiers panel and add a displacement modifier.

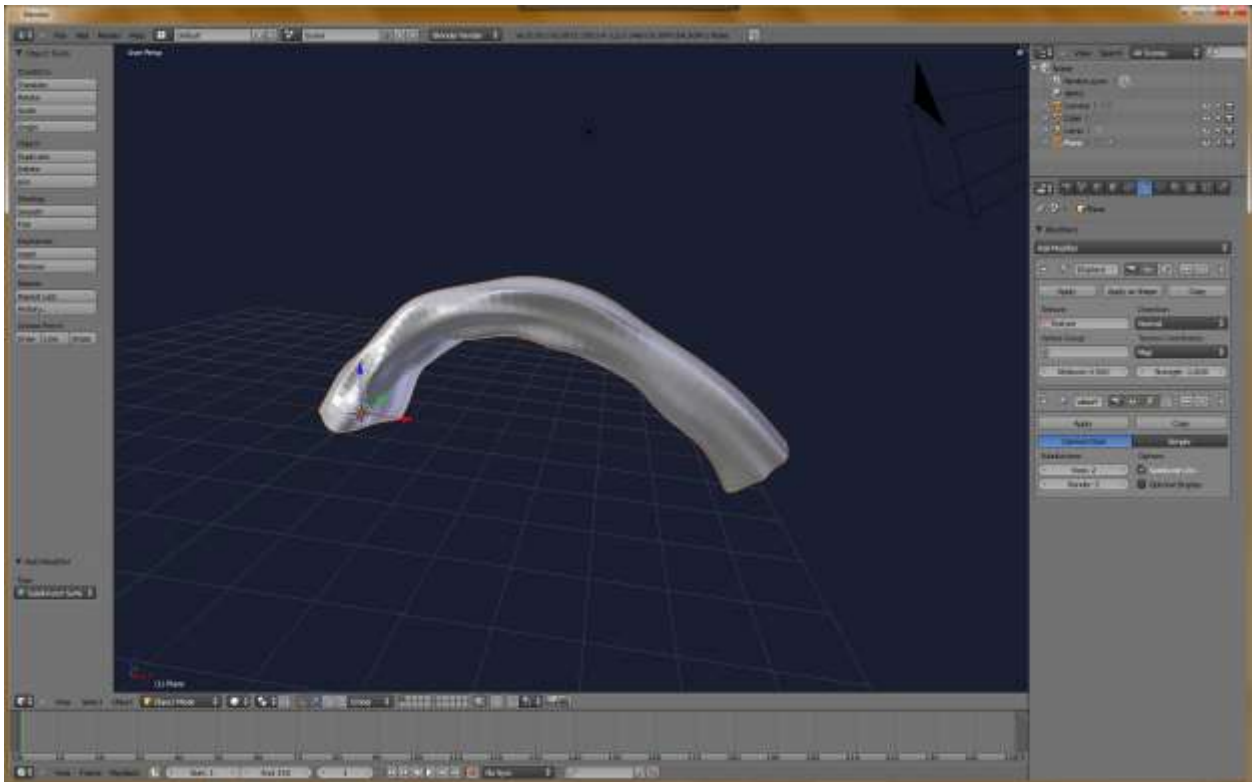




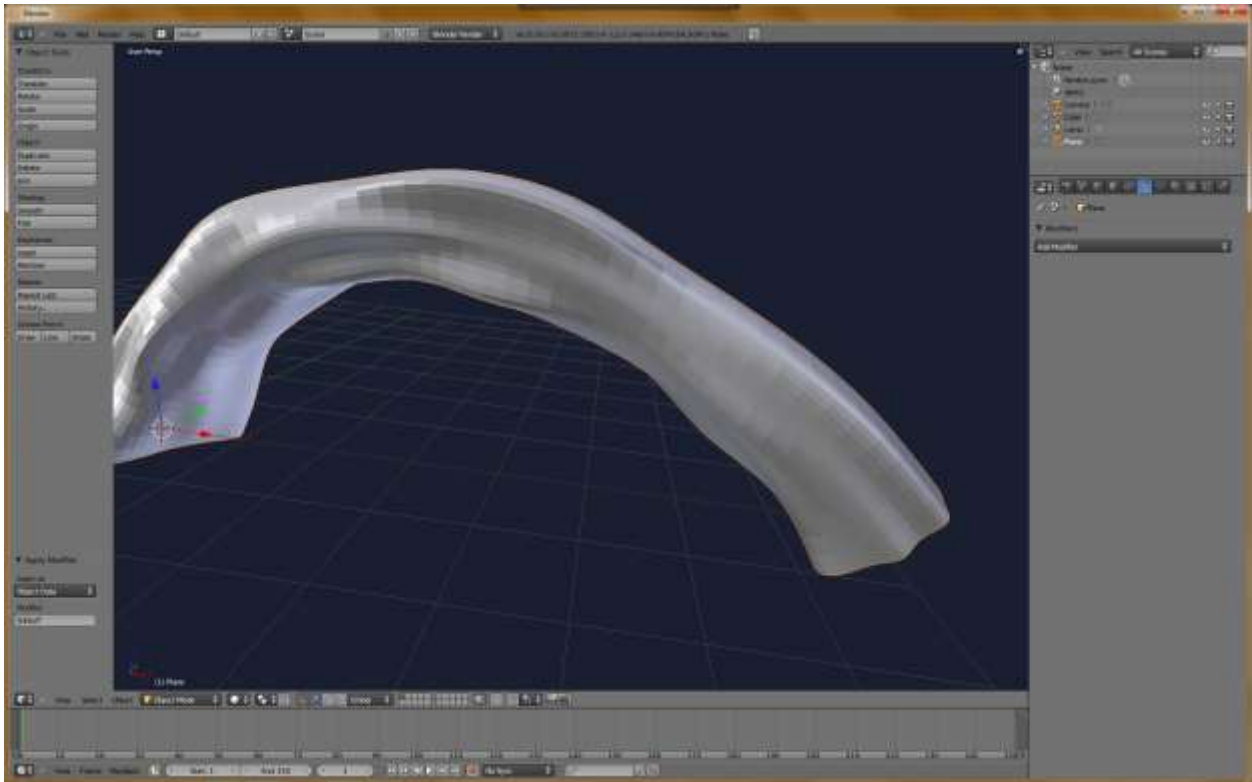
Go to the texture field, and select the texture you just made.



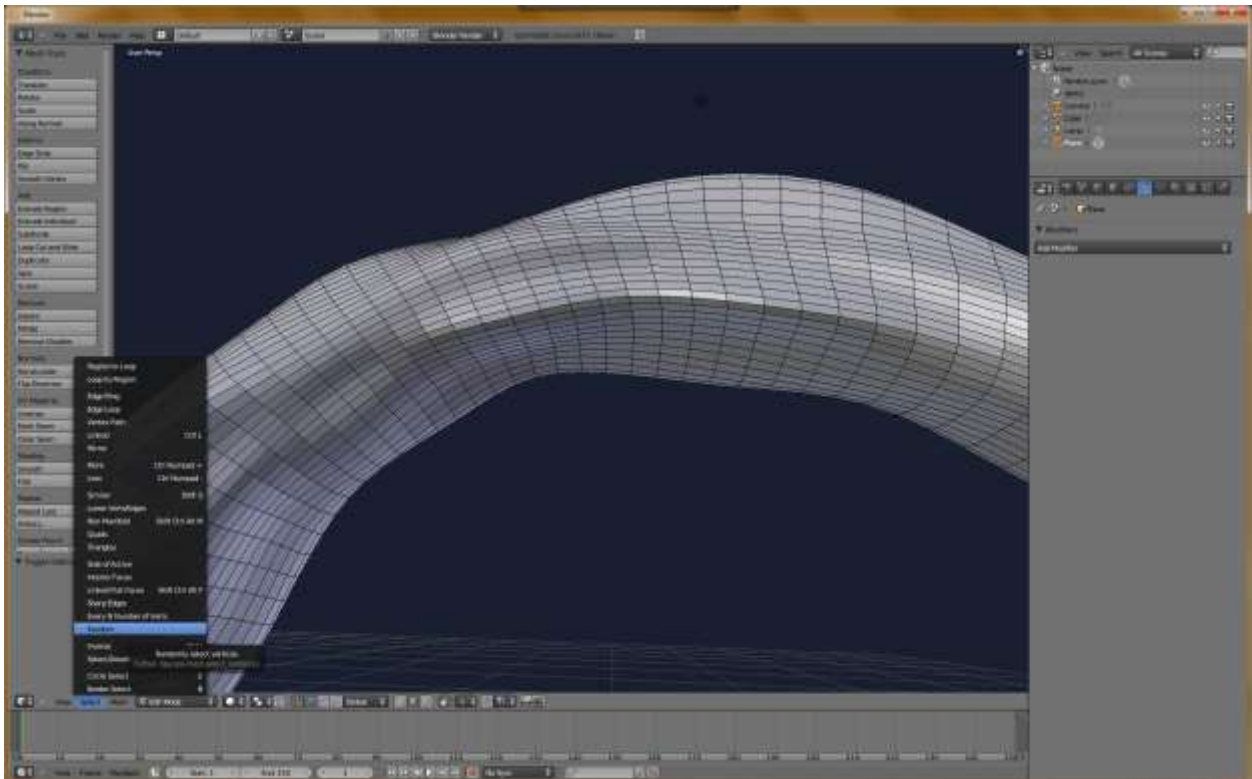
It should look like this.



Add a subsurf again.

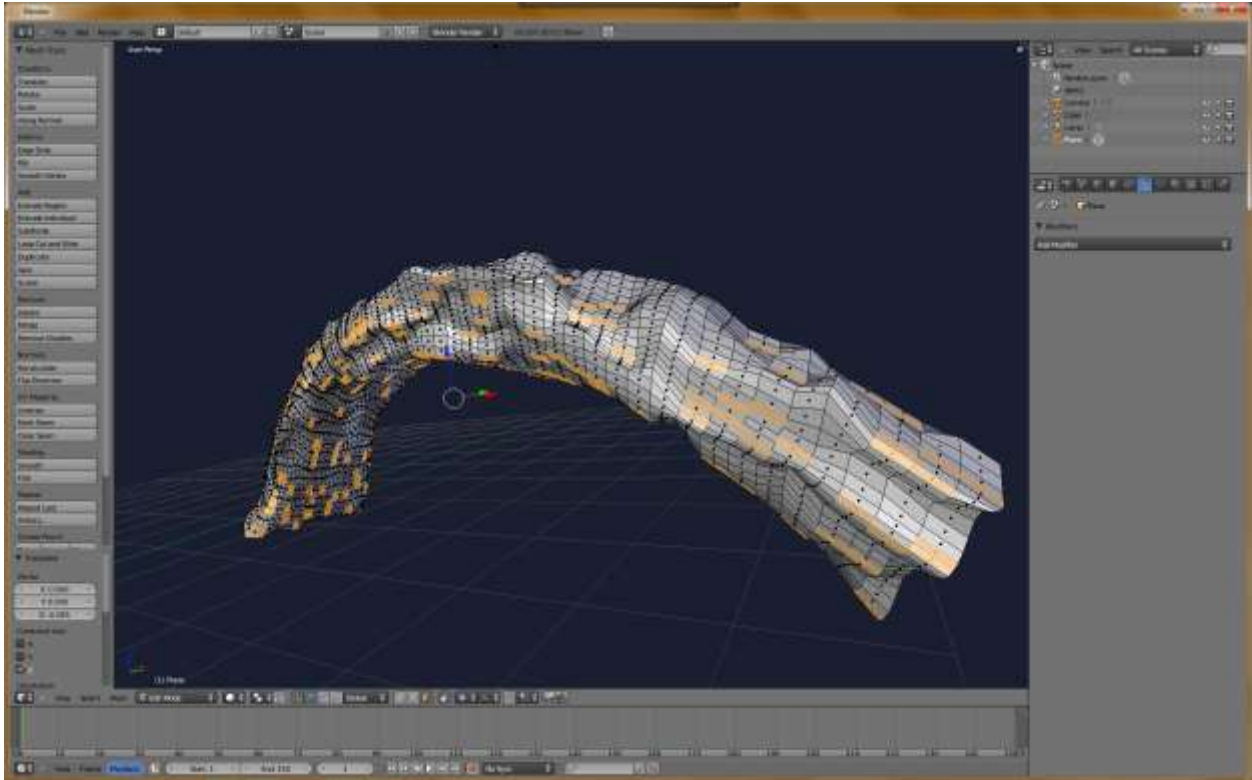


Apply them.



Now tab into edit mode and go to "Select" and hit "Random". Fiddle with the percentage if you wish. Then hit O. This will turn on Proportional Editing. This smoothens your transforms.





Now move your random selection along Z axis. Tab out of edit mode, and admire your work! Also listen to good music while you model. It helps. :D

