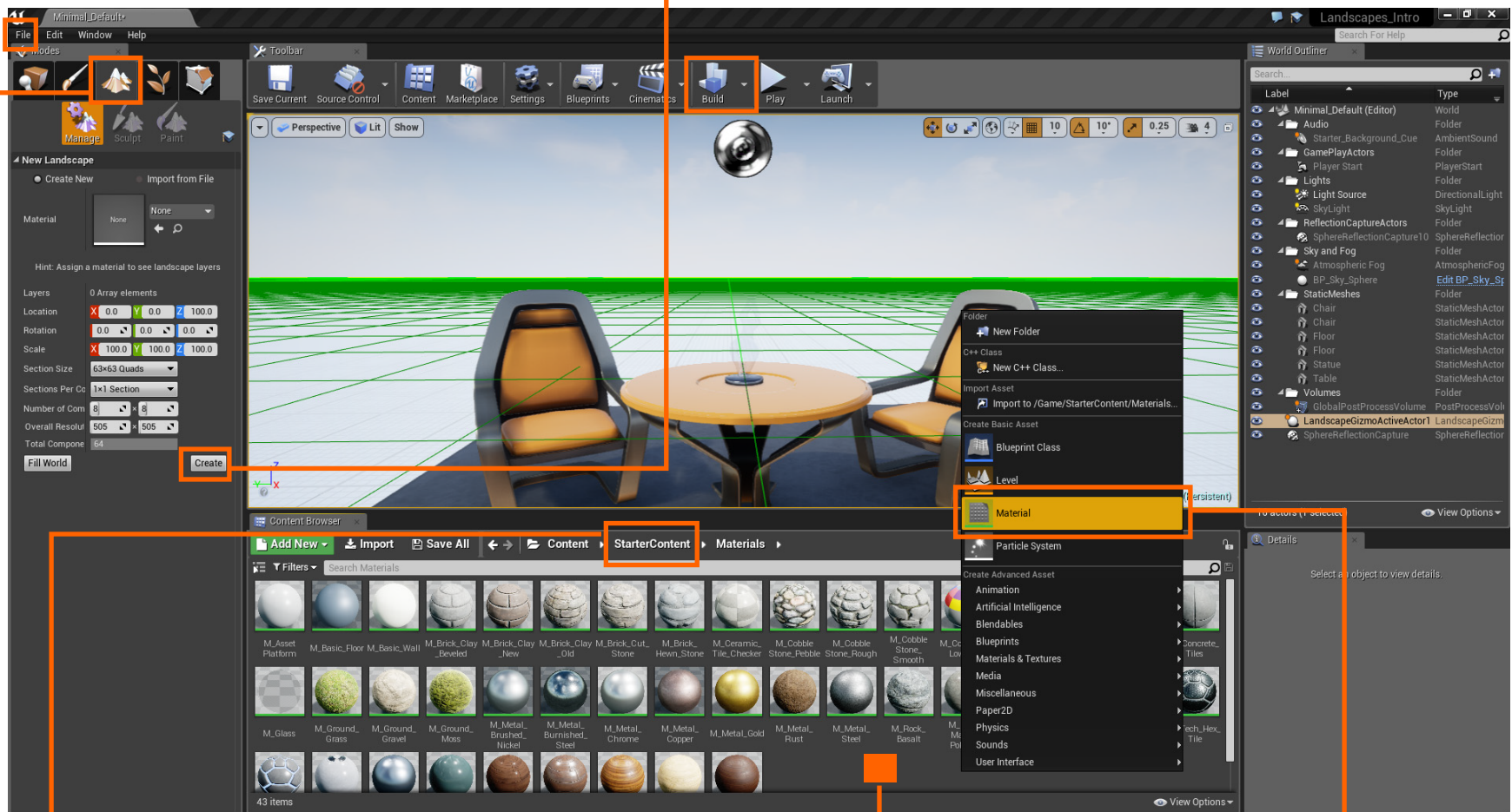


Unreal has an amazing set of tools for making landscapes (terrains). You can sculpt; adding mountains and valleys and river-ways and you can paint; adding grass, gravels, dirt etc.

Basic Skills:

- Connecting Nodes
- Dragging Textures/Materials
- Right Clicking in Gray Areas
- Build Button - Lighting/Geometry

1. Select "Landscape" - A green grid will appear. Click "Create".

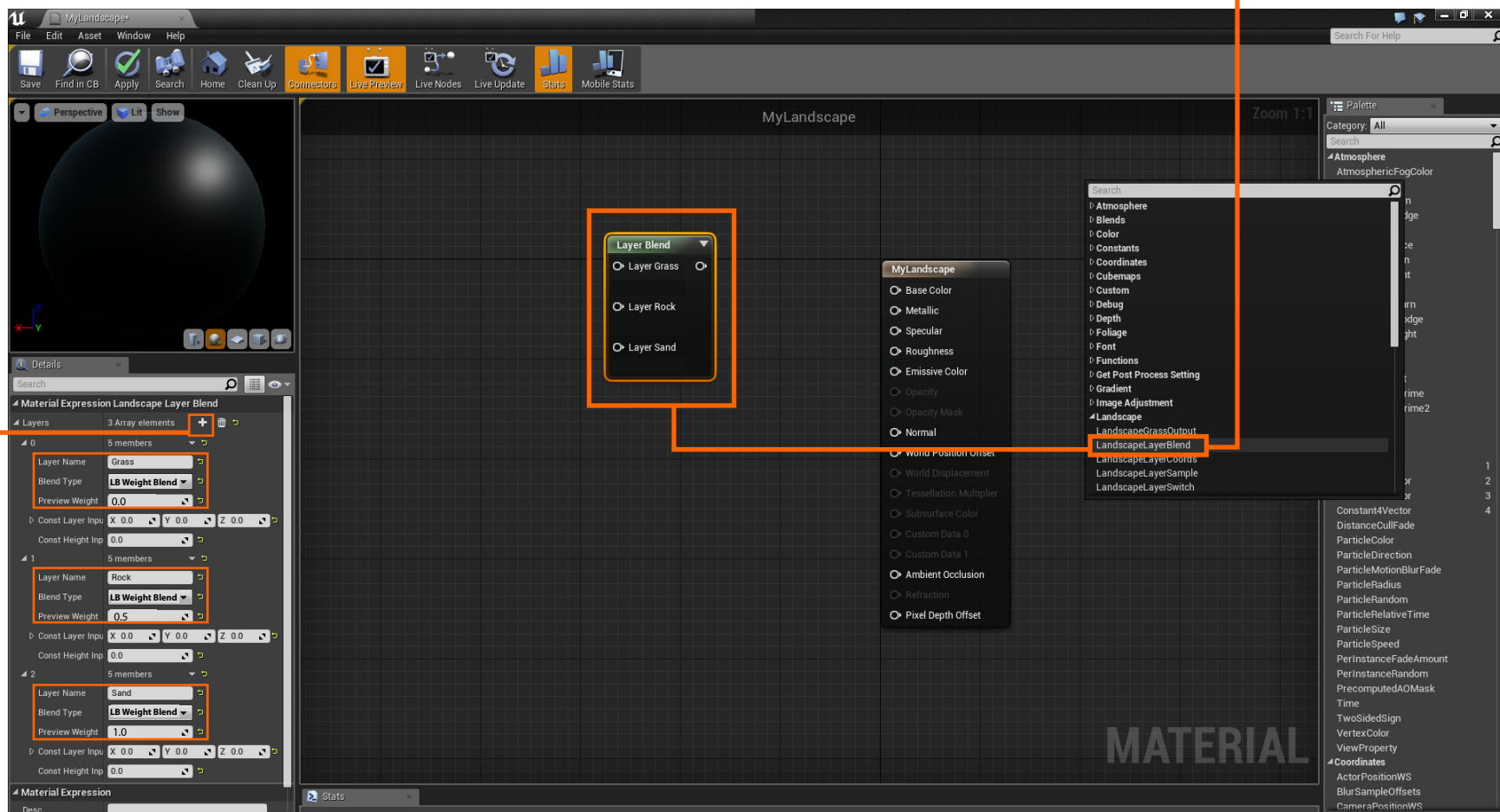


2. Open the StarterContent folder and then the Materials folder. Right click in the empty gray area and select Material. You're going to make a new material that has three layers: rock, grass and sandstone

NOTE: If don't have Starter Content copy and paste it from the "I" Drive into your Content folder as explain in the PDF on our class web site.

Name the new material something like "MyLandscapeMat" and double click the icon to open it in the Material Editor.

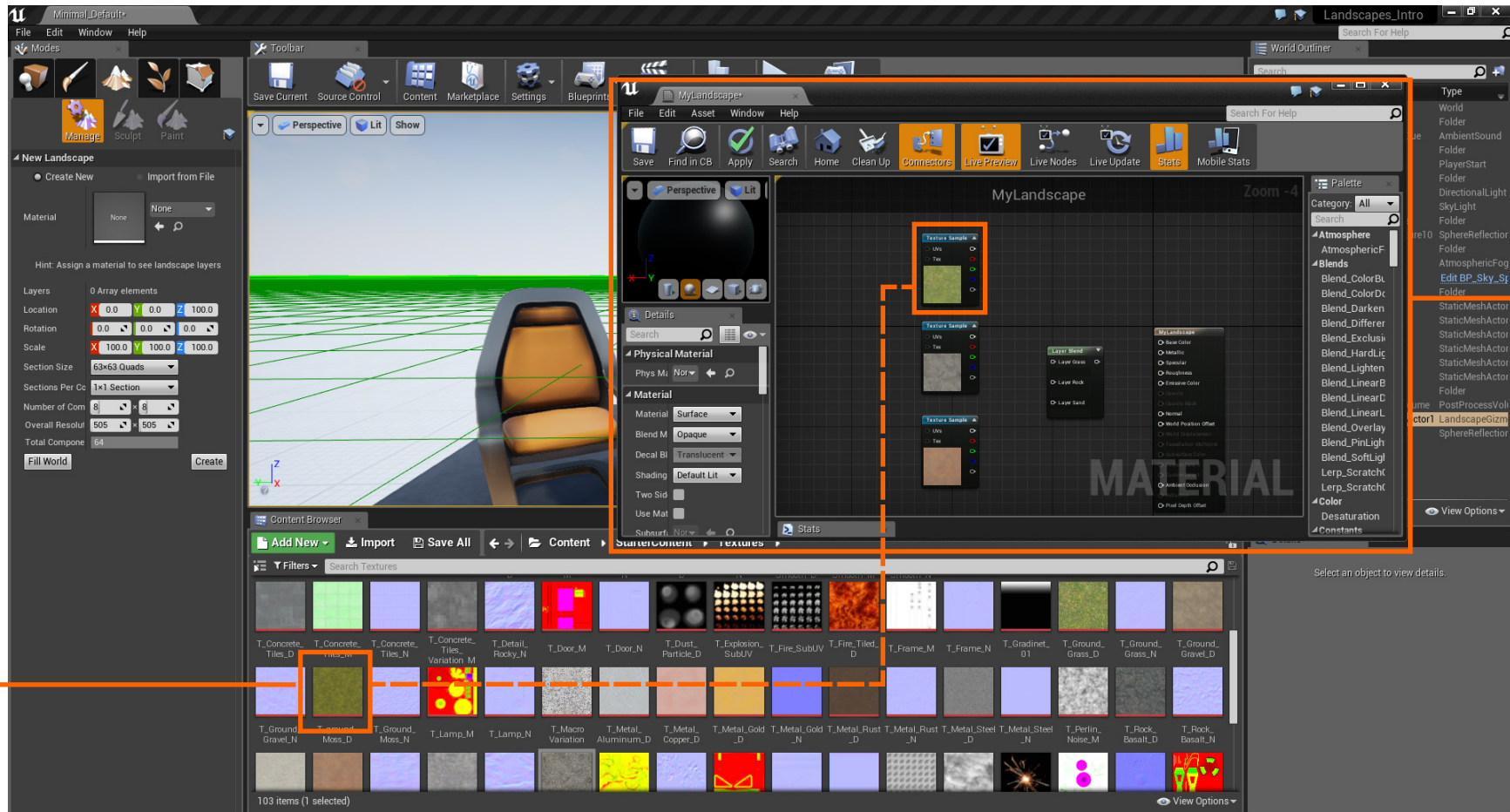
3. Right click in the Material Editor and select LandscapeLayerBlend



4. Click the "+" and add two more layers to the existing layer giving yourself three layers. Set the layers names, Blend Types and Preview Weights as shown.

Now you'll place three "Textures" into the Material Editor that together will make your Material. First minimize the Material Editor

5. Open the "Texture" folder inside the Starter Content Folder. Find a grass texture and simply drag and drop the grass into the Material Editor. Do the same for a gray rocky texture and a sandstone colored texture.

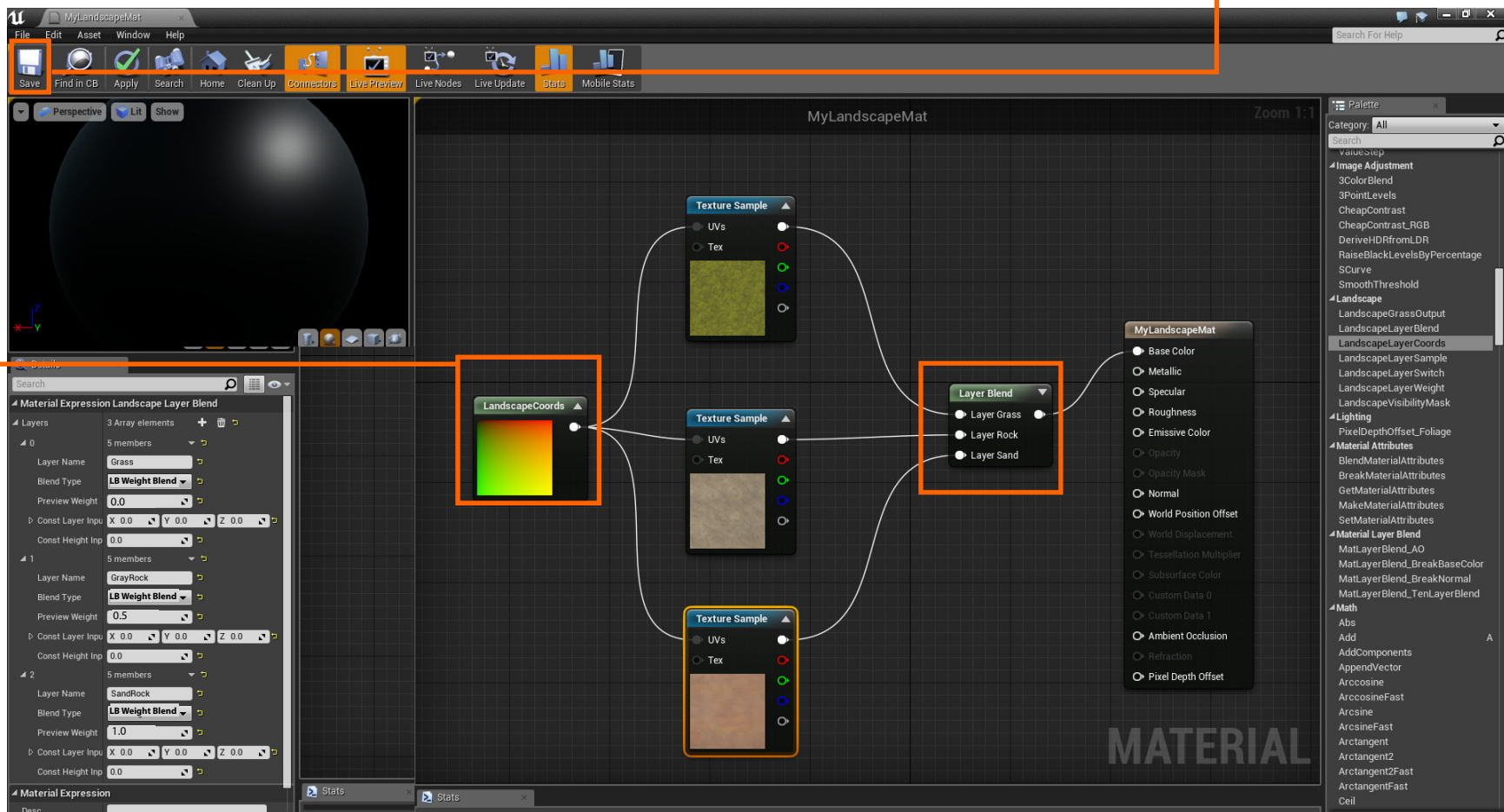


Expand the Material Editor to full screen.

6. Right click in the empty area of the Material Editor and create a "LandscapeLayerCoord" node.

7. Connect all the nodes as shown.

8. Click save.

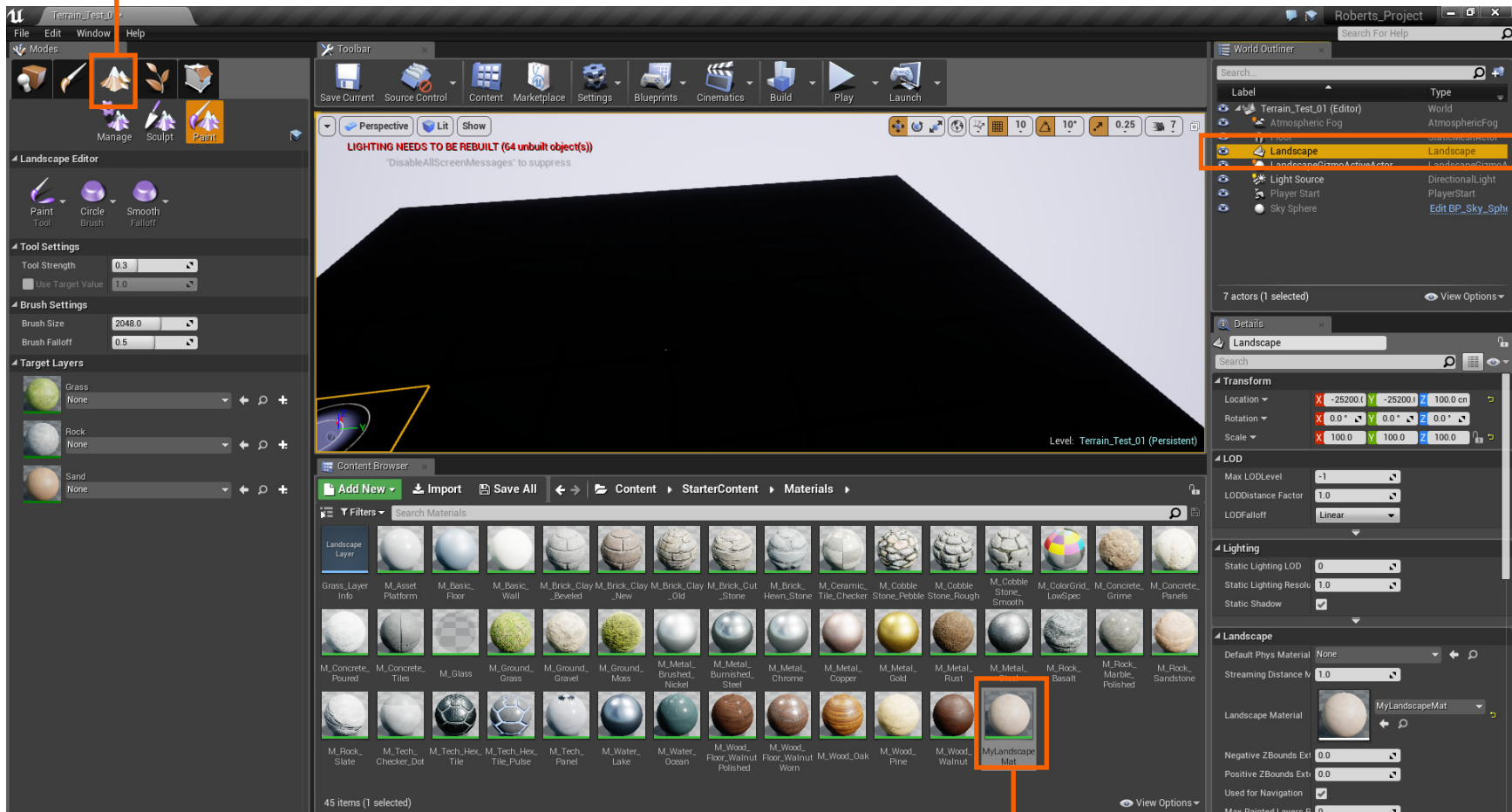


Note that the sphere will turn the texture with the largest Preview Weight.

Close the Material Editor. Find your new material in the Content Browser.

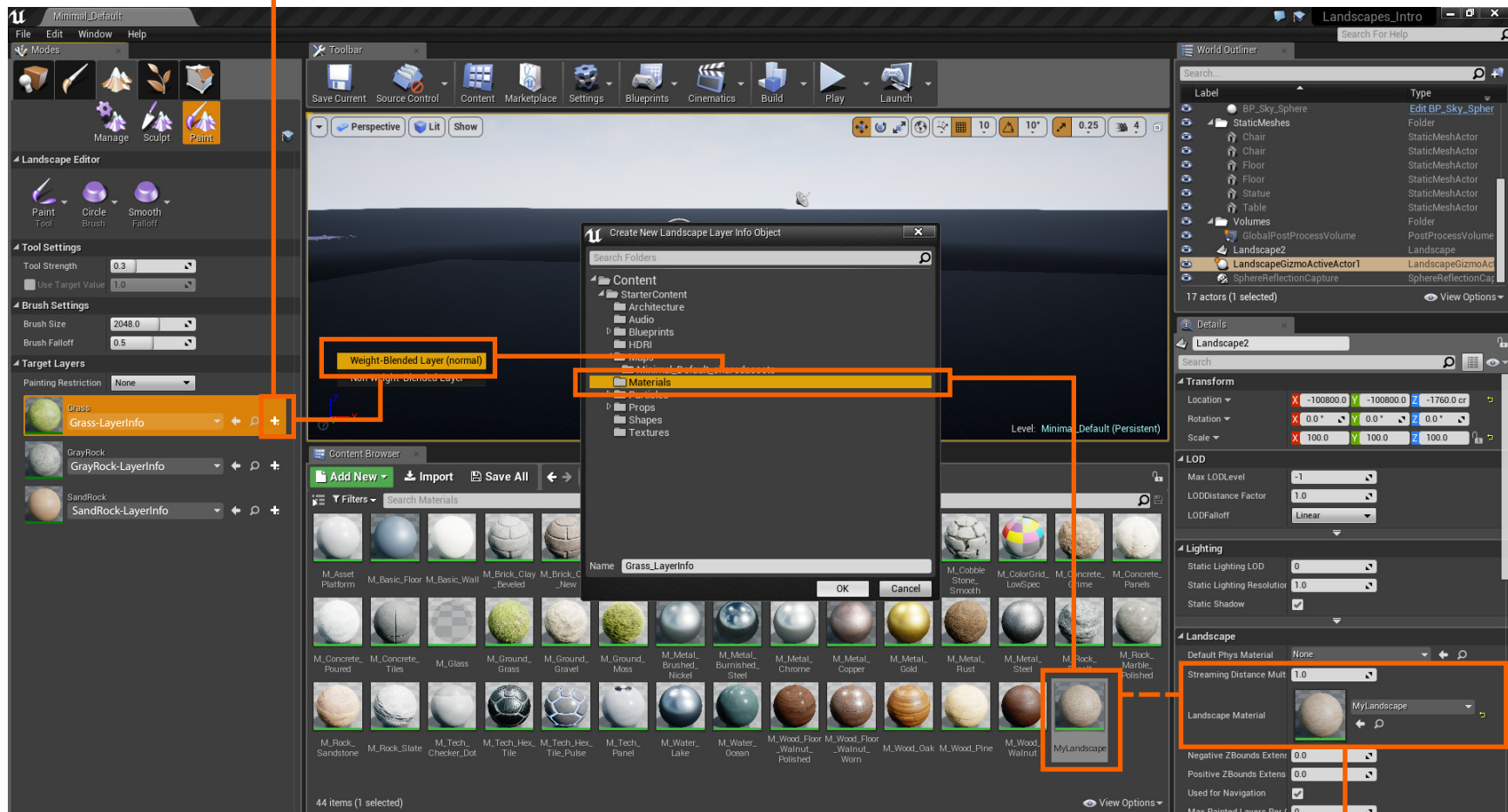
9. Open Landscape

10. Select your Landscape in the World Outliner.



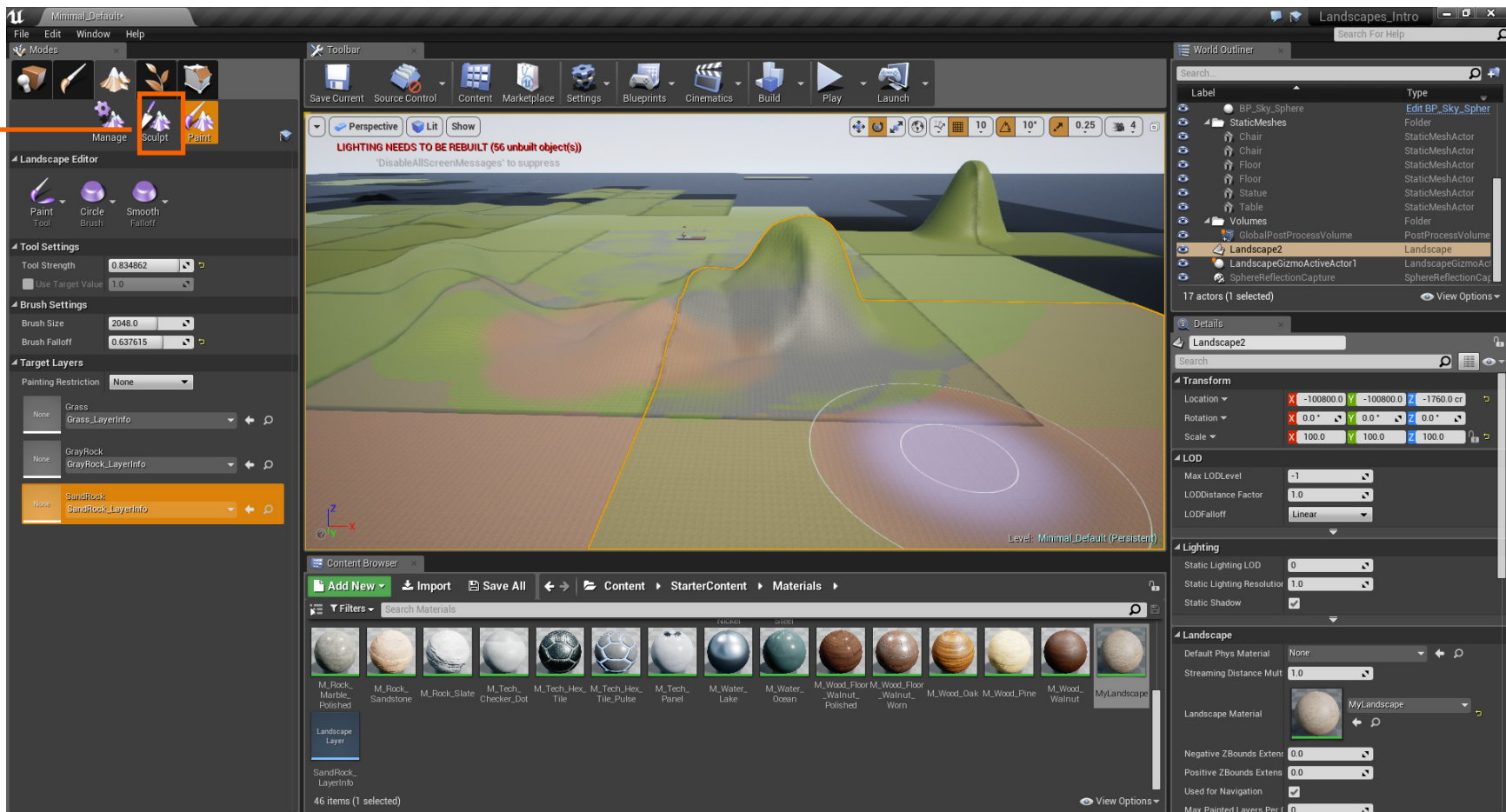
DEPENDING ON THE POWER OF YOUR COMPUTER THE BLACK SPHERES WILL CHANGE TO MATCH THE TEXTURES OR STAY BLACK - DON'T WORRY!

11. Click the "+" on each texture- select "Weighted Blended" then "Materials."



12. Drag your new Landscape Material into the slot.

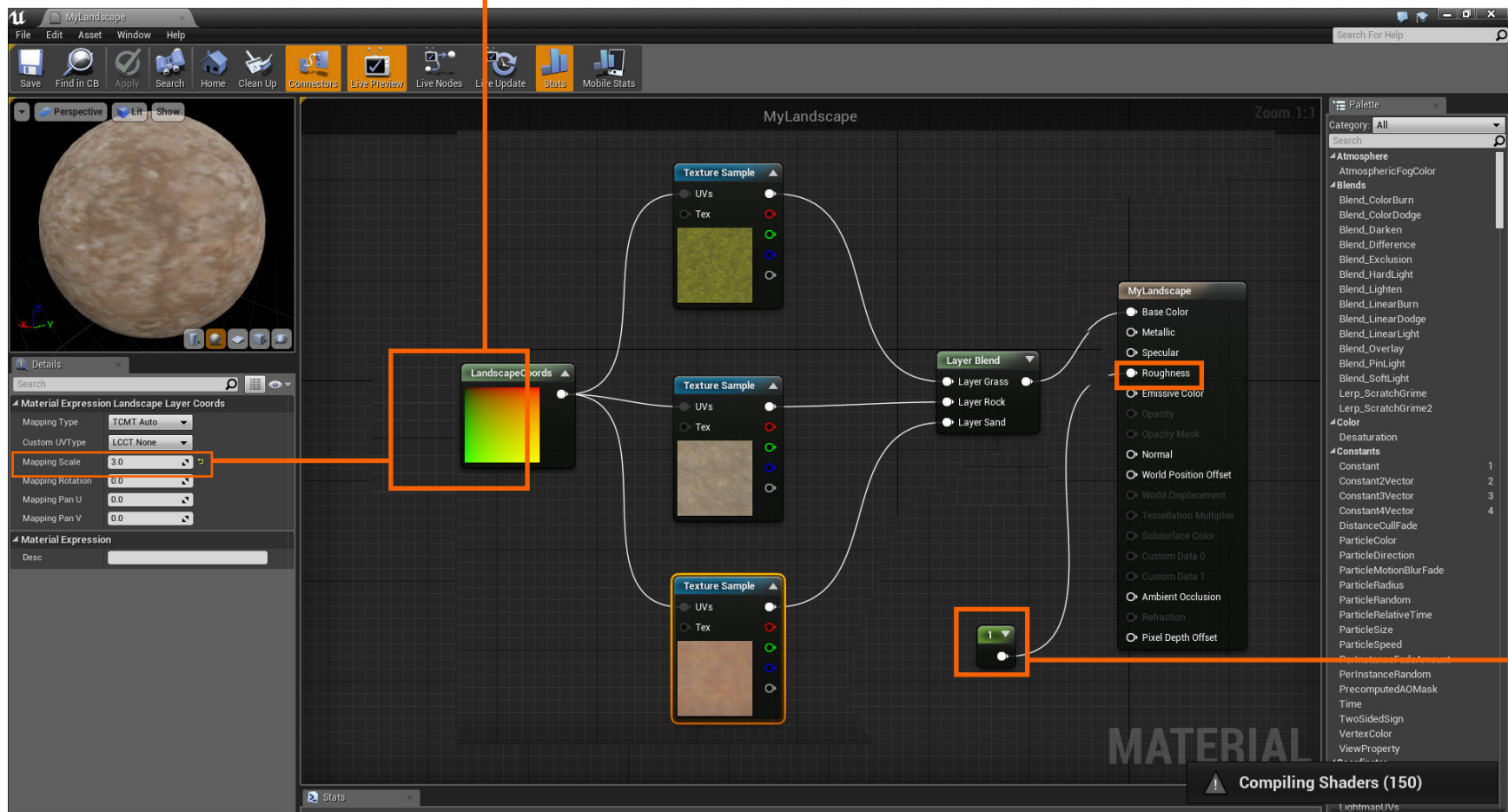
13. Click any of the layers and begin painting. Probably the materials will look oddly small and shiny. You'll fix this by opening (double click the icon) your new material in the Material Editor.



NOTE: Add mountains by selecting "Sculpt" and hold down the CONTROL button on your keyboard . Hold down the SHIFT button for valleys.

15. The shine can be eased by using a constant (right click and type "Constant") and attaching it to "Roughness" and setting it to 1.

14. Rescale the size of the material here. A larger number will increase the size.



NOTE- A "constant" is just a number that is used to adjust the power of a particular effect.

Click the Play Button and enter your new landscape. You'll notice a few more things that could be improved.

- The materials are flat and without texture.
- You might see "Tiling".

We'll fix these in a future tutorial.

