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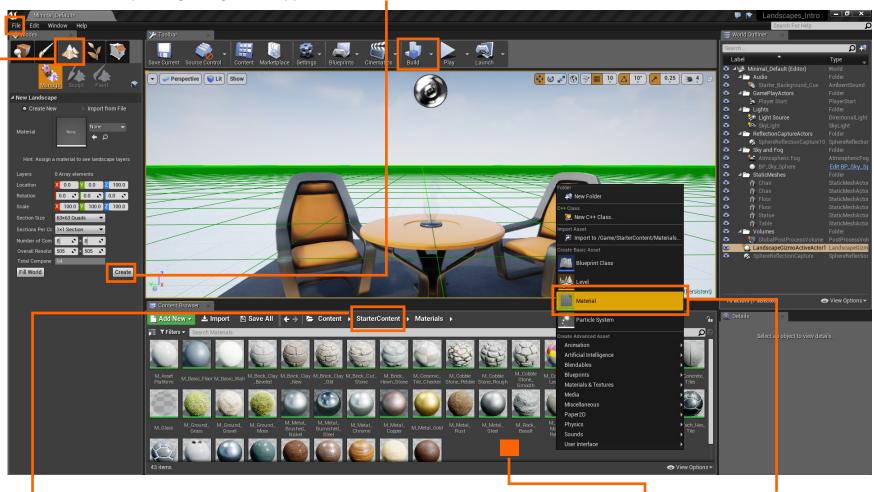
Socal Roc

Basic Skills:

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

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.

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.

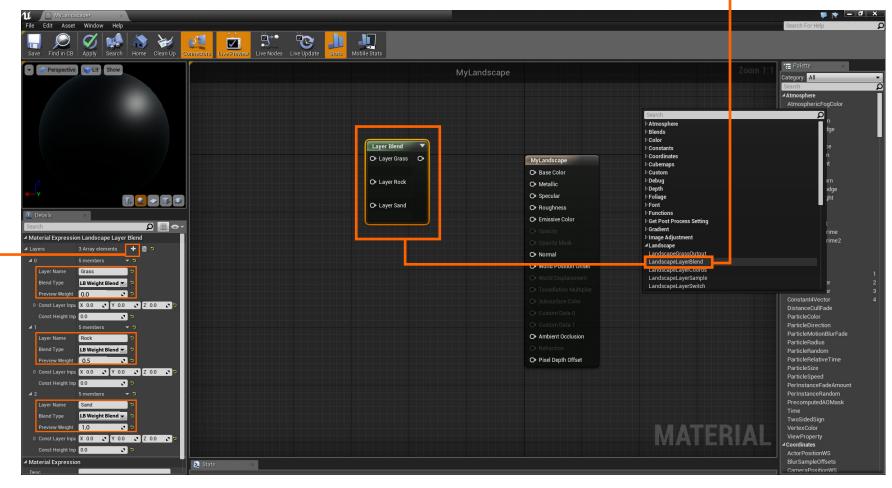
You're going to make a new material that has three layers: rock, grass and sandstone

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-

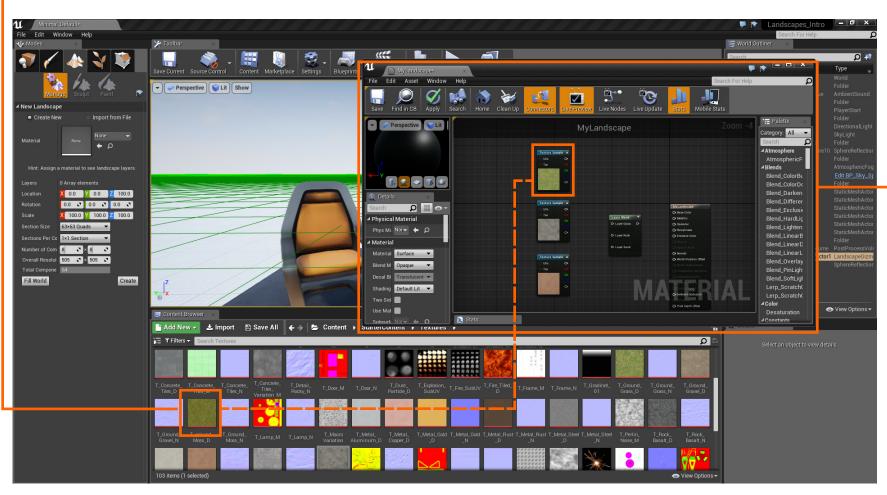


4. Click the "+" and add two more layers to the existing layer giving yourself three layers. Set the layers names, Blend Types and Preview Weights as shown.

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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. File Edit Asset Window Help Live Nodes Live Update MyLandscapeMat Texture Sample 🔺 LandscapeLayerSample LandscapeLayerSwitch LandscapeVisibilityMask Texture Sample 🔺 **⊿**Lighting ■ Laver Rock ▲ Material Attributes MakeMaterialAttributes D Const Layer Inpu X 0.0 Y 0.0 Z Z 0.0 SetMaterial Attributes ■ Material Laver Blend Texture Sample 🔺 D Const Layer Inpu X 0.0 P Y 0.0 Z Z 0.0 Z O Ambient Occlusion AddComponents O Pixel Depth Offset ArcsineFast D Const Layer Inpu X 0.0 P Y 0.0 Z Z 0.0

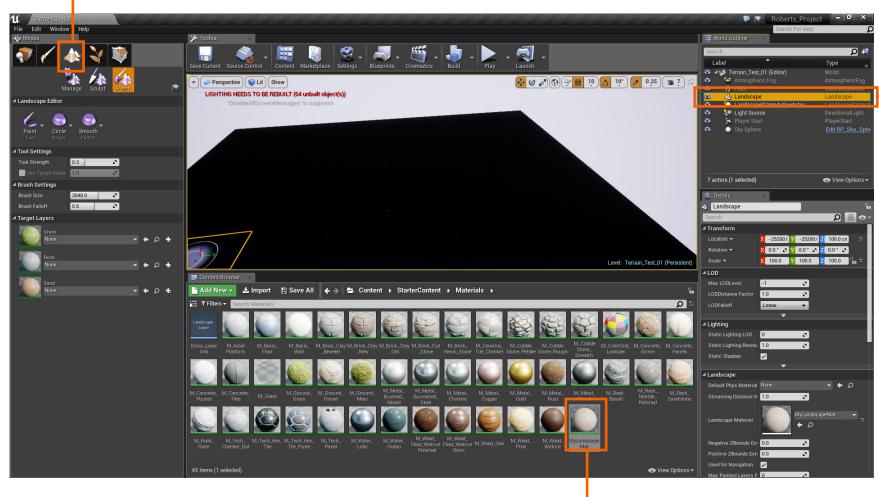
Note that the sphere will turn the texture with the largest Preview Weight.



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

10. Select your Landscape in the World Outliner.

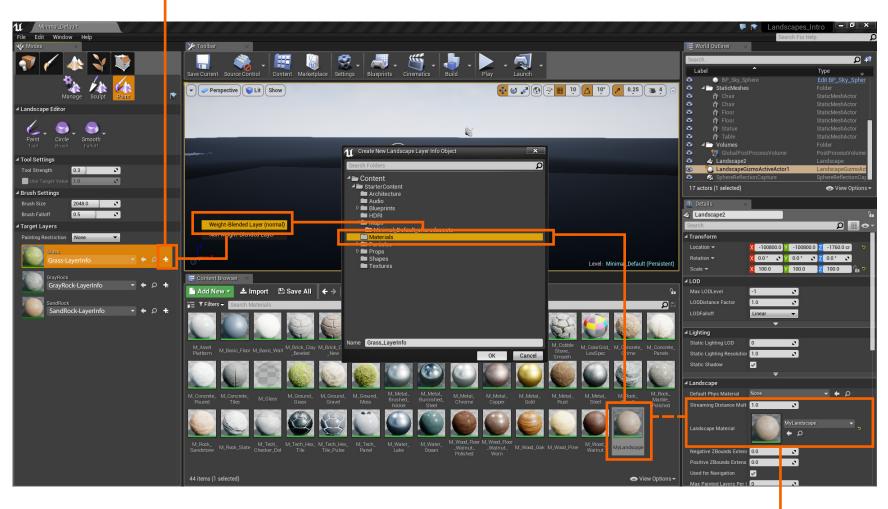
9. Open Landscape



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



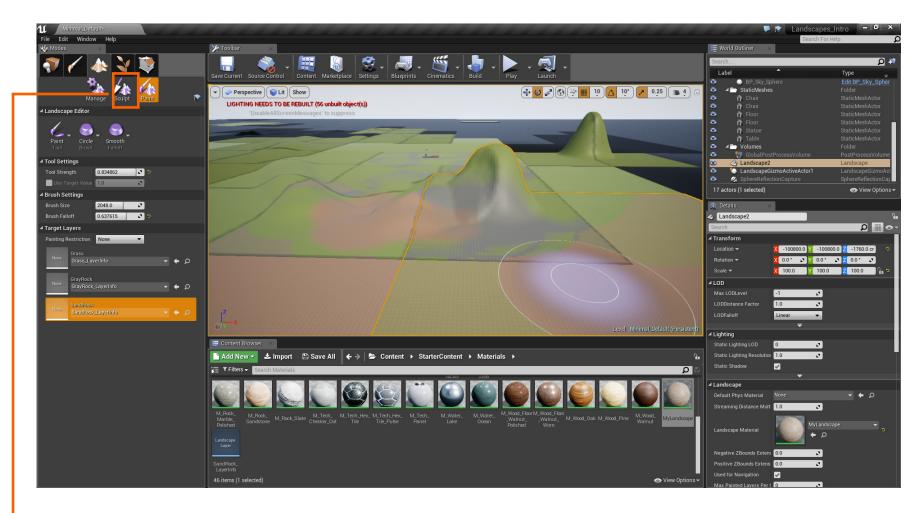
11. Click the "+" on each texture- select "Weighted Blended" then "Materials.



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 shinny. 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.

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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. Texture Sample 🔺 Blend_ColorBurn Blend_ColorDodge Blend Darken Blend_Difference MyLandscape Blend_LinearBurn Blend_LinearDodge Blend_LinearLight Blend_Overlay Layer Blend LandscapeC ords A Layer Grass Texture Sample A TCMT Auto ▼ Layer Sand **Color** Desaturation **⊿** Constants Constant O World Position Offset Constant2Vector ParticleDirection ParticleMotionBlurFade O Ambient Occlusion UVs ParticleSize O Pixel Depth Offset ParticleSpeed PrecomputedAOMask Compiling Shaders (150)

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 cold be improved.

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

We'll fix these in a future tutorial.

