CRYENGINE® | TERRAIN & VEGETATION

ANSWERS   FORUMS   SUPPORT

Terrain Quick Start

In this Terrain Quick Start users will learn how to automatically create a procedural terrain. After learning these first steps and discovering how to adjust the terrain, more difficult topics like lighting your level or placing vegetation within your scene can be undertaken.

- 1 - Terrain Scene Setup
- 2 - Automatic Generation
- 3 - Manual Sculpting and Displacement
- 4 - Import and Export
- 5 - Holes and Moving

Vegetation Quick Start

In this Vegetation Quick Start users will learn how to make a basic house model with a door and chimney. After learning these steps and completing the task you can then go on to more difficult topics like UVing geometry.

- 1 - Vegetation Scene Setup
- 2 - Categories and Objects
- 3 - Painting and Editing Vegetation
- 4 - Vegetation Properties
- 5 - Procedural Vegetation

SECTIONS

Terrain Overview

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged.

- Terrain Block Import & Export
- Terrain Creation
- Terrain Make/Fill Holes
- Terrain Minimaps
- Terrain Move Area Tool

Terrain Reference

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Terrain Tutorials

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