How to Create Dynamic Landscapes Using Weight Maps

A tutorial by:
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Step 1

- Create a grayscale image to use as a Weight Map.
- Black = Ground level
- White = Peaks
- Grey = Slopes
Step 2

- Open up Modeler and create a flat box to use as a basic plane.
- Make sure to specify 50 segments for X+Z.
- Press “Shift+T” to triple the polygons.
Step 3

- Select the “W” in the bottom left for Weight Map, and select New from the dropdown menu.

- Create a name for the Weight Map and click OK.
Step 4

- Select the Map tab and click the “Textured Point” button.
- Click the “Texture” button to open the Texture Editor dialog.
- Select the image for the weight map.
- Remember to click “Automatic Sizing.”
Step 5

- Press “T” for the move tool.
- Press “N” for the numeric window, and in the Falloff dropdown menu, select Weight Map.
  
  ![Numeric: Move Tool](image)

- In any side view, click and drag up to apply the Weight Map.
- Press “Q” to name your new surface.
- Make sure to select “Double Sided” in the Surface Editor.
Final Product
Other uses of Weight Maps

- Use darker/lighter shades of grey to create Layers.
Thank You!