Introduction

• Weight maps allow us to quickly create terrain with a simple move of the mouse!
• The move tool allows us to move points at varying degrees based on its weight value.
• This is quick and easy for hills and mountains.
Create your gradient first!

• In photoshop or mirage, you can create a simple gradient that will be your future terrain.
• Know that white is the highest point in your terrain, while black is ground level. All gray tones in between will give you sloping hills.
• For this gradient, I drew in the values by hand then applied a gaussian blur to the image.
To Begin With…

- Click on create box button. Hit “n” for numerics, and enter the dimensions you would like.
  - I chose $x=100\text{m}$, $y=0\text{m}$, and $z=100\text{m}$.
  - For segments I chose $x=50$, $y=1$, and $z=50$.
  - Hit enter.
Triple polygons

- Select all the polygons and press shift + “T” to triple them.
- This will create smoother slopes, and make the polygons less angular.
Now create your Weight Map

- Click “W” on the bottom of the screen.
- Create new, enter “Terrain Weight” as name.
- Click on the “Map” tab at the top of the screen, then click on “Textured Point” on the left side of the screen.
- Change VMap name to “Terrain Weight.”
- Click Texture at the bottom and continue.
Texture settings for the weight map

- Use these settings: Layer Type: Image Map, Projection: Planar, Texture Axis: “Y”.
- Load your image, set your width and height tile to reset. Automatic sizing is okay.
View your newly made weight map!

- View your weight map by changing the perspective to "Weight Shade."
- All red shades denote the height of each point. The redder the polygon is, the higher it will be when you create your terrain.
Start creating your terrain!

- Click “t” for move, then “n” for numerics.
- Set Falloff mode to Weight Map.
- Exit out of box.
Create Terrain with the Move tool

- Hold ctrl to keep all movement of polygons to one axis.
- In the back or side view port drag up while holding ctrl. Drag up as high as you wish to create the height of your hills or mountains.
View your terrain!

Texture terrain as needed with the surface editor.
Texture away...
The End