

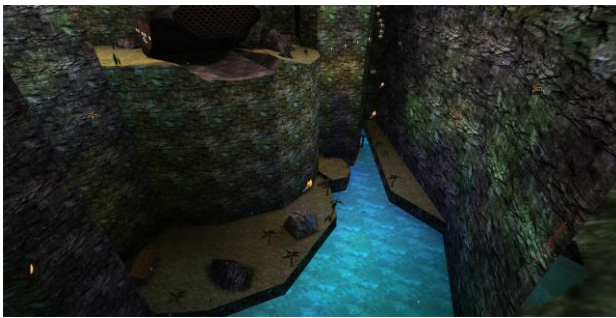
## ***A basic yet entertaining way of terrain editing***

There are countless methods of terrain editing and the one presented here is pretty much belongs to the easier ones.

You should know before we start...

-This method requires little knowledge of the editor, yet manages to deliver a somewhat "good-lookin" result.

-It's inferior to other methods, you won't make those "Unreal-terrains" with this. So set your expectations with this in mind.



(NyLeve's Falls a spectacular scene)

-I've never had BSP issues when using this method.

-These terrains would definitely do the trick when gameplay is the main factor not the looks. (See MonsterHunt maps. Some of the best ones are pretty basic in terms of "looks".)

-You can use this technique to make floors, and other stuff. Think outside of the box.

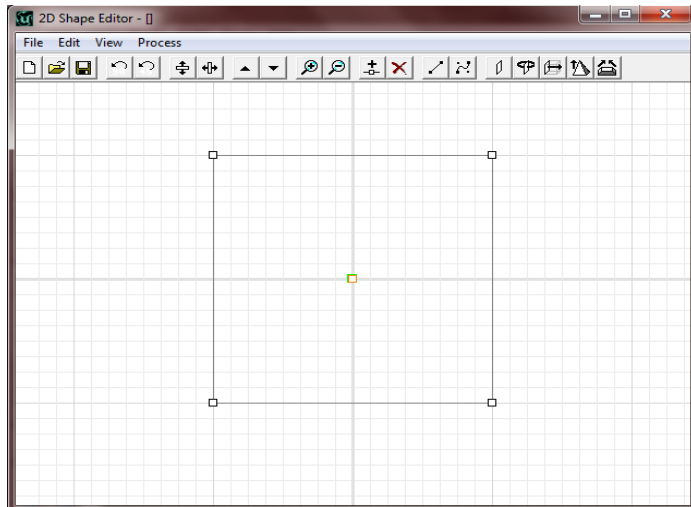
The tool we will use is one shipped with the editor, the ***2D Shape Editor***.

### ***A, A SIMPLE VALLEY***

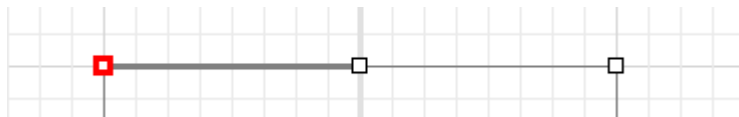
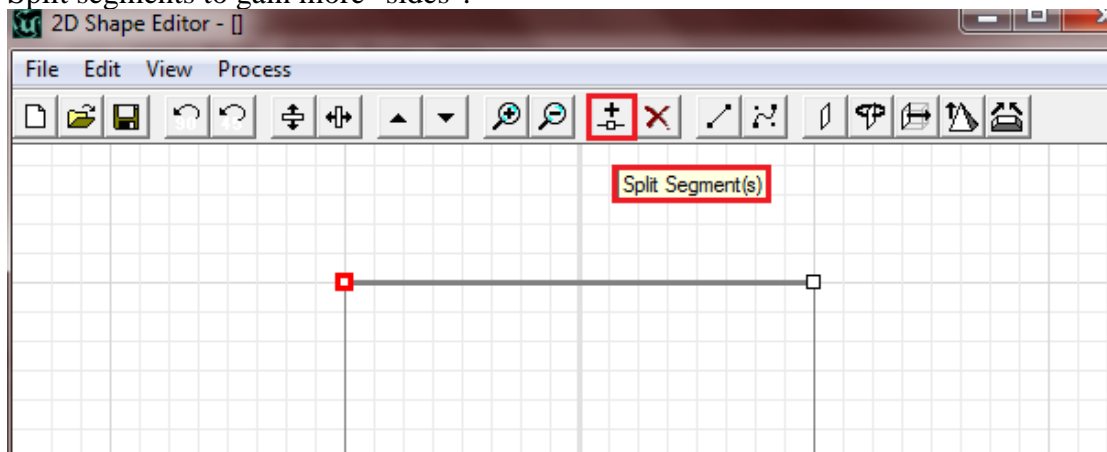
Start with the 2D Shape Editor.

Imagine yourself floating above your map, seeing the valley as it's meandering through the landscape.

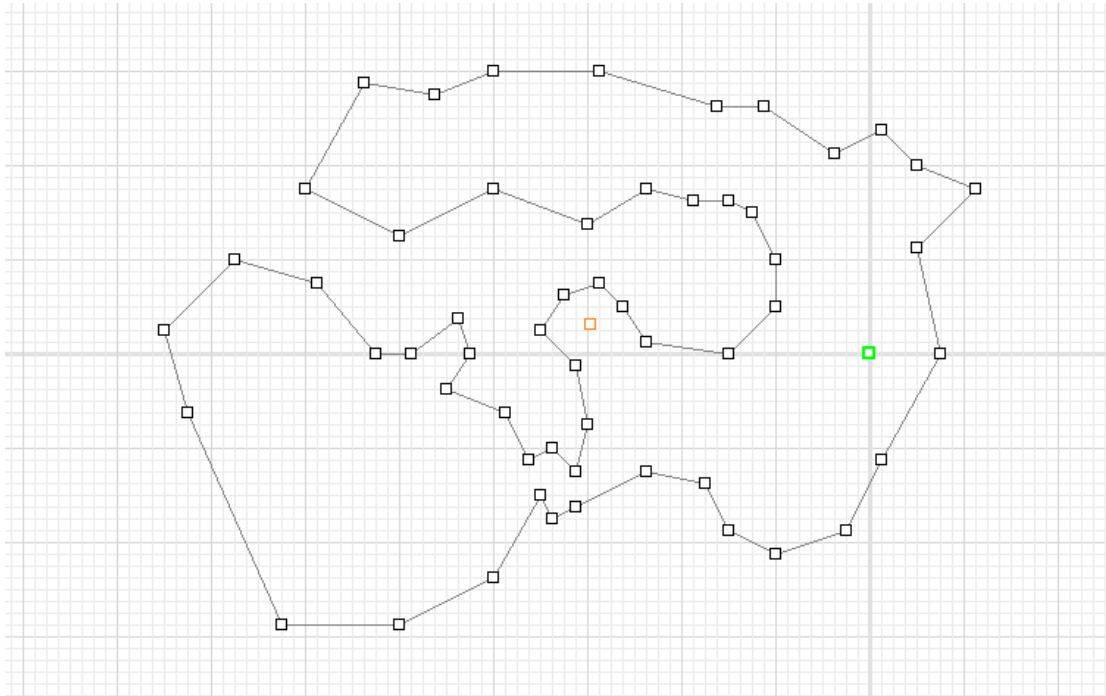
Then, use the editor to form the shape of it.



Split segments to gain more "sides".



Here's my shape:



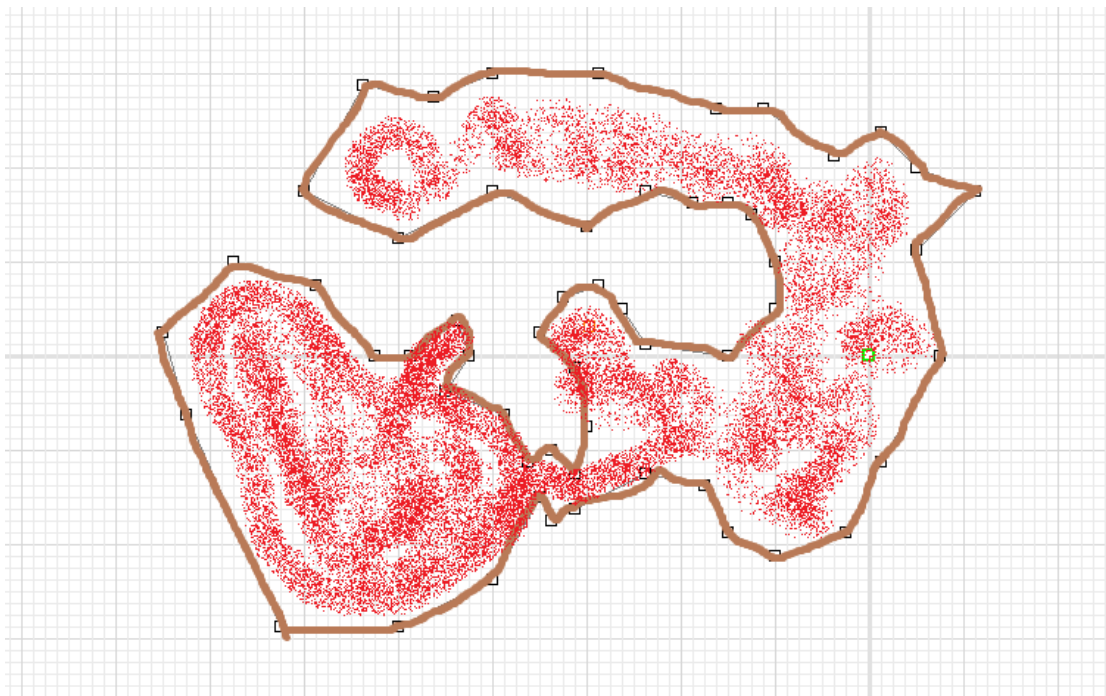
Now think about it...

How will it look like in theory?

-The **BROWN line** will be the boundary, the mountains for example.

-**RED dots** are representing the game area.

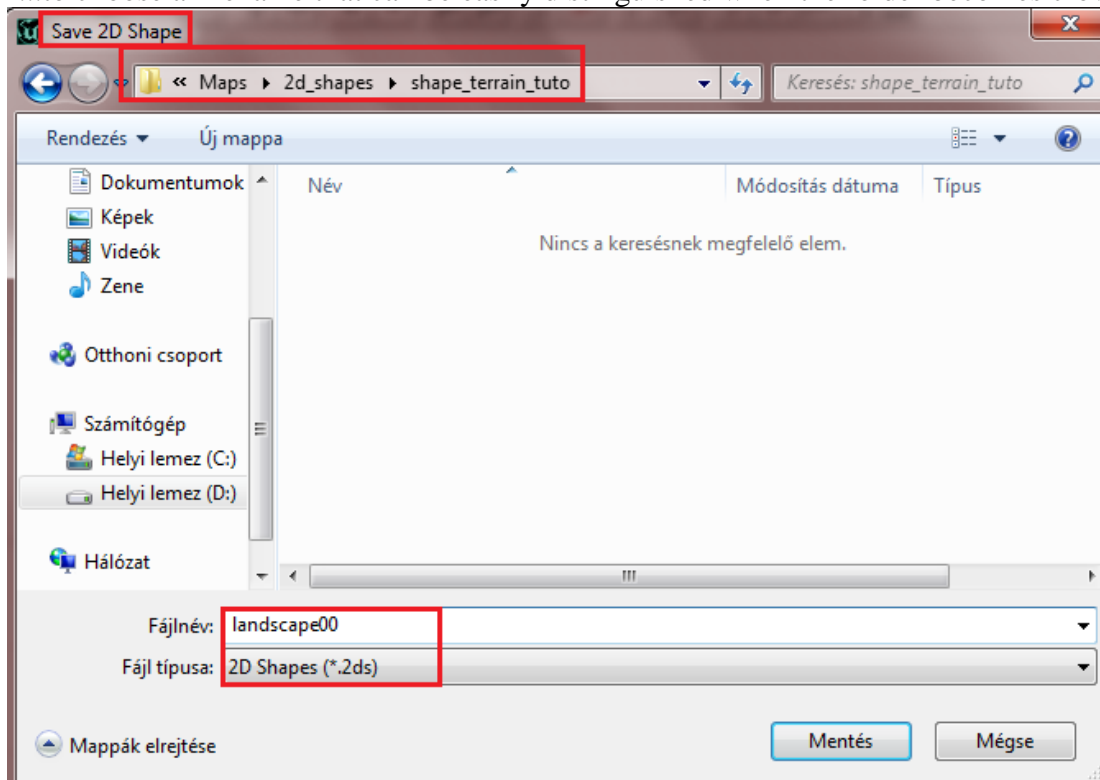
-It will be a U-SHAPED canyon, with large open areas and a narrow mountain pass.



Now, save the shape file:

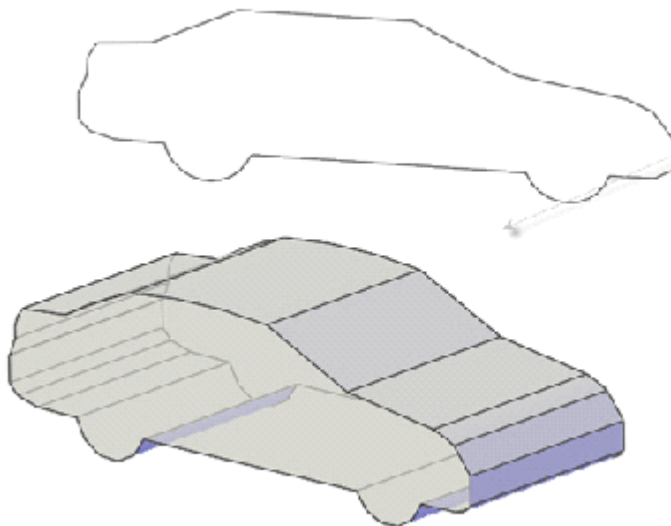
-I advice you to create a folder for shapes like in the picture.

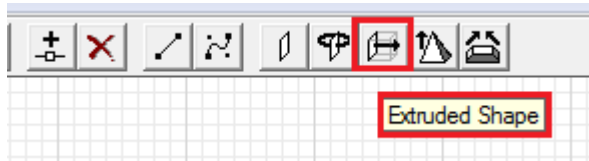
- ...create a folder for the current project like in the picture.
- ...to choose a filename that can be easily distinguished when the folder becomes crowded.



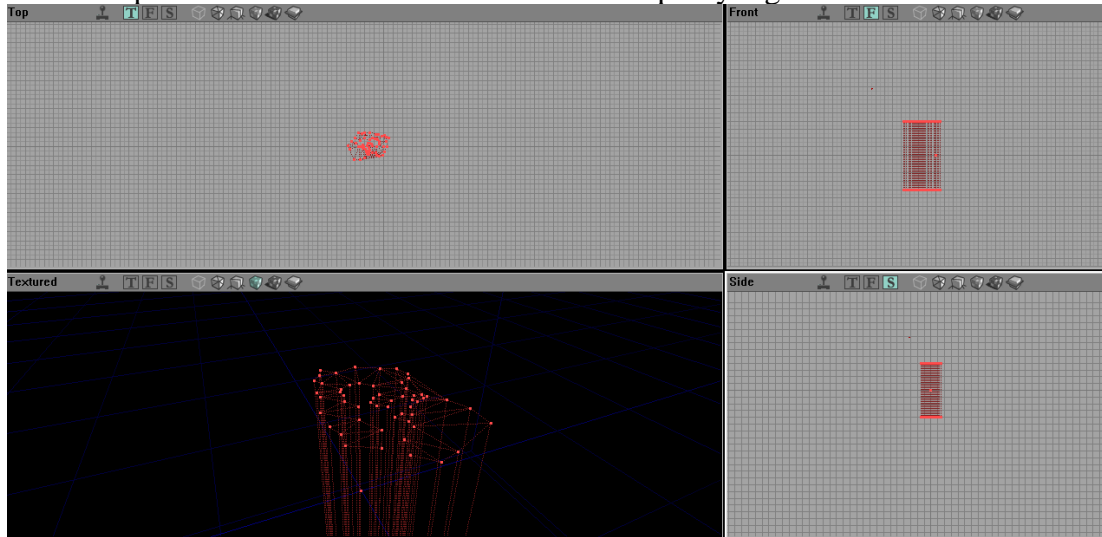
Press the **EXTRUDE SHAPE** button.

This button will extrude this 2 dimensional system into a 3 dimensional one, that's why it asks for the "depth" of the extruding.



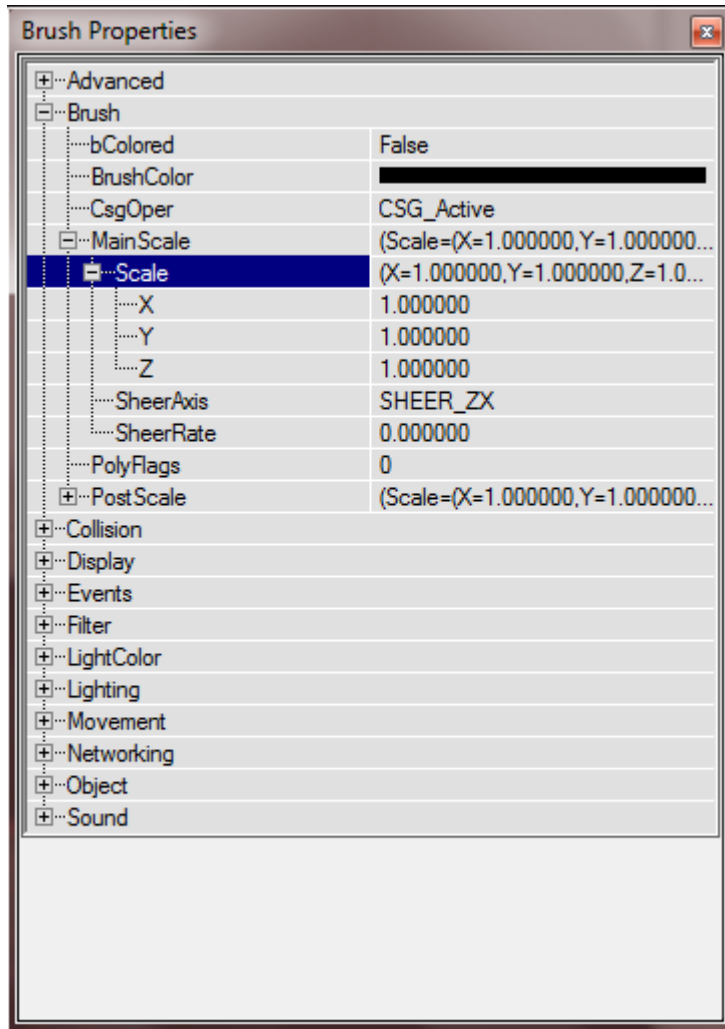


Set the depth around 2048 UU which would mean pretty high mountains.



The brush we get is pretty thin, but has it's height we defined. (2048 UU this time)

Let's double click in one of the builder brush's lines to bring up the ***BRUSH PROEPRITIES*** menu.



## ***BRUSH->MAIN SCALE->SCALE***

Here, you can scale the brush.

Given the fact our brush is high enough, we will ignore the "Z" value. (Keep it on 1, which means, we multiply the original size with 1 so it remains the same (2048 UU))

"X" and "Y" values are more interesting.

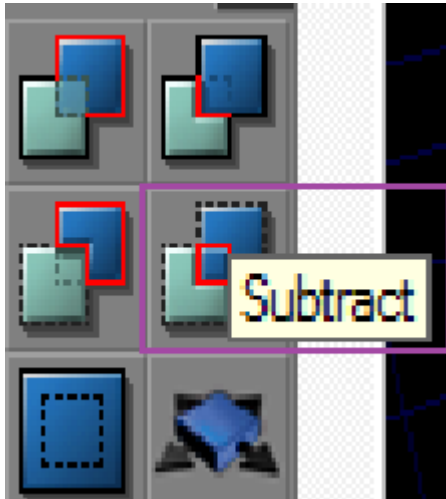
This will define the "fatness" of the brush "X's value" multiplies in the X axis while "Y's value" multiplies in the Y axis.

Let's set them around... 10!!!

You can set "X" and "Y" to different values to get a somewhat "malformed" shape.

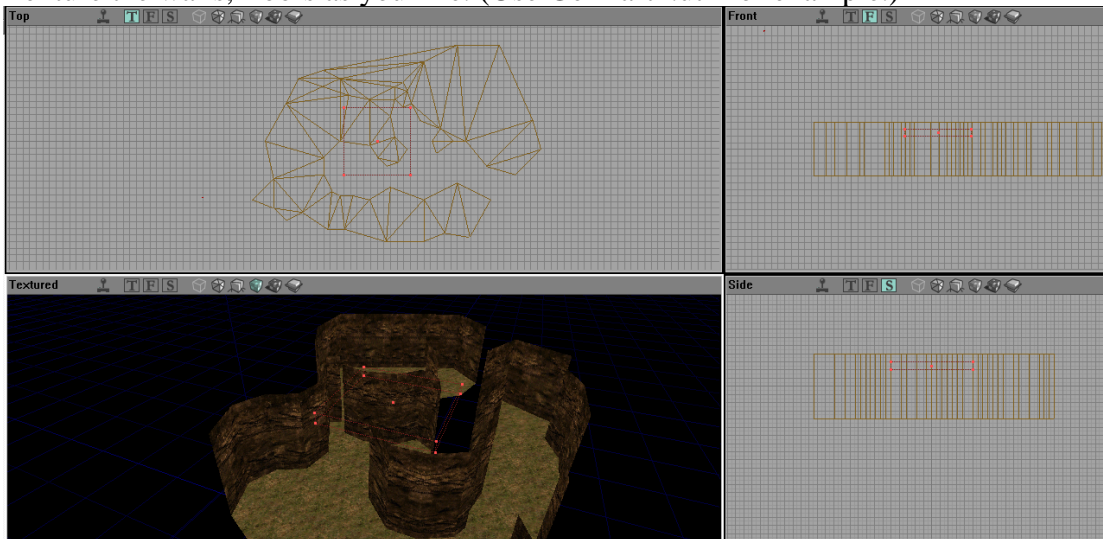
Close the menu, and see the red builder brush growth.

Subtract the brush from the "solid-void".



REBUILD.

Texture the walls, floors as you like. (Use GenEarth.utx for example.)



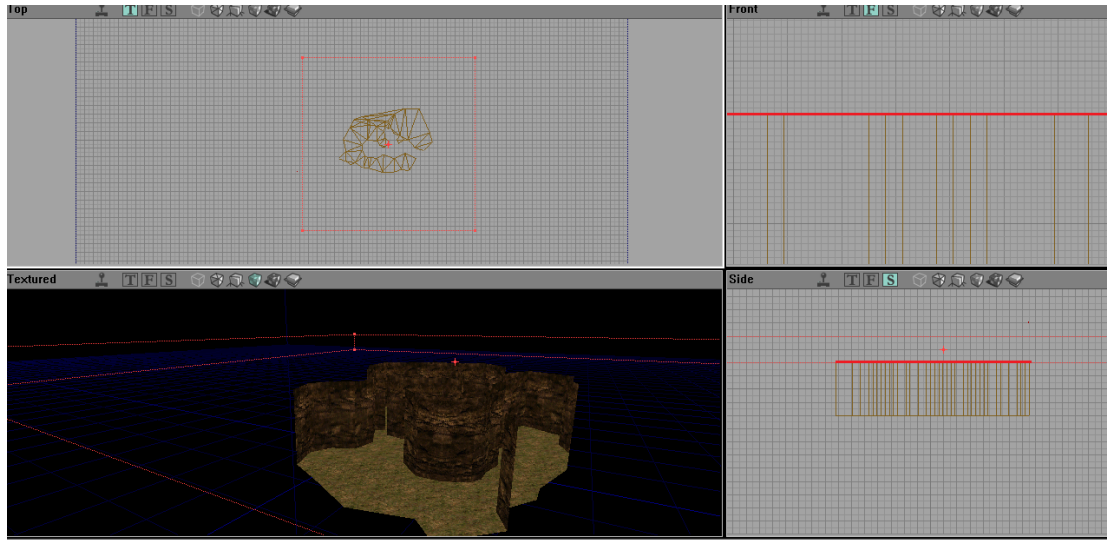
Let's make the mountaintops, and place for the "sky".

Build a cube that overlaps the "terrain-brush".

Don't make it too high!

I'll use a 1024\*10240\*10240 UU cube.

Align this cube into the top of our so called terrain brush.



You can also see how the "sky-brush" overlaps the terrain one.

Subtract the sky-brush from the solid void.

Select the surfaces you'd like to be "skyfied?!" and give them the "false backdrop" flag in their surface properties menu.

Add SkyBox, and lights to the map.

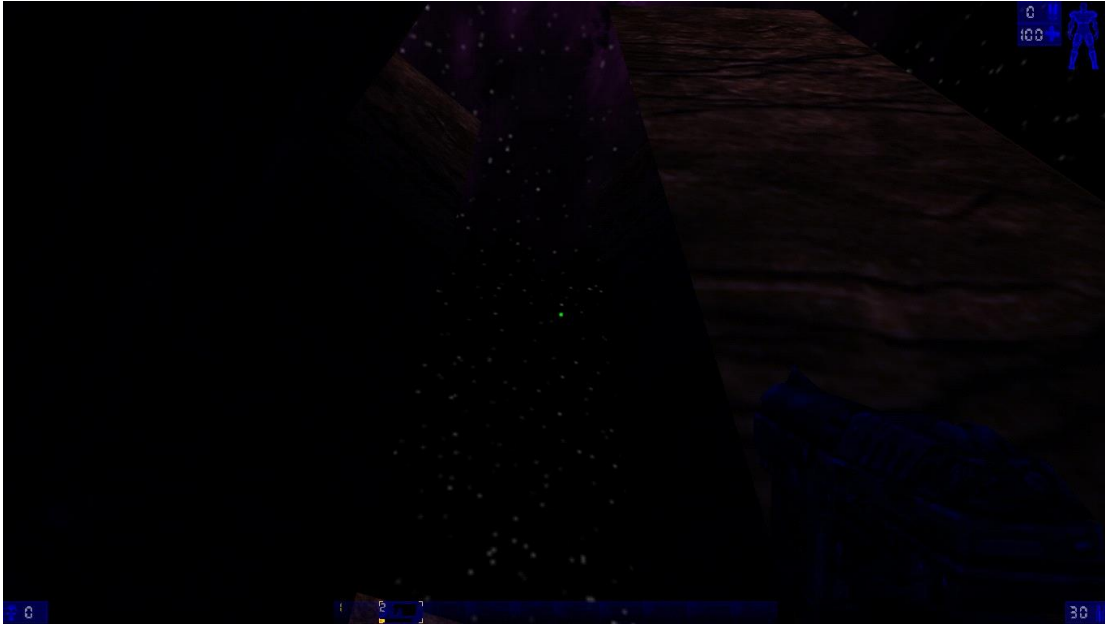
Don't forget to rebuild.

What we have so far:



*(Large open areas)*





*(A somewhat narrow mountain pass)*



*(The overall look of the map)*

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