# EASY TERRAIN
## Quick Guide

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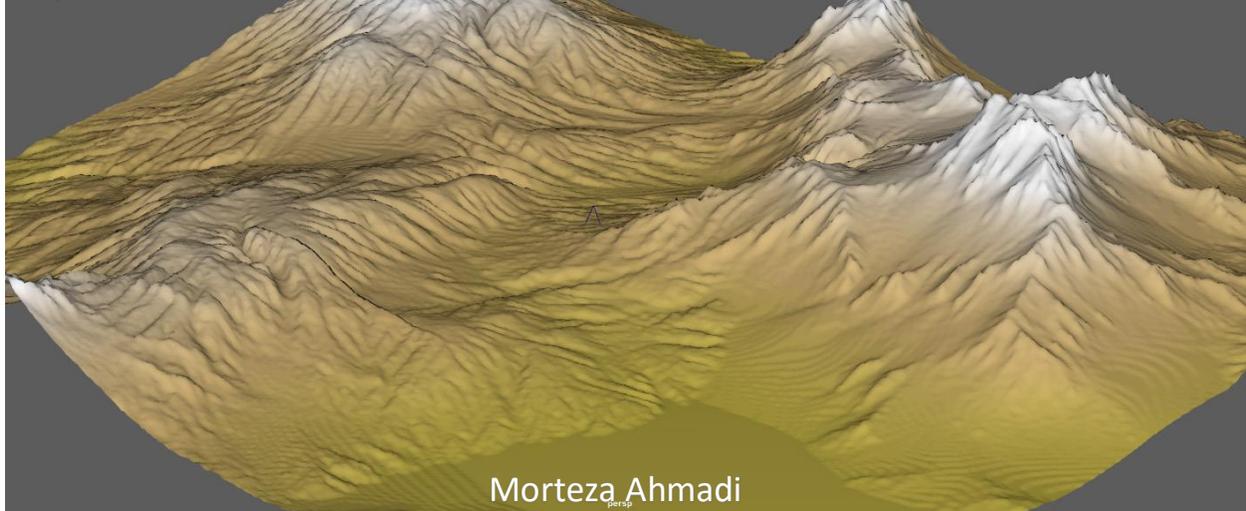


1. Create a plane:
   Plane is for the base of your terrain.
   Select a plane then Right click on the icon and you can choose to create a tile of planes
   The Tile system is good for when you need to create a very large area with a lot of detail as you cannot have too many subdivision on a single plane.
   You can select each tile individually and change its subdivision or apply different effects to it.
   This is especially good for when you want to have more detail and subdivisions in areas closer to camera

2. Water Surface:
   Just for visualizing purposes

3. Add a New Terrain
   Select your plane and press this button, it will add a new height map to your surface.
   It will also create a Handle for your terrain.

   You can select it and move the terrain around, you can increase the height of terrain by scaling the handle in Z Axis.
   **If you want to Change terrain map or adding falloff you should select This Terrain Handle and not the surface!**
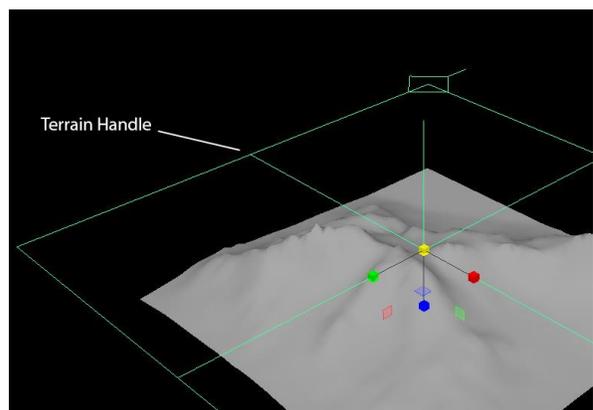


Terrain Handle

Terrain Handles are Blue.

4. Add a Ramp deformer to Surface
Select a Plane and press this button.
It will also create a handle for you to move the ramp effect around and scaling its effect, Ramp Handles are Green.

5. Add falloff to terrain
Select a "Terrain HANDLE" that your want to add falloff to it and then press this button
It will also create a Handle for you. Falloff handles are Red.

6. Peak Presets.
This window contain different maps for making peaks
Select a terrain handle open this window and change the terrain shape

7. Mountain Range Presets.
This window contain different maps for making a range of Mountains
Select a terrain handle open this window and change the terrain shape

8. Vast Area Presets
This window contain different maps for making a vast area of Mountains the maps are high quality you can increase the size and select different parts from it.
Select a terrain handle open this window and change the terrain shape

If for any reason the presets are not working. Select terrain handle close the preset window and open it again. (You can only select one handle at a time, it doesn't work with multiple selection)

9. Low Surface Presets
This window contain different maps for making Low Height Terrain or adding details like rocks to your surface.
Select a terrain handle open this window and change the terrain shape.

10. Set custom map to terrain
Select a terrain handle open press this button and a window for setting you map.
You may need to go to attribute editor and set its map manually first time you run maya.

11. Enable\Disable Tiling
Select a terrain handle, press this button to disable its tiling.

12. Painting tool

    This is Maya's texture painting tool.

    You should first assign a new texture to your material.

    - Your surface must have a lambert\blinn material
    - Painting tool doesn't work on tile terrains.
    - Make sure to enable "Update on Stroke"

13. After you assigned your painting texture to material press this button to turn the painting into height map.
    After that you can continue painting and as you paint the terrain will get updated.
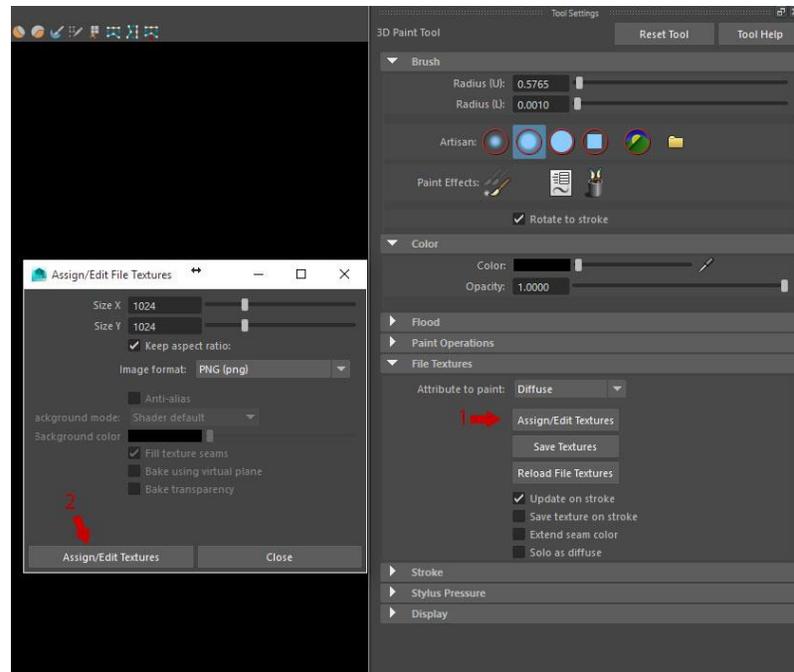
14. Change Subdivision of planes
    Select all the planes that you want and press this button.
    First section is the subdivision of polyPlane node.
    If you set width to 10 and height to 5
    You plane will be divide to 10 section in width and 5 section in height. With total 50 faces.

    Second section subdivide the whole surface, so if you set it to 1 it will subdivide the surface 1 time.
    So in 10x5 example, if you set division to 1 you will have 20x10 surface.
    If you set it to 2 you will have 40x20 polygons.

15. Single click increase the width division 1 time, double click decrease width division one time.
16. Single click increase the Height division 1 time, double click decrease Height division one time.

17. Delete Terrain handle. (only terrain and ramp handle never use it for falloff)
18. Assign a Terrain shader to selected plane, it uses ShaderFx and painting doesn't work on this material

Thank you for using my script Easy Terrain for Maya.
For more script and tutorials please visit my website www.CGElementary.com
I am grateful for all of your supports and donations they really helps me out and inspires me to work harder and make more tools and tutorials for you.
Thank You!
Morteza