



TERRAIN



# 3D Map Generator - Terrain

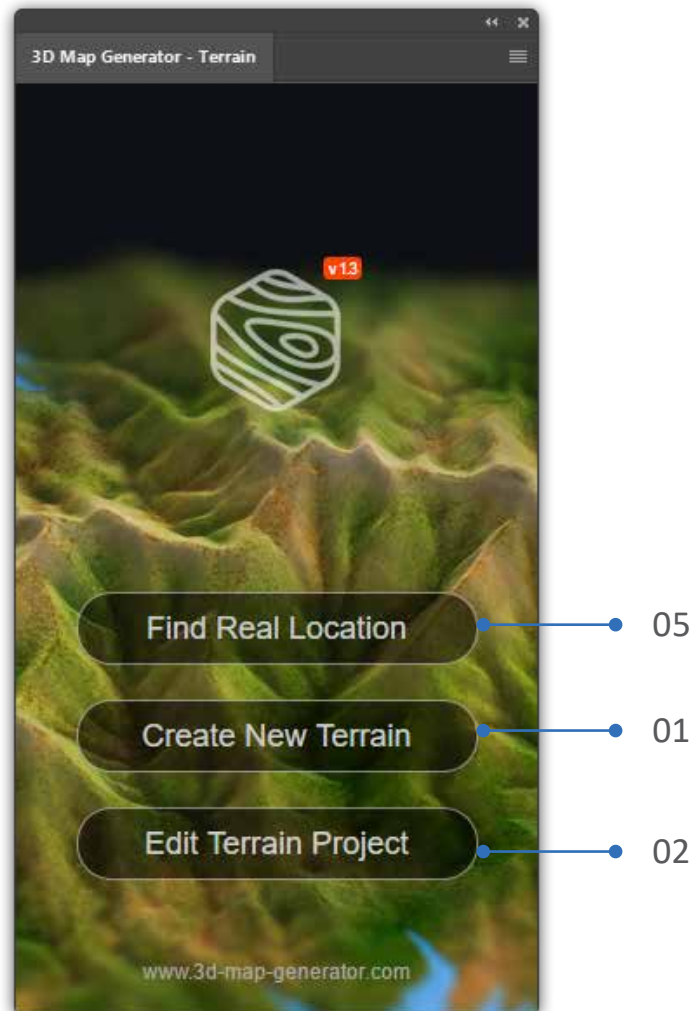
Plugin for Photoshop® CC-2014 + newer

## Features

- 3D map from every heightmap possible
- Heightmap browser **NEW**
- Extensive tool to generate and edit your own heightmap
- Random base heightmaps function
- 21 heightmap brushes **UPDATE**
- Map elevation setting
- 3D map from a shape **NEW**
- 3 different isometric map orientations (left, frontal, right)
- 16 gradient presets
- 22 seamless textures **UPDATE**
- Auto-Texturing **NEW**
- Different texturing brushes
- 21 background presets
- Contour lines tool
- Water level function
- Map edge color picker tool **NEW**
- Guides tool **NEW**
- Add and delete map depth (unlimited)
- Global Shadow function
- 4 effect brushes for designing the map surface
- Gravel function **NEW**
- Icons library functions > add your own icons
- 81 basic map icons **UPDATE**
- Panel for CC-2014 and newer
- Video Tutorials **UPDATE**

# Panel Overview

## Start a new terrain project



- 01.** Heightmap and 3D Terrain
  - create or edit a new heightmap
  - generate a new terrain from a heightmap
- 02.** Styling und texturing
  - edit an already existing 3D map

## Heightmap – Design a heightmap

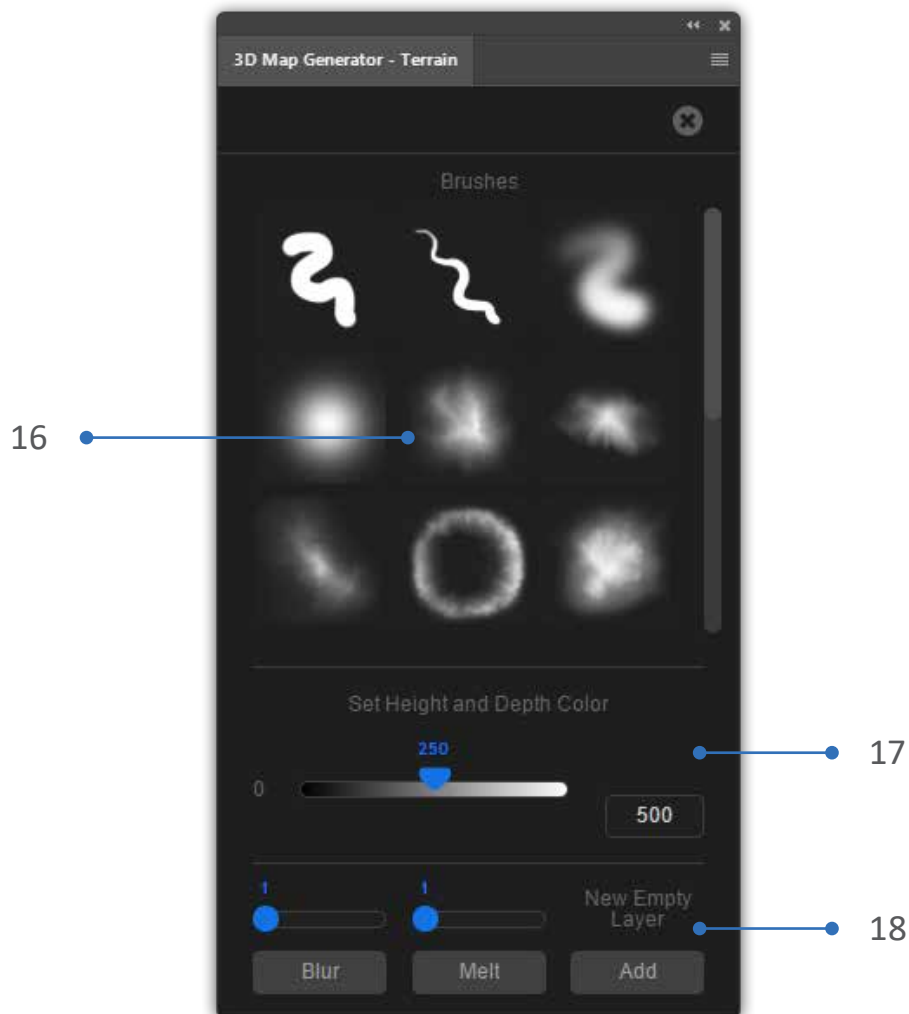


- 03.** Back to the start panel
- 04.** Styling and icon library panel
- 05.** Heightmap browser - search and export heightmaps
- 06.** Help panel
- 07.** Create a blank heightmap document (width x height)

- 08. Heightmap brushes (see page 7)
- 09. / 10. Create random (elevated or flat) heightmaps
- 11. / 12. Blur or/and melt your heightmap
- 13. Add a gradient helper for more a graphical view of the heightmap
- 14. Controls the elevation intensity of the 3D map to be generated
- 15. 3D Map orientation ( left, frontal, right)

**TIPP:** To create a 3D map terrain from a shape, simply name the shape layer “shape”!

## Heightmap – Brushes



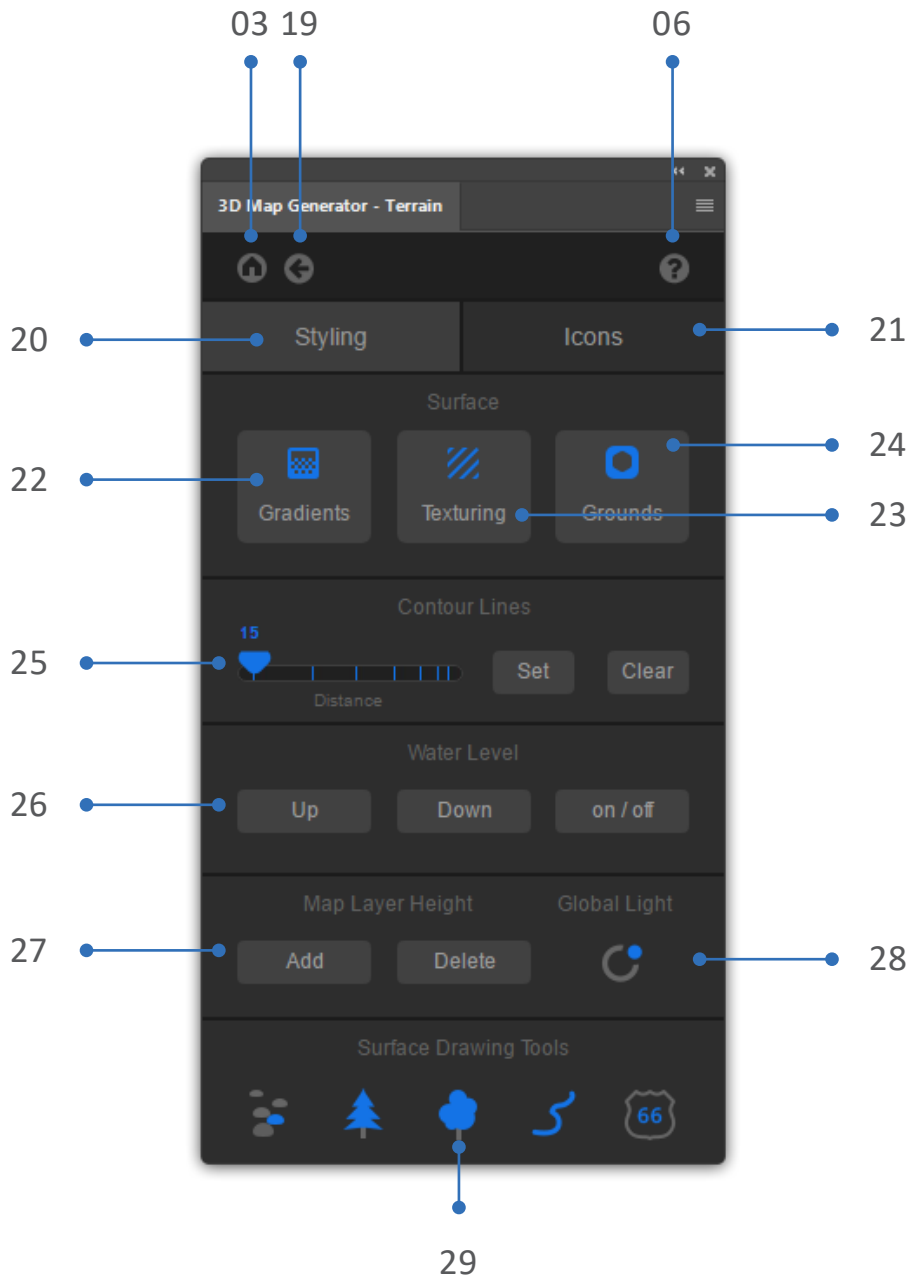
**16.** 21 different brushes for designing or modifying your heightmap

**17.** A heightmap consists of grayscales between 0 (black) and 255 (white).

With this tool it is easy to select the different grayscales. Additionally you can enter the highest point of your map into the text field on the right side. The tool then calculates which grayscale relates to which height. The value appears above the blue slider. That will help you to generate more accurate terrains.

**18.** Create a new empty layer

## Styling – Design the terrain surface

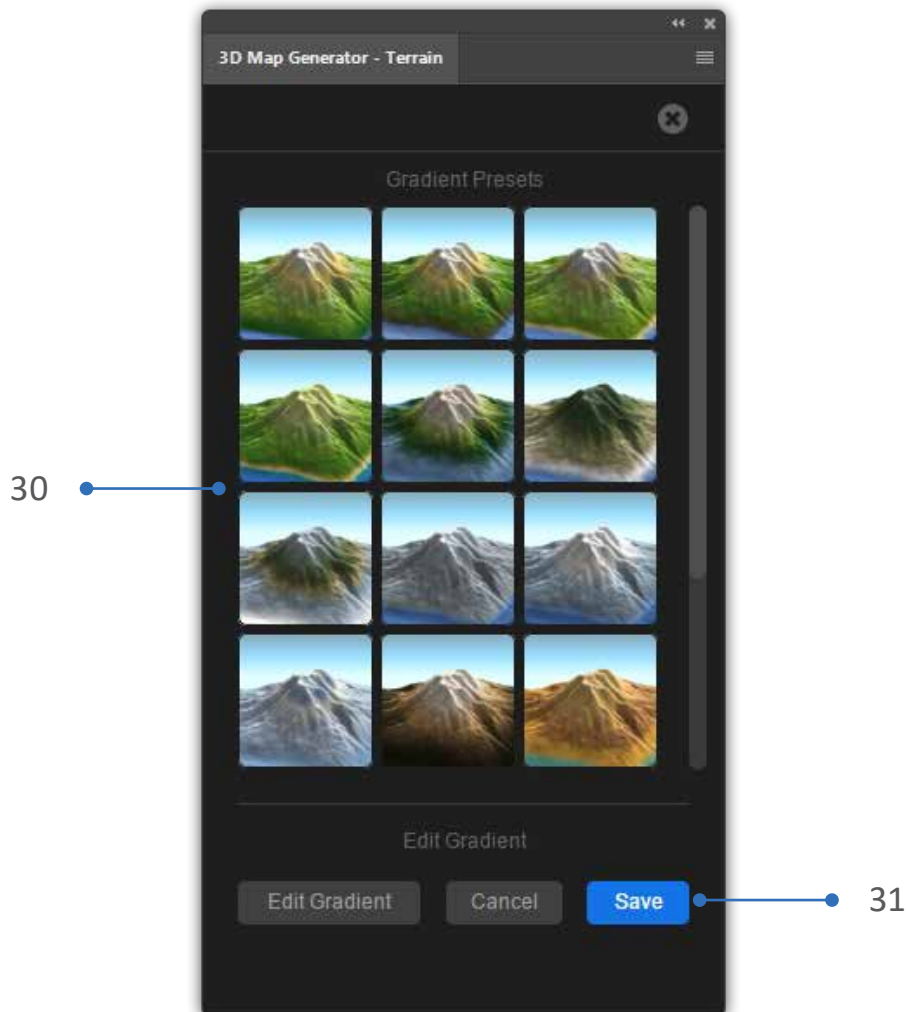


- 19. Back to the heightmap panel
- 20. Styling panel
- 21. Icon library
- 22. Gradient presets panel (p. 10)
- 23. Texturing panel (p. 11)
- 24. Ground presets panel (p. 12)

- 25.** Generates contour lines in different spacing. You can choose the color, use different spacings at the same time or delete all lines. (Please watch the knowledge videos p. 14)
- 26.** Simulates the sea or groundwater level
- 27.** Add more map depth
- 28.** Edit the global light and shadow on your map
- 29.** Different effect brushes and grain function for styling the surface:
  - Gravel function generates automatically gravel around the 3d map
  - 2 x trees
  - water
  - traffic



## Styling – Gradient presets

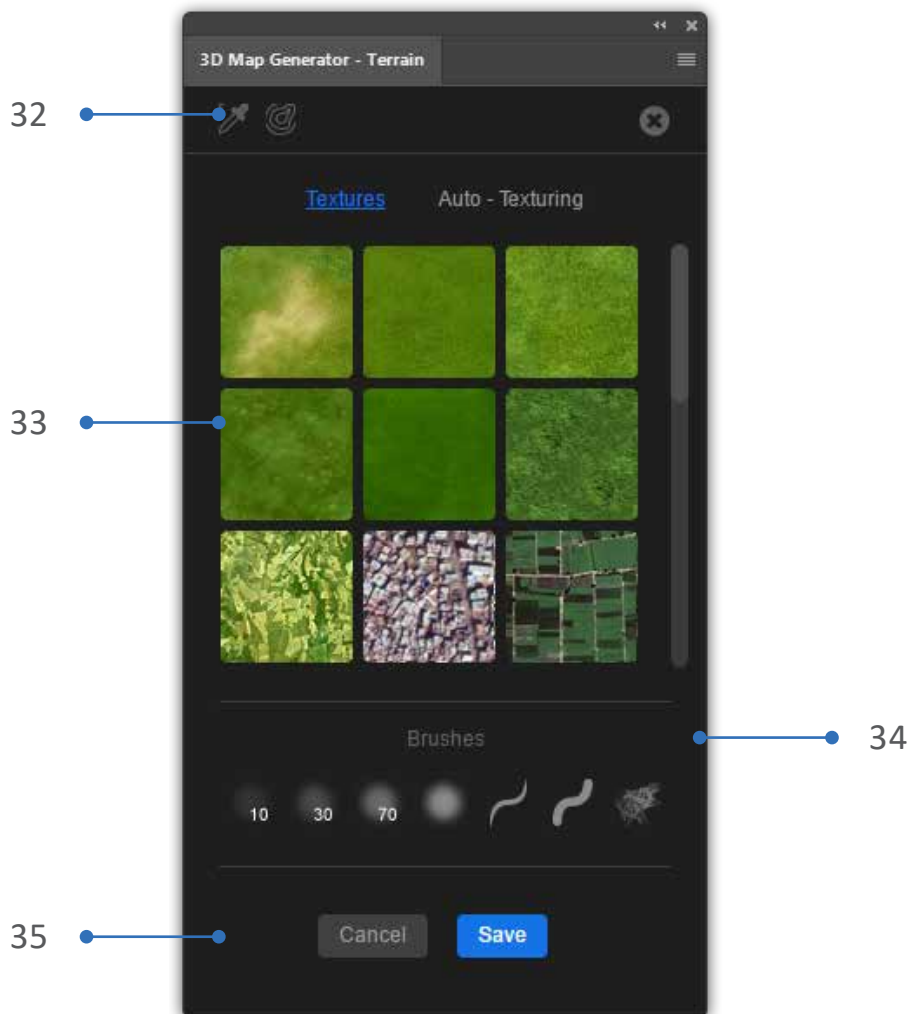


**30.** 16 different gradient presets

**31.** To edit the gradient:

- click on the button “Edit Gradient” in the panel
- open the window > properties
- open the editor by clicking into the gradient
- after editing click “Save” in the 3D Map Generator - Terrain panel

## Styling – Texturing



**32.** Edge color picker tool and Guides tool

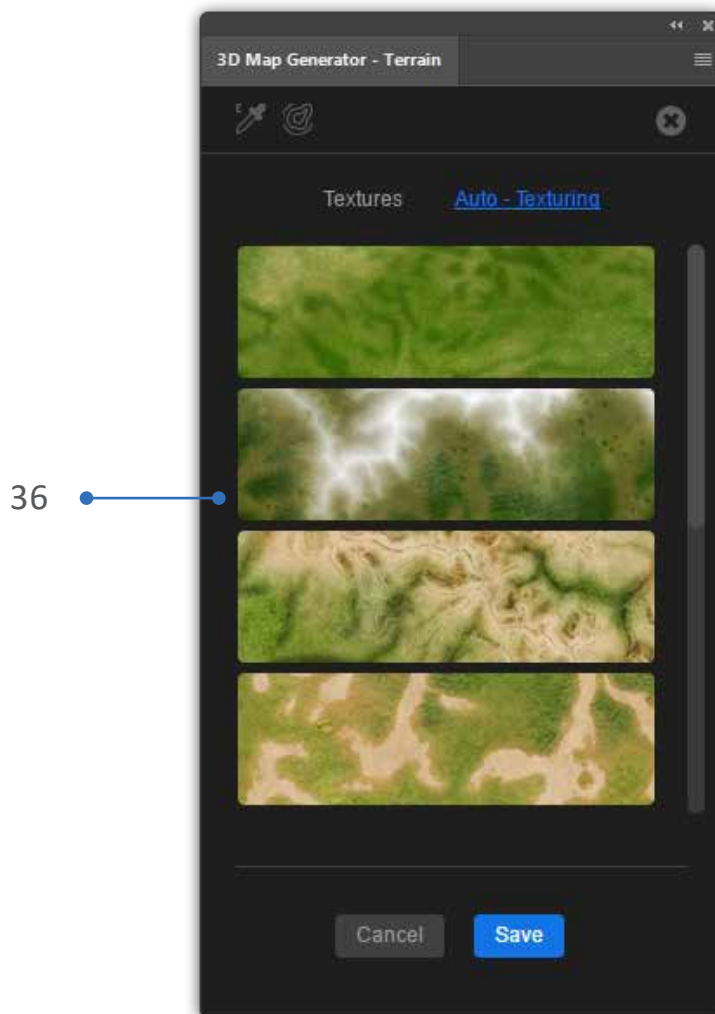
**33.** 22 seamless textures:

- simply click on the desired texture and start to draw directly on the map

**34.** Different texturing brushes

**35.** Save the modified texture

## Styling – Auto-Texturing



**36.** Auto-Texturing creates 8 different map textures automatically

## Styling – Background presets



**37.** 21 different background presets

## Styling – Icon library



**38.** 81 basic icons for styling your 3D map

**39.** Add your own icons into the icon library

**40.** Set the icon size