3D Map Generator - Terrain
Plugin for Photoshop® CC-2014 + newer

Features

- 3D map from every heightmap possible
- Heightmap browser
- Extensive tool to generate and edit your own heightmap
- Random base heightmaps function
- 21 heightmap brushes
- Map elevation setting
- 3D map from a shape
- 3 different isometric map orientations (left, frontal, right)
- 16 gradient presets
- 22 seamless textures
- Auto-Texturing
- Different texturing brushes
- 21 background presets
- Contour lines tool
- Water level function
- Map edge color picker tool
- Guides tool
- Add and delete map depth (unlimited)
- Global Shadow function
- 4 effect brushes for designing the map surface
- Gravel function
- Icons library functions > add your own icons
- 81 basic map icons
- Panel for CC-2014 and newer
- Video Tutorials
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
36. Auto-Texturing creates 8 different map textures automatically
Styling – Background presets

37. 21 different background presets
38. 81 basic icons for styling your 3D map
39. Add your own icons into the icon library
40. Set the icon size