# Generated Terrain

**Class**: GeneratedTerrain

**Name Space**: Drawing Objects

**Description**: This class handles drawing and the creation of terrain using a bitmap image. Each RGBA pixel in the bitmap is used to determine 4 things of each vertex in the terrain. *RED*: path texture weight, *GREEN*: grass texture weight, *BLUE*: rock texture weight, *ALPHA*: vertex height. Using the Content Extension Pipeline provided with the XNA framework, all images are converted to models during the final compilation of the game, and not during runtime. This drastically cuts down loading times for the player.



