**Landscape settings**

Section size: Says how many quads there are in a square.

Number of components: Says how many squares there are in a section.

Overall resolution: Section size \* Number of components

A cube is handy.

1 scale is 1 meter in a cube.

1 scale is 1 cm in landscape.

Scale in landscape size the quads.

One side of the landscape(in cm) = Scale (in cm) \* Overall resolution