**Creating material for landscape**

1. Right click and click on “Material”
2. Double click on your material
3. Right click and click on “LandscapeLayerBlend” and connect that to “Base Color”
4. Click on “Layer Blend” and click on the cross next “Layers” to create layers
5. Connect your textures with the Layer Blend nodes (e.g right click and click on “VectorParameter”)

Click on the plus sign of the layer in the landscape mode to use the paint and click on “Weight-Blended layer”