Landscape

# Adding landscape

1. In the Unreal editor, go to the “Modes” tab and click on “Landscape” tab.

2. Click on “Create”.

# 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 = overall resolution

**Sculpt:**

Creating hills, valleys and flat areas.

**Smooth, Flatten and Ramp:**

Useful feature.

**Erosion and Noise:**

Make it more organic.

1 unit = 1 cm