

Editing Landscapes

Guide to using the tools for editing Landscape terrains.



After you have created a Landscape, you can now utilize any of the following tools to customize it:

- Modify its shape in [Sculpt](#) mode.
- Modify its visual appearance in [Paint](#) mode.
- Change the size, shape, and type of [Brush](#) you use to modify the Landscape's shape and appearance.
- Modify the size and shape of its components in [Manage](#) mode.
- Copy, paste, import, and export parts of the Landscape's heightmap with [Landscape Gizmos](#).
- Modify the Landscape's [Material](#).
- Create [Splines](#) for any linear features you want to use in your Landscape.
- Create [holes](#) in your Landscape for features such as caves.

For information about creating Landscapes, see [Creating Landscapes](#).

Content Guides



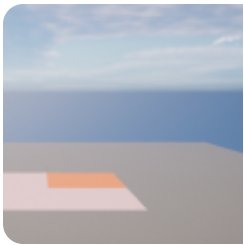
Landscape Brushes

Guide to the brushes available for modifying Landscapes.



Landscape Copy Tool

Guide to the Landscape Copy Tool available for modifying Landscapes.



Landscape Manage Mode

Guide to the Landscape tool's Manage mode.



Landscape Paint Mode

Guide to the Landscape Paint mode tools and how to use them.



Sculpt Mode

Guide to the Landscape tool's Sculpt mode.