Task 1: Paint the terrain using six different colours of choice. The left half should be one single colour. The right bottom quarter should be another colour. Of the remaining uncoloured portion, the left half should be one single colour and the right bottom quarter should be another colour. Of the remaining uncoloured portion, the left half should be one single colour and the right bottom quarter should be another colour.

5

6

3

1

4

2

Task 2: In each coloured section of the terrain create a single point constraint. Using the constraint create a hill the same width as the section of the terrain it was placed in.

The height of the largest hill can be chosen as desired but all other hills should be constrained such that the ratio of height to width is the same as that of the largest hill. I.e. the hills should be differently scaled copies of one another.

Hills should be sloped such that the side facing the next largest hill is steeper than standard and the degree of sloping should increase as the size of the hill increases. I.E. larger hills should have larger discrepancies in steepness.

Task 3: Create a ridge that passes through at least 4 coloured sections of the terrain. Adjust the endpoints such that they have uniform width but the start point is double the height of the end point

Task 4: Teleport onto the map anywhere on the left of the largest hill. Navigate to the uncoloured section of the terrain using any tools available to you.

Task 5: Scale the map such that it is the maximum size you can touch any point on the terrain comfortably. You may also adjust the position and orientation of the terrain to facilitate this task.