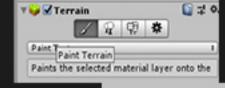


1.Select Terrain

2. Select Paint Terrain



3. Click `Edit Terrain Layers'

ein Layers

© Edit Terrain Layers...

4. Create Layer

Create Layer...
Add Layer...
Replace Layer...
Remove layer

5. Then select 'Base Color' texture.

To use the Normal map. Select the desired layer open it and add a Normal map

6. Select a brush. Configure its parameters and paint on the ground

