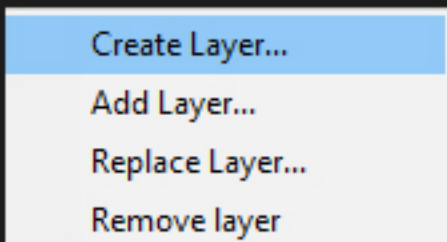


1. Select Terrain
2. Select Paint Terrain

3. Click `Edit Terrain Layers`

4. Create 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

