Painting Texture on Terrain

In Class Exercises

Let’s apply a new texture to your terrain to give it a more realistic two-tone effect:

1. Using the steps listed earlier, add a new texture. This time, load the GrassRockyAlbedo texture. Once you have loaded it, be sure to select it by clicking it. (A blue bar appears under it if it is selected.)

2. Set your brush size to 30, your opacity to 20 , and your target strength to 0.6 .

3. Sparingly, paint (click and drag) on the steep parts and crevices of your terrain. This gives the impression that grass isn’t growing on the sides of steep grades and in between hills

4. Continue experimenting with texture painting. Feel free to load the texture

CliffAlbedoSpecular and apply it to steeper parts or the texture SandAlbedo and make

a path.

