Sculpting Terrain

In Class Exercises

Now that you have learned about the sculpting tools, let’s practice using them. In this exercise, you attempt to sculpt a specific piece of terrain:

1. Create a new project or scene and add a terrain. Set the resolution of the terrain to 50 Å~ 50 and give it a height of 60.

2. Flatten the terrain to a height of 20 by clicking the Paint Height tool, changing the height to 20 and clicking Flatten.

3. Using the sculpting tools, attempt to create a landscape similar to Figure 4.7.

4. Continue to experiment with the tools to try to add unique features to your terrain.

