Outline for Terrain Generation:

1. Skyboxes
   1. What they are
   2. How they work
2. Terrain Object
   1. What it is
   2. How to create it
   3. How it works
3. Terrain Settings
   1. Base Height
   2. Resolution – Pixel Error, etc…
   3. Details/Objects
   4. Collisions
4. Editing Terrain
   1. Painting Height
   2. Painting Depth
   3. Smoothing Areas
   4. Importing Height Maps from Geo Data
   5. Sense of Scale
5. Terrain Textures/Materials
   1. Making Normal Maps
   2. Painting Multiple Textures
6. Water
   1. Pro vs. Free
7. Detail Objects
   1. Grass – Detail Density and setup
   2. Rocks
8. Testing out Terrain
   1. FPV and Input
   2. Collisions