Ultimate StampIT! Collection for Unreal Engine

Version 1.1.0

About this Document

Please find the most recent documentation online at:

https://bit.ly/ultimate-stampit-ue_doc

Product Overview

The StampIT! Collection consists of high quality 4K heightmaps which can be used to create various kinds of landscapes in the Unreal Engine.

Thank you very much for your purchase!

Content

The asset consists of 16-bit PNG files which are ready to use. The files are located in:

```
Content > StampIt
```

The provided files are in their native 16-bit PNG format which means they will be accessible by the editor, but not show up in the Content Browser.

This way you can use the files for both the heightmap import and you could easily drag the PNG files into your projects and import them this way for stamping and have them visible in the Content Browser.
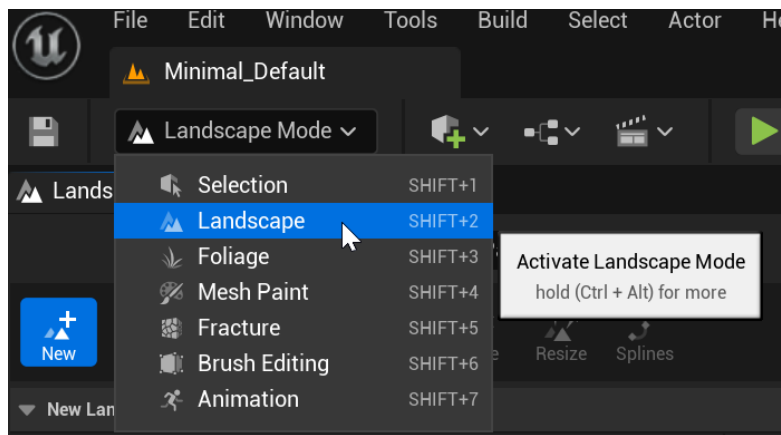
Quick Instructions

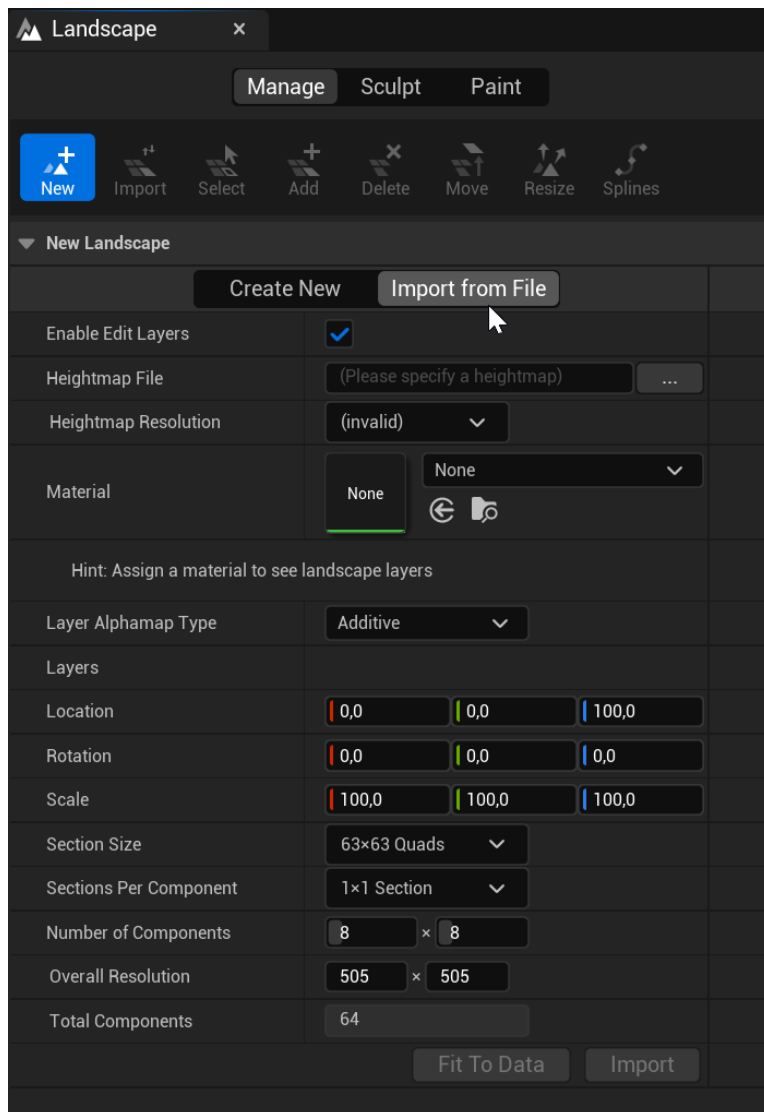In order to use them as heightmap please refer to the documentation of the Unreal Engine:

https://docs.unrealengine.com/4.27/en-US/BuildingWorlds/Landscape/Custom/

These are quick instructions for UE 5, similar applies if you use UE 4.
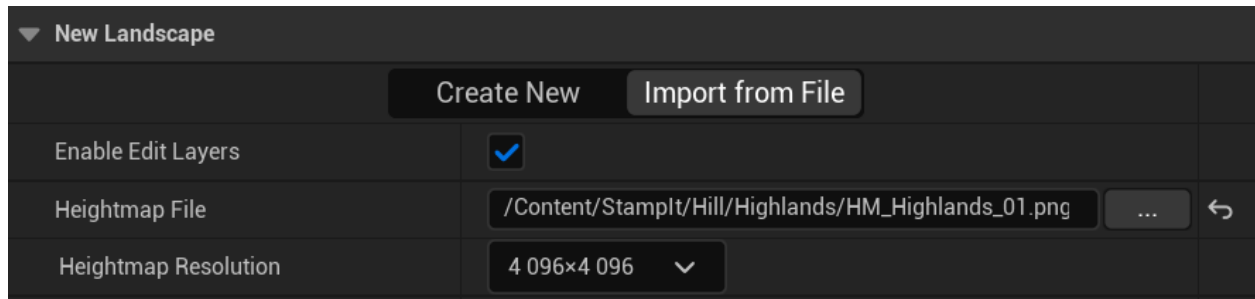
Select Landscape Mode:
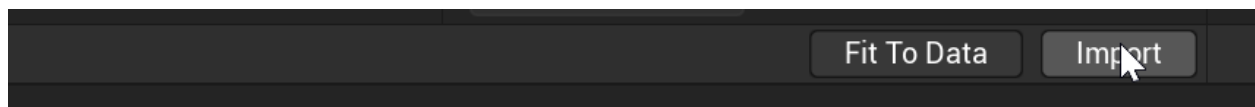
Switch to "Import from File":

Click the "..." button and select a HM_ (HeightMap) file, eg HM_Highlands_01.png

Location, Rotation and Scale as required. Note that the scale can be arbitrary and this way the look of your terrain from the imported heightmap depends on your personal preference.

Click the "Import" button:

And that's basically it. You should be presented with the imported heightmap like this: