1. Create Geometry Node, rename “painting”, Create Geometry Node, rename “scattering”, Select them, Shift + C, rename “ip\_terrain\_layout”, create digital asset, invisible all;
2. Enter painting, Create **Grid Node**, set Size (1025, ch(‘sizex’)), add Size X Parameter, Labe = ‘Terrain Size’, Range = [513, 4097]; Set Columns = ch(“rows”), add Rows parameter, Label = ‘Resolution’, range = [1, 50];
3. Enter painting, Create **AttributeCreate Node**, rename “terrain\_attrs”, add attribute “scale” and “density”;
4. Add **Edit Node**, rename “painter”, Type Propertities, Node, Editable Nodes = “painter”;
5. Create **Tube Node**, set Radius = (0,1), Center Y = ch("height") \* 0.5;
6. Add **Scatter Node**, add **Copytopoints Node**, set tube Radius Scale = 50, Height = 50, Set scatter ForceTotalCount = 75;
7. Type Properties, add Folder, rename “Terrain”, move Terrain Size and Resolution into it, add Folder, rename “Mountains”, add Tube’s Radius Scale and Height;
8. Add **Merge Node**, add **ObjectMerge Node**, set Transform = ‘Node’, obj1 = ‘../grid1’, connect copytopoints and object\_merge to merge, create Null Node,

rename ‘OUT\_TERRAIN\_LAYOUT’;

1. Create **Attribute Wrangle Node**, connect scatter to it, set VEXpression = @pscale = f@scale;
2. Add **Attribute Randomize Node** after terrain\_attrs, set Attribute Name = scale, Dimensions = 1, Max Value = 1.5, Min Value = 0.5;
3. Save Node Type, Type Property, Folder Type = ‘Collapsible’;