**4 Creating the Main TOP network**

1. Enter ip\_terrain\_layout, create Geometry rename export, enter and create ObjectMerge Node, rename get\_layout, set Object1 = ../../painting/OUT\_TERRAIN\_LAYOUT, create **ROP Geometry Output** Node, set SOP Path = ../get\_layout, add Parameters:Output File;
2. Copy hda to Unity, save Layout;
3. Create Null Node and topnet Node near ip\_terrain\_layout, select them, Shift + c, rename ip\_level\_creation\_top, Create Digital Asset;
4. Enter topnet Node, select localscheduler set working directory = $HEU\_ENVPATH\_JOB, create **FilePattern** Node,

set Pattern = D:/PDG/HoudiniProj/Intro\_To\_PDG/geo/terrain\_layout\_001.bgeo, **//不显示**

add Property Pattern Parameter, set Label = Terrain Layout, name = terrain\_layout,

set ip\_level\_creation\_top Terrain Layout;

1. Create hadprocessor Node, rename project\_heightfield;