**5 Projecting the Terrain**

1. Create Geometry Node, rename SOP\_HDAS, enter and Create **HeightField** Node, shfit + C, rename ip\_project\_terrain, create Digital Asset, Basic Page, Minimum Inputs = 1, Maximum Inputs = 1, Maximum Outputs = 0, Input/Output Page, Input 1 Lable = Get Terrain Layout;
2. Create File Node, rename get\_layout, Geometry File = `@pdg\_output`, connect;
3. Enter ip\_project\_terrain, select heightfield Node, set Size = (1025, ch(“sizex”));
4. Create **HeightField Project** Node, connect to heightfield1 and get\_layout, Create **HeightField Blur** Node, Create **HeightField Distort by Noise** Node, Create **HeightField Mask by Feature** Node, Create **HeightField Slump** Node, Create **HeightField Layer Clear** Node, Create Null Node, rename OUT\_PROJECTED\_TERRAIN;
5. Add Property;
6. Select project\_heightfield, set HAD File = $JOB/hda/ip\_project\_terrain.hda, Asset Input Create File Inputs = On, File Tag = file/geo, Number of Outputs = 1, Output File Name = $PDG\_DIR/geo/`@pdg\_name`.bgeo.sc, Output Tag = file/geo/projected;