1. Copy get\_layout, Create **HeightField File** Node, set Layer Name null, Create HeightField Mask by Feature Node, Create HeightField Erode Node；
2. Set Timeline = 19, Create Time Shift Node, Create HeightField Layer Clear Node, Create HeightField Distort by Noise Node, Create Null Node, rename OUT\_ERODED\_TERRAIN, Shift + c, rename ip\_erode\_terrain, Create Digital Asset, Add Property；
3. Goto project\_heightfield, Create HDAProcessor Node, Cook;