**6 Eroding the Terrain**

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;
3. Select [heightfield\_file1, OUT\_ERODED\_TERRAIN], Shift + c, rename ip\_erode\_terrain, Create Digital Asset, Add Property, set Basic Maximum Outputs = 0, Input/Output = Projected Terrain;
4. Goto project\_heightfield, Create HDAProcessor Node, Cook;