# Atlas: Terrain to PNG Converter

1. Setup

Atlas: Terrain to PNG Converter requires no setup after being imported into your project. The editor window can be found at *Tools/Atlas/Terrain To PNG.*

2. Create a map

In the editor window, you can see a preview of your map. If you see nothing press *Reload Map* and wait for the map to load. The map is based on two things, terrain texture, and terrain angle. The angle is measured between the terrain normal and the given light direction. The larger the angle is the darker the pixel will be. The intensity of the darkness can be tweaked using the *shading* variable. A shading value of 0 will make the map ignore the angle calculations. The terrain's texture determines the color of each pixel. Readable textures default to the average color, and non-readable textures default to white. Each color can be changed to make sure you have the look you want. Once you have a map you like, press *Export Map* and save it to your computer.
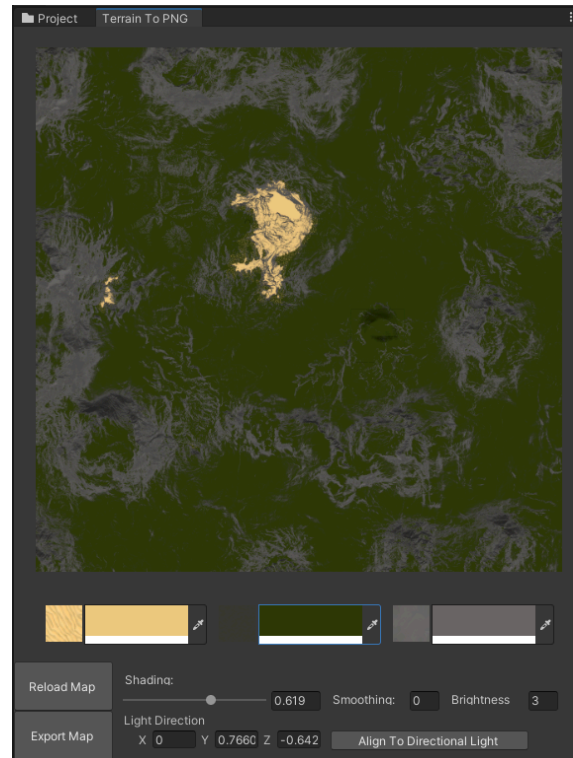
Shading
The intensity of the shading applied to the map.

Smoothing
Number of iterations of Gaussian blur applied to the map.

Brightness
The overall brightness of the map.

Light Direction
The incoming light, or sunlight, direction.