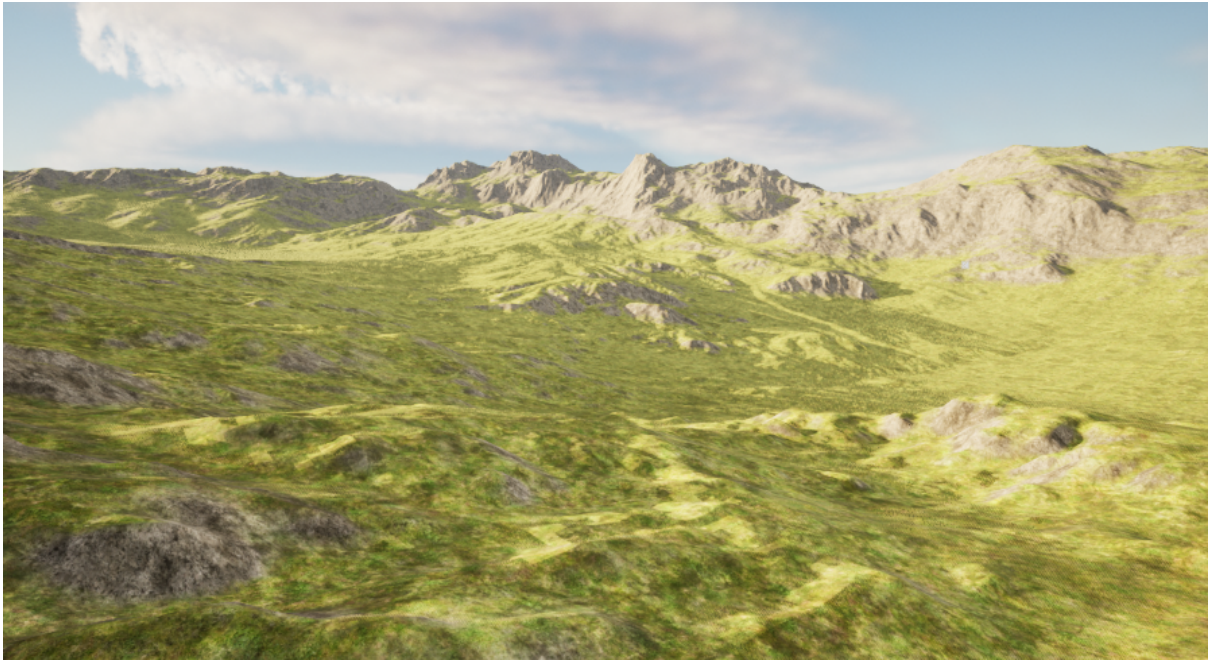




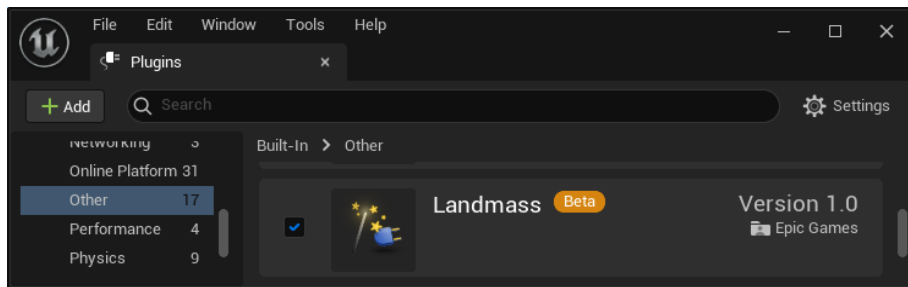
Landscape Blueprint Brushes Tutorial

Version 1.1

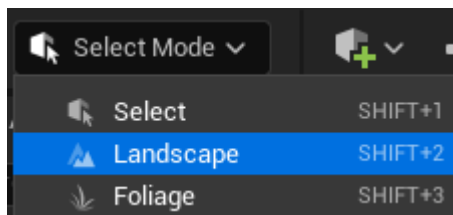
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Instructions

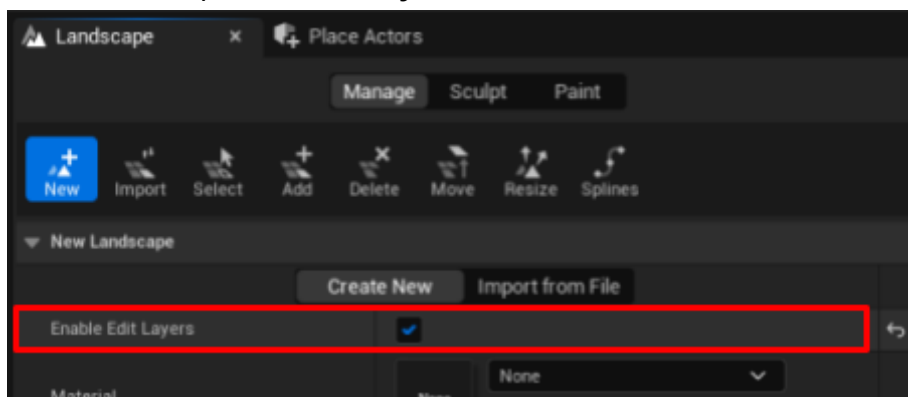
1. Enable **Landmass Plugin** (Built-In → Other)



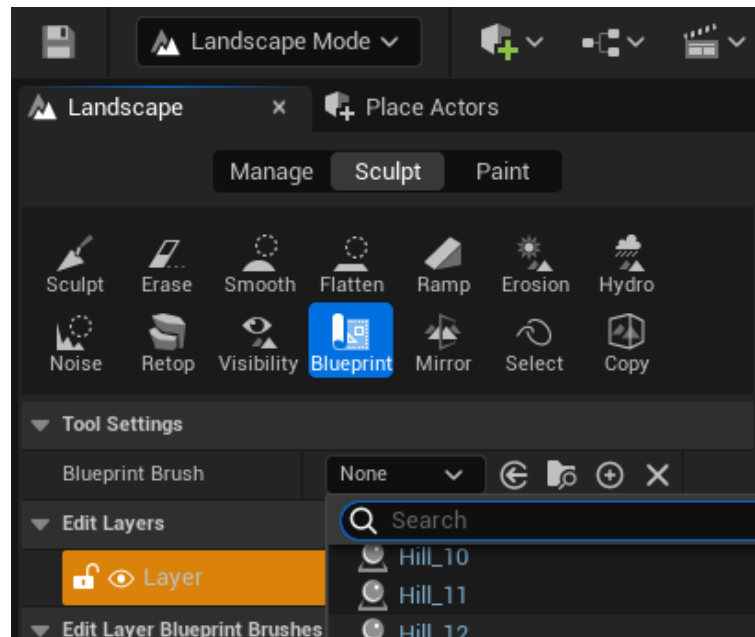
2. Switch to **Landscape Editor Mode**



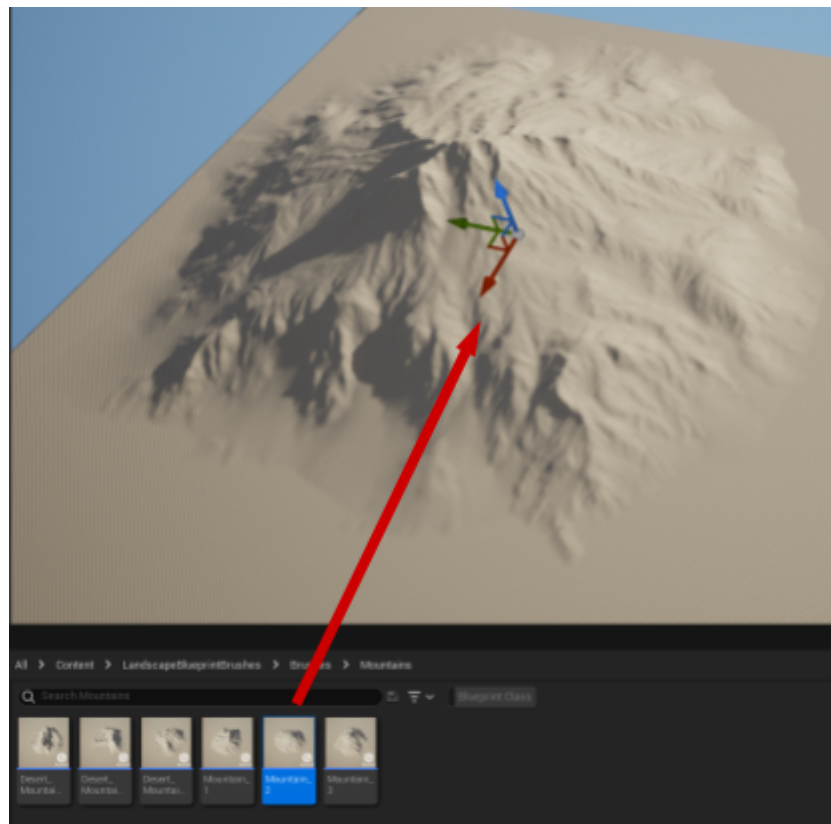
3. Create landscape with **Edit Layer** enabled



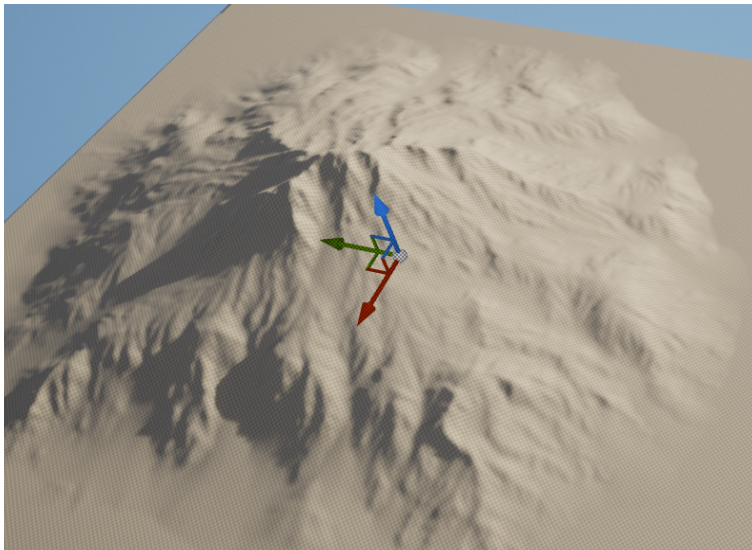
4. Add **Landscape Blueprint Brush**
 - a. From **Sculpting Tools**
 - i. Select sculpting tool **Blueprint**
 - ii. Add **BP_CustomBrush_NAME**



- b. From **Content Browser**
 - i. Drag and drop Landscape Blueprint Brush into scene
(/Content/LandscapeBlueprintBrushes/Brushes/)

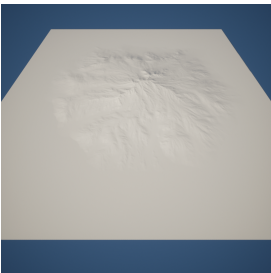


5. Move, rotate or scale the Blueprint brush or change parameter as needed

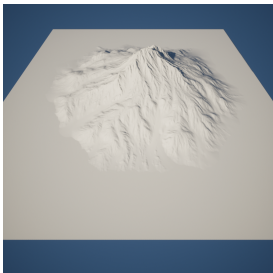


Parameter Description

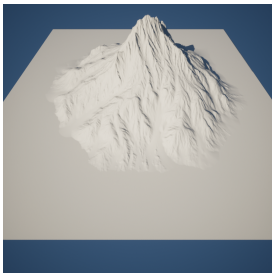
Height Multiplier



Value = 0.5

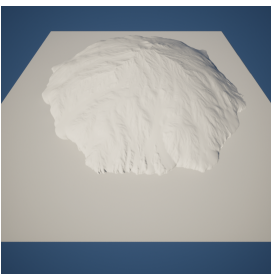


Value = 1.0 (default)

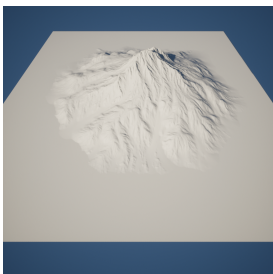


Value = 2.0

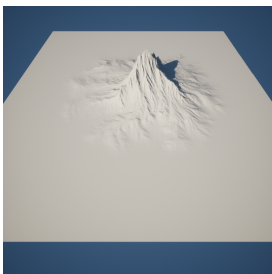
Sharpness



Value = 0.2

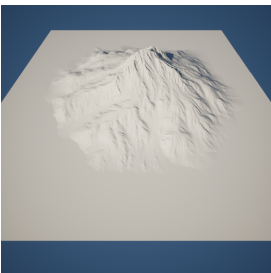


Value = 1.0 (default)

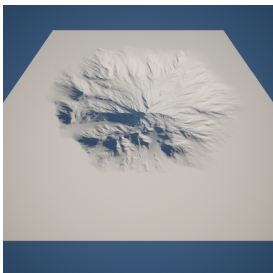


Value = 3.0

Invert

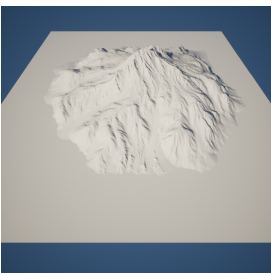


False (default)

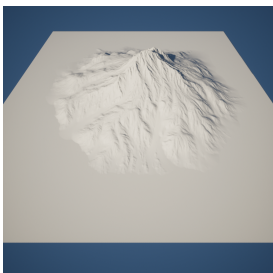


True

Use Falloff

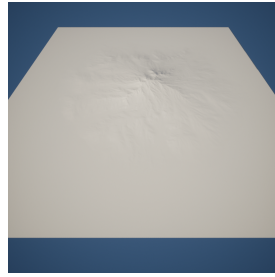


False

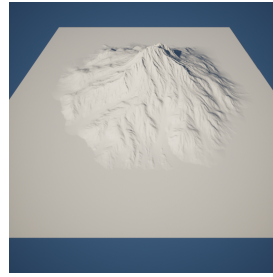


True (default)

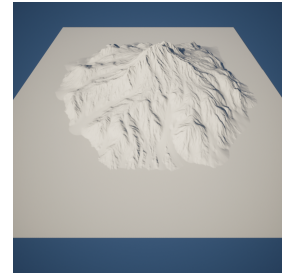
Falloff Contrast



Value = 0.5

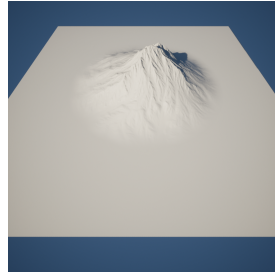


Value = 2.0 (default)

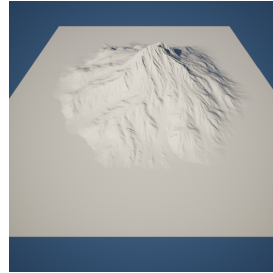


Value = 10.0

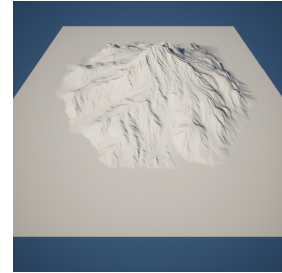
Falloff Radius



Value = 0.3



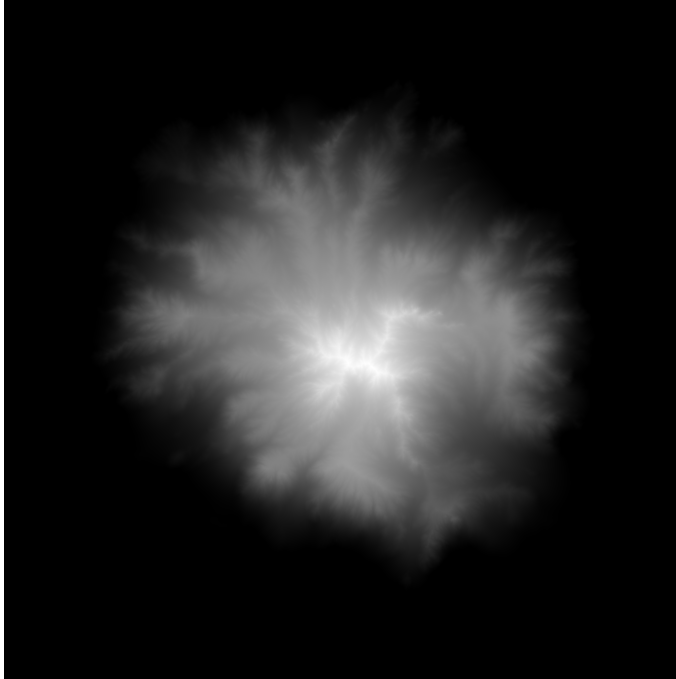
Value = 0.5 (default)



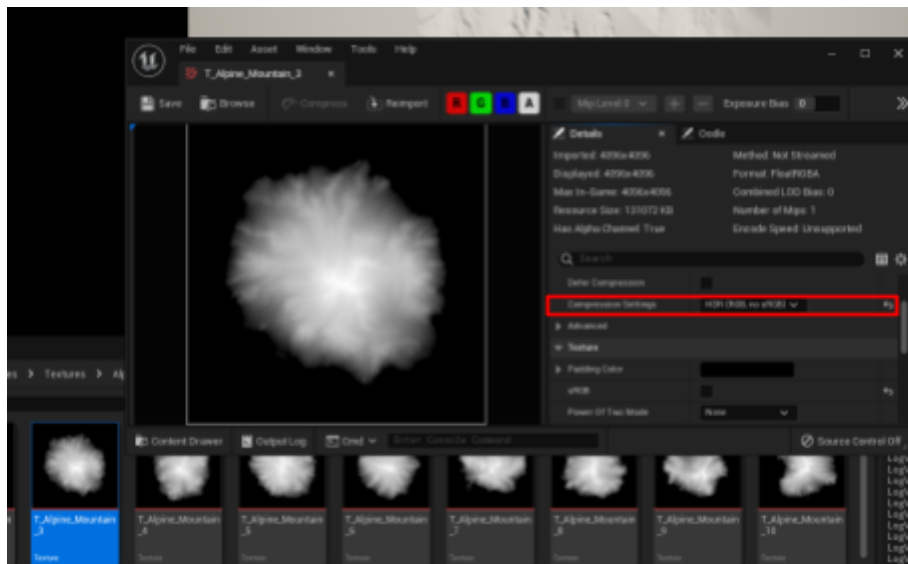
Value = 1.0

Custom Brush

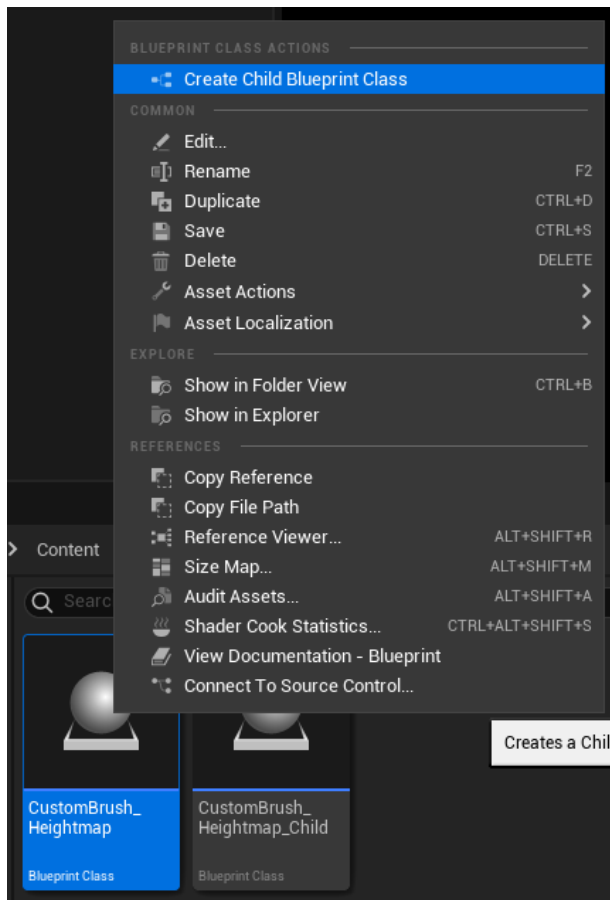
1. Create displacement texture in the tool of your choice (Gaea, World Creator, Blender, etc.) and export it as 16 bit EXR or TIFF



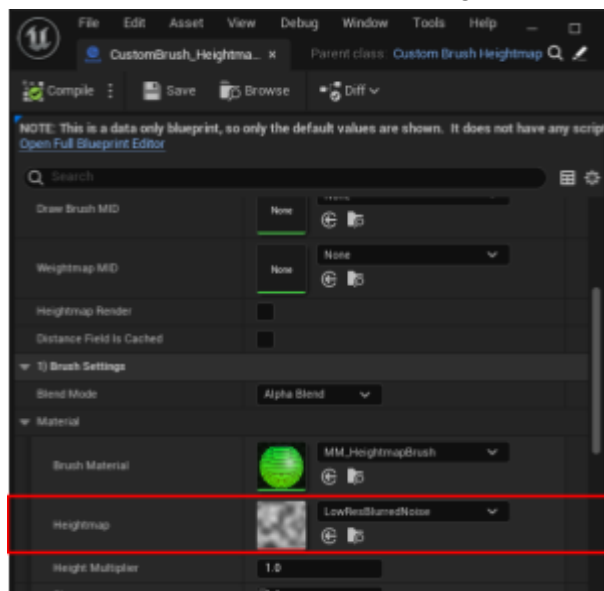
2. Import texture to Unreal and change compression settings to HDR (if not already automatically applied)



3. Create child class of Landscape Blueprint Brush base actor
(/Content/LandscapeBlueprintBrushes/Blueprints/BP_CustomBrush-Heightmap)



4. Open child Blueprint actor and assign displacement map



5. Adjust parameter if needed (see Parameter Description chapter)
6. Place Blueprint in level (see Instructions chapter)

Landscape Scale