

Unreal Terrain

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Bruce R. Maxim

UM-Dearborn

What is Terrain?

- Terrain is a tessellated piece of geometry used to model outdoor areas
- The geometry's shape is driven by a height map (the z-axis defined by an 8-bit or 16-bit gray scale image)
 - Dark shades used to define valleys
 - Brighter shades are used to so peaks

Terrain Components

- ZoneInfoActor
 - Defines the area in which terrain can exist (done by setting the bTerrain property to True)
 - Controls use of distance fog
- TerrainInfo Actor
 - Used to generate the terrain geometry
 - Can blend multiple TerrainInfo actors
 - Divided into three categories: height map, layer textures, decolayer textures