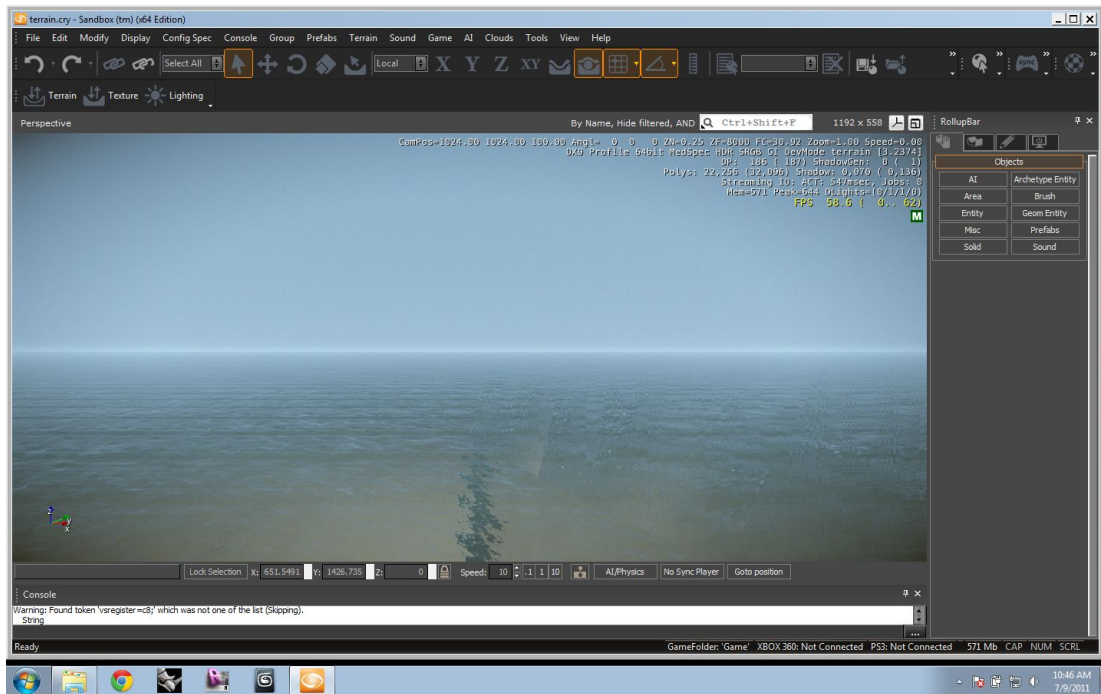
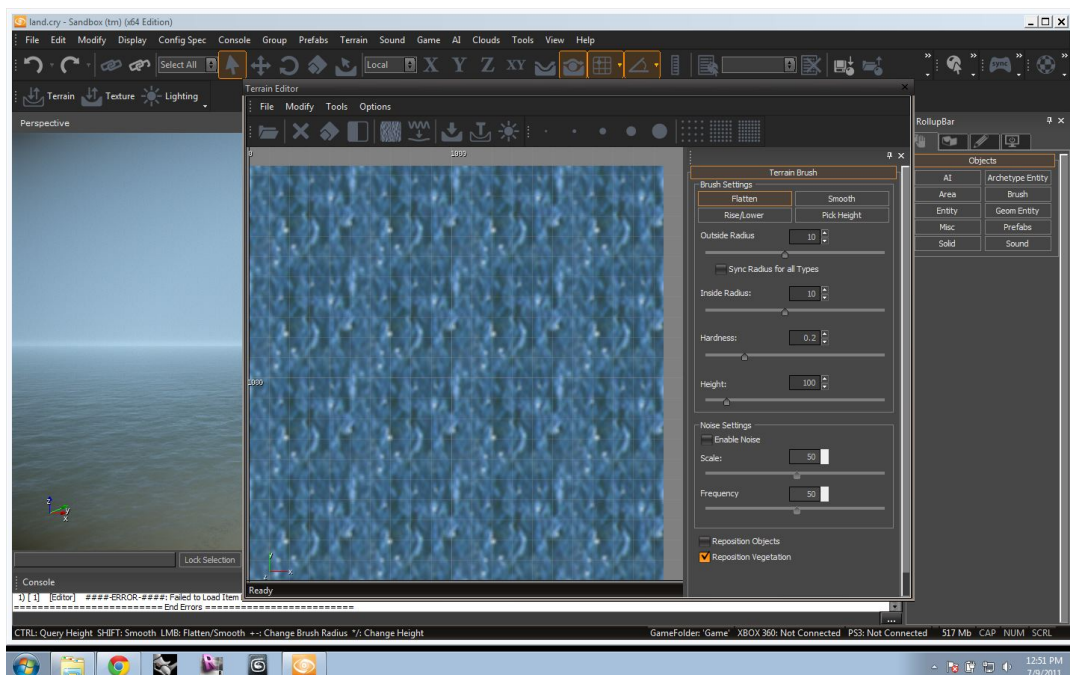


Cryengine 3 - Generating Terrain

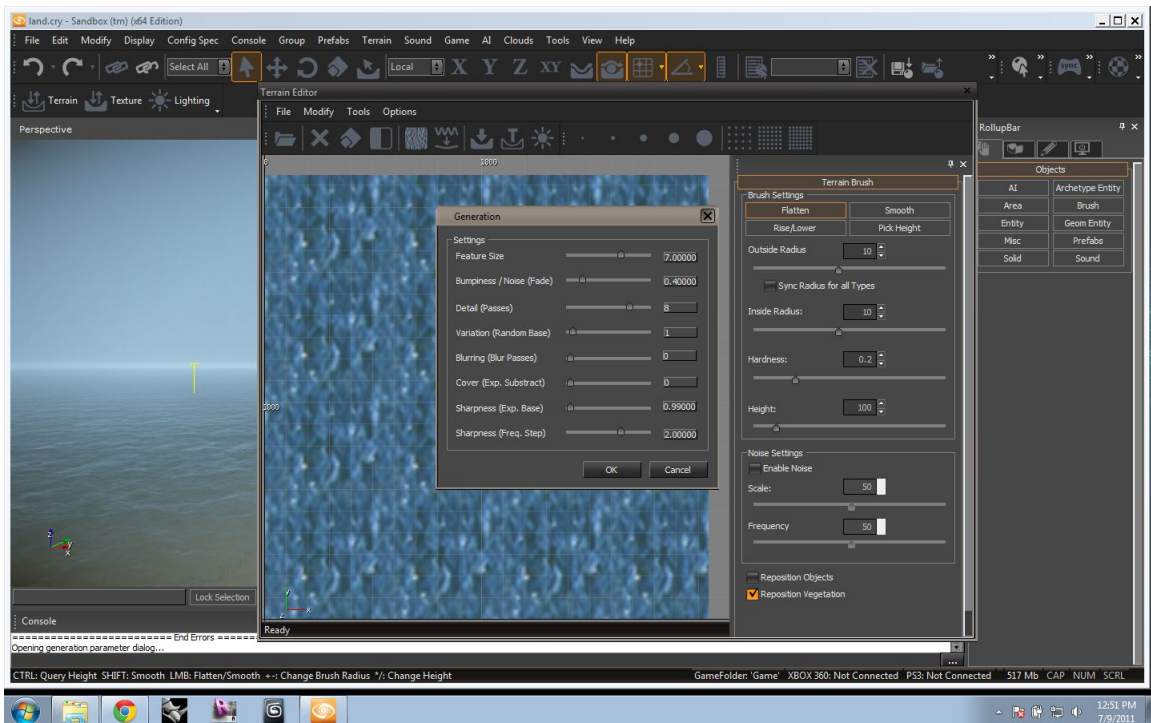
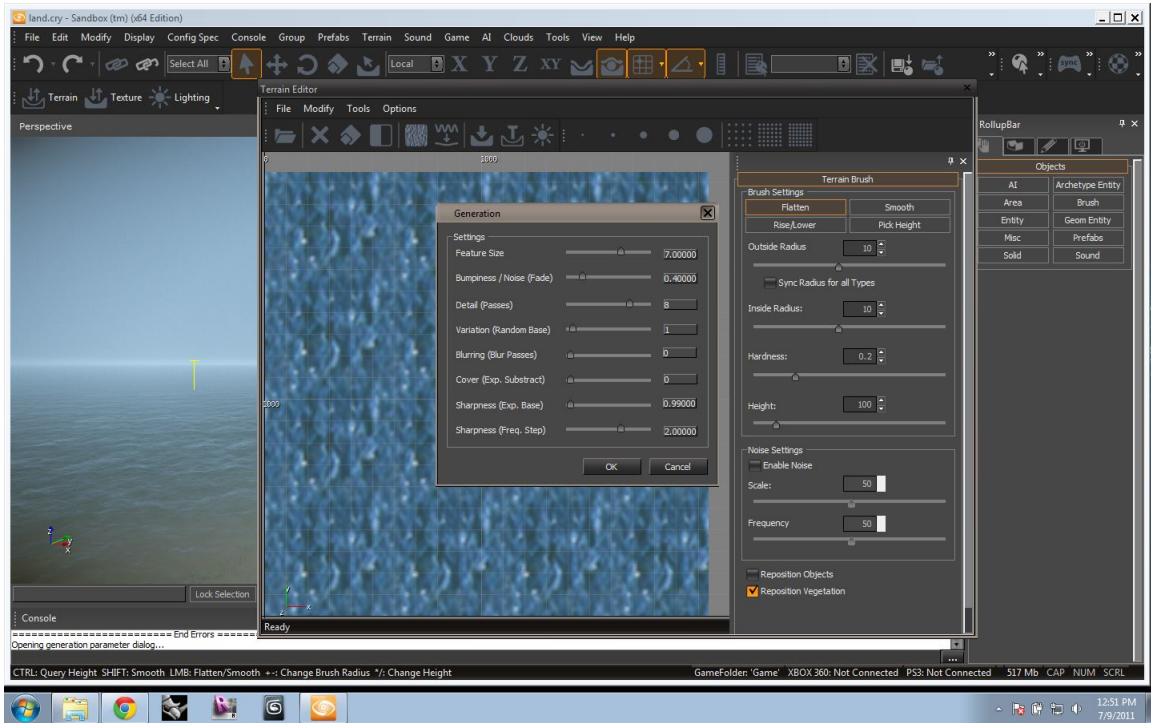
Once Cryengine 3 is open, go to “file” and select “new.” The file size is how large the map is in meters.



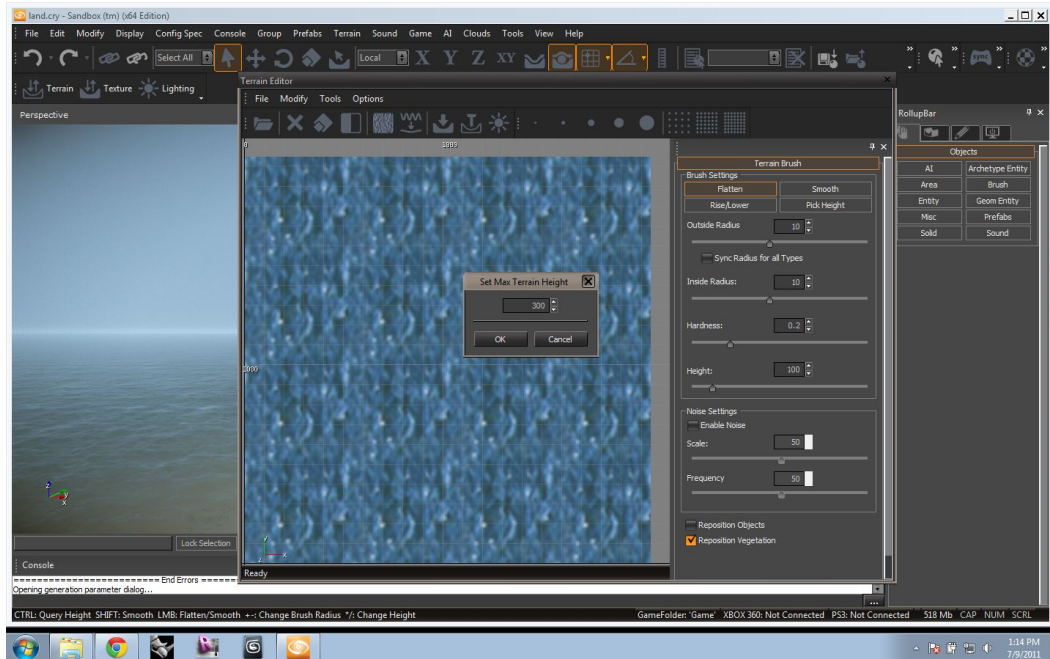
Click the “terrain” tab in the upper left hand corner.



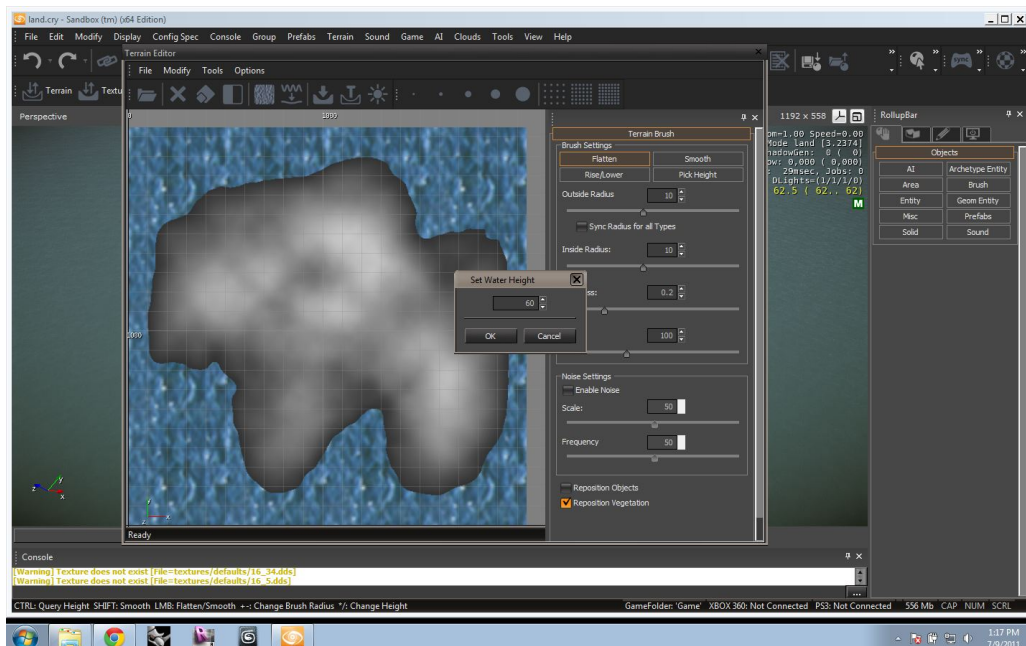
There are two different ways to modify the terrain from here. The easiest way to create terrain is to click the “create terrain” button. You don’t have any control over the outcome shape because it is randomly generated.



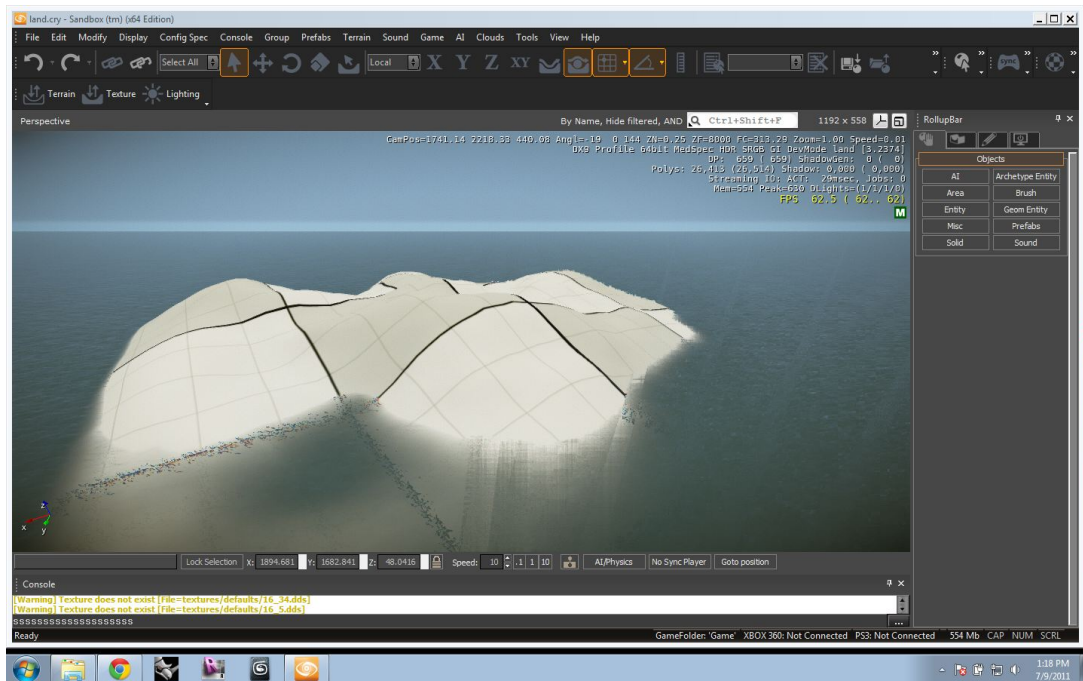
Click “terrain” then “modify” then hit “set max height.” This sets the max height of the land, which makes it much easier to modify to human scale. I would recommend around 300 meters.



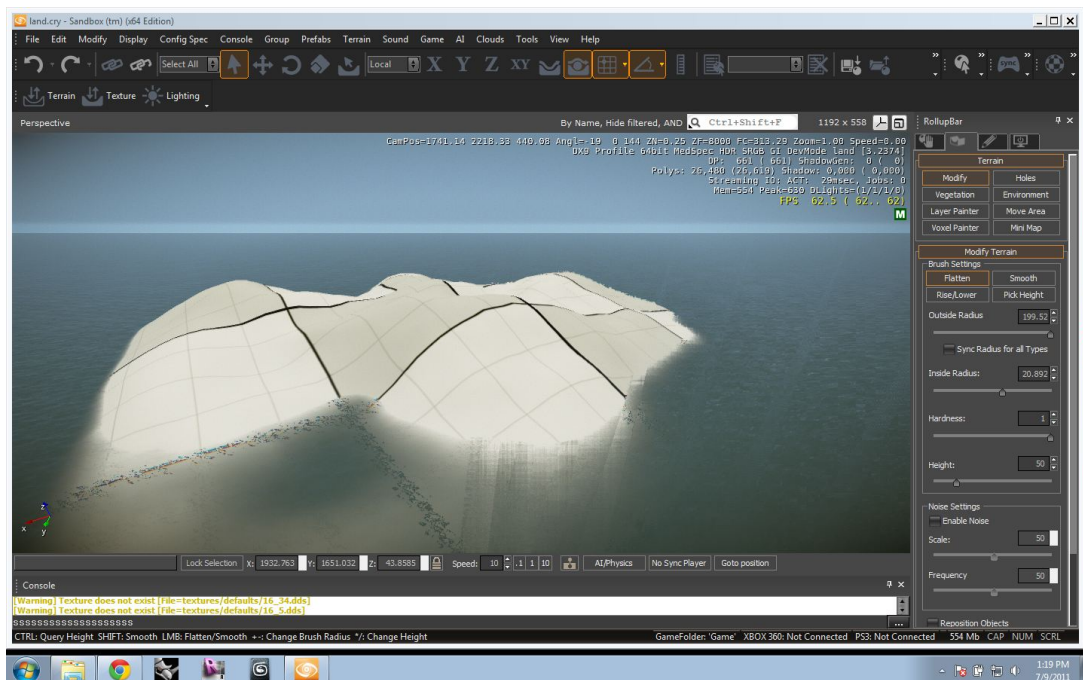
You can set the water level as well. Click “modify” then “set water level.” This makes the land look more like an island and makes pools in your land as well.



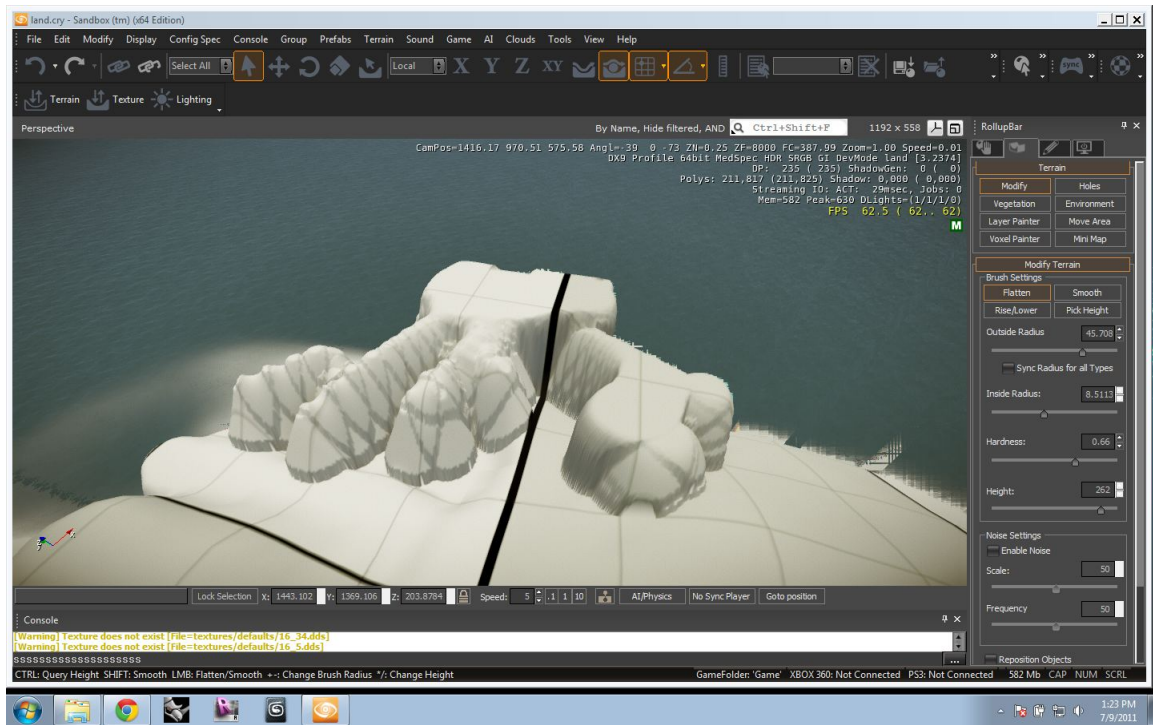
This is the resulting island.



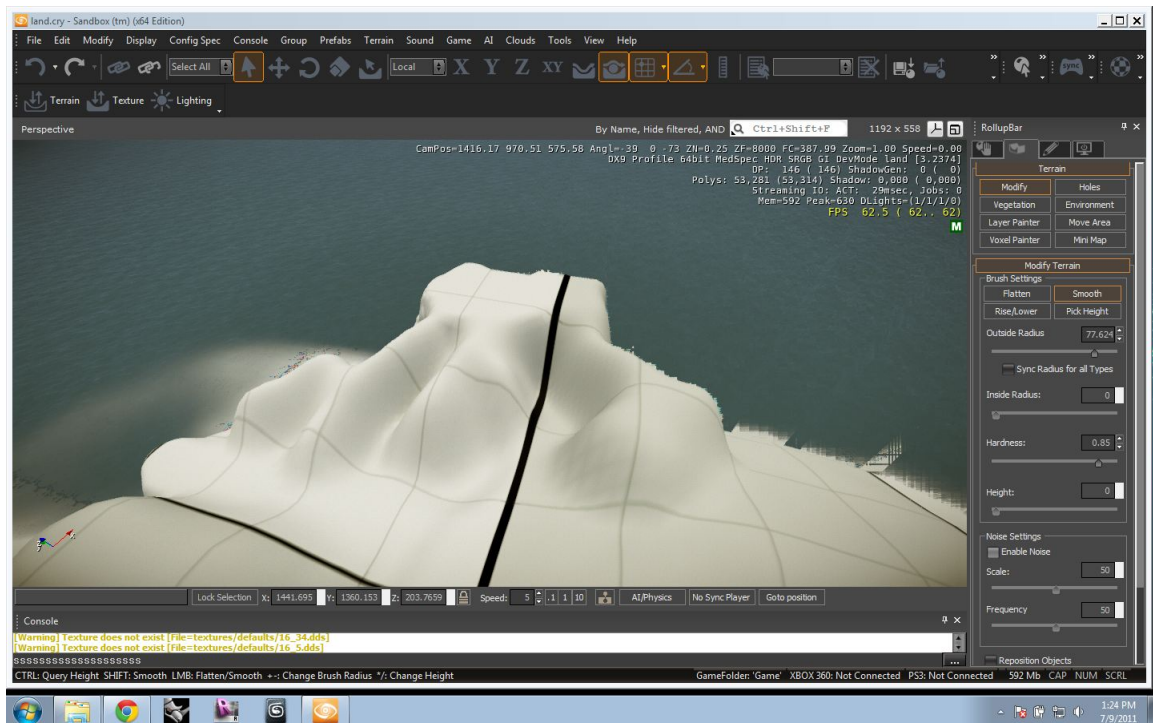
Once you are at the main window (pictured above) you can modify the shape in game. On the right hand side bar click the second option. This brings up all of the editing tools for the land (pictured below).



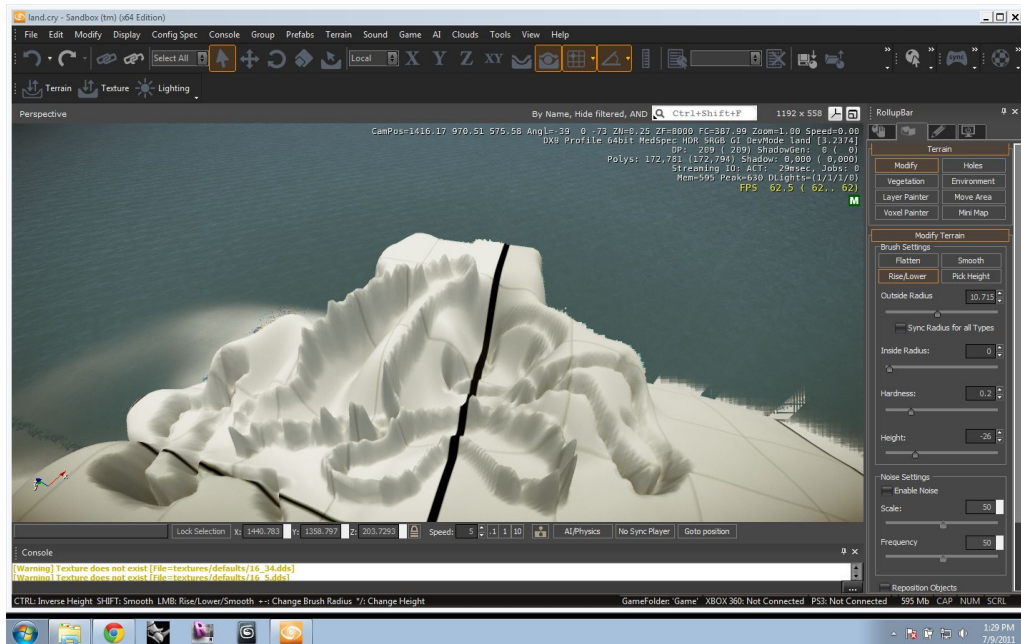
The flatten tool raises the land to a specific height.



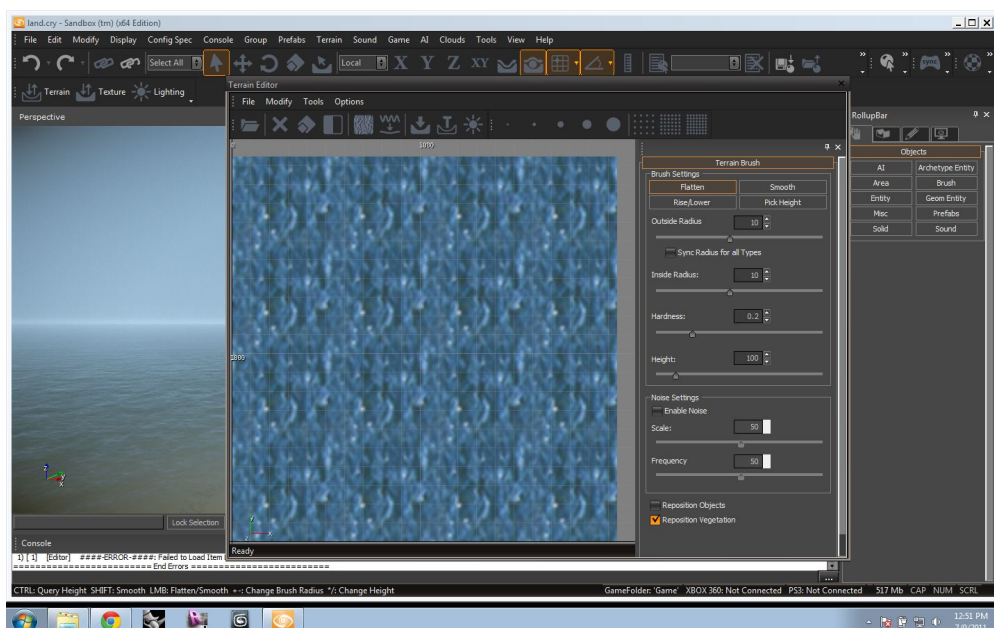
The smooth tool smoothes out the sharp edges and blends the land together.



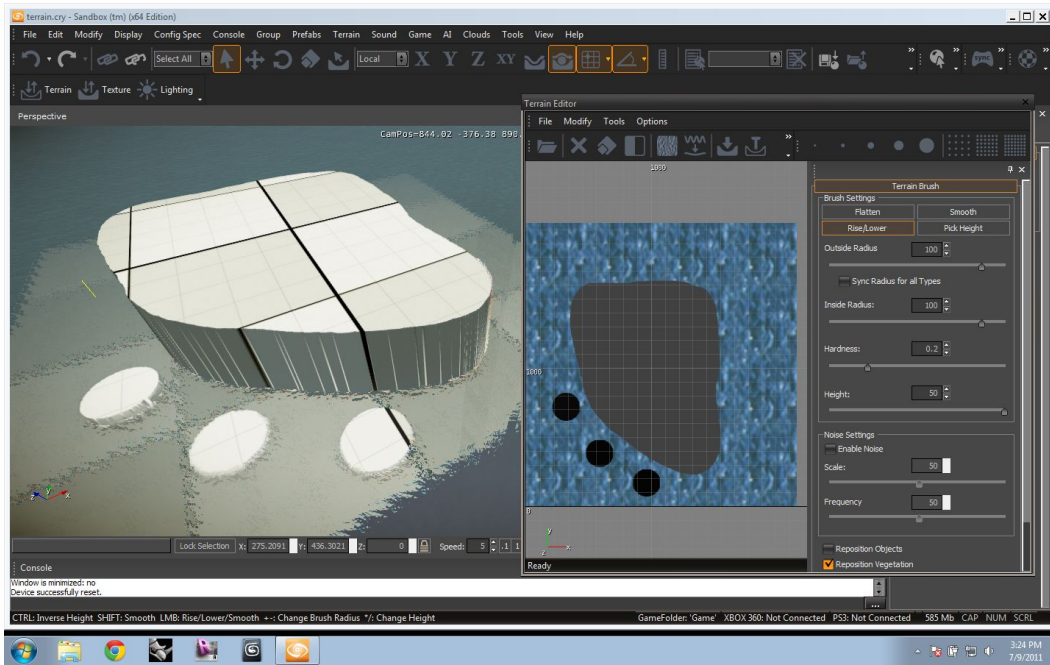
Click the pick height tool and it will tell you the height of the land at a specific location (where your mouse is at that point). This is helpful if you are making a chain of mountains or valleys that are the same height. You can also click the rise/lower tool. This can either raise the land or lower the land in specific increments.



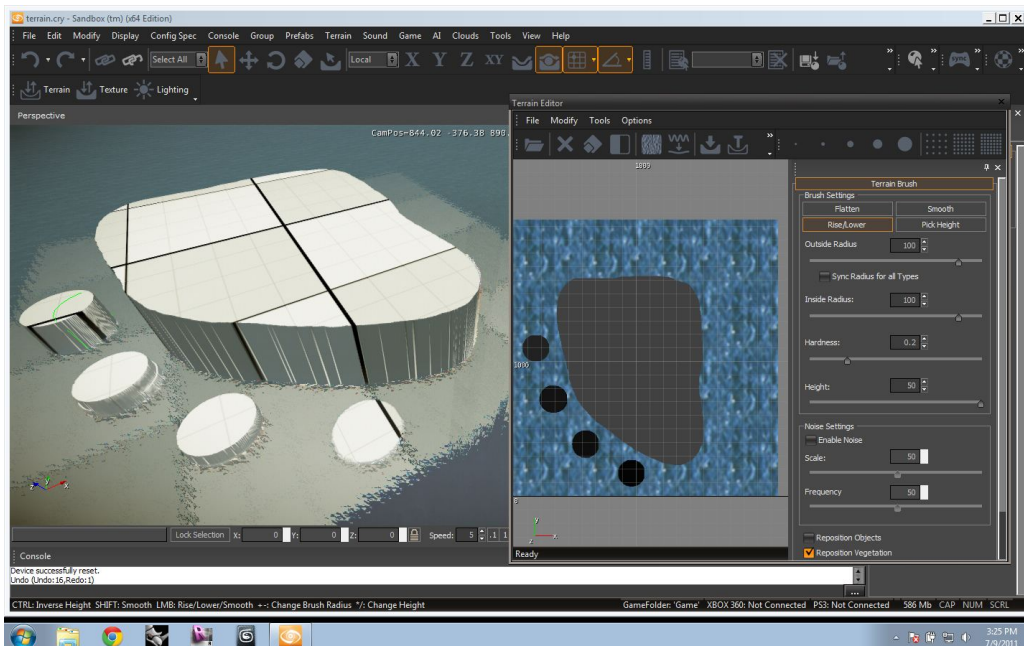
The second way to generate land after clicking the terrain tool is to use the manual options.



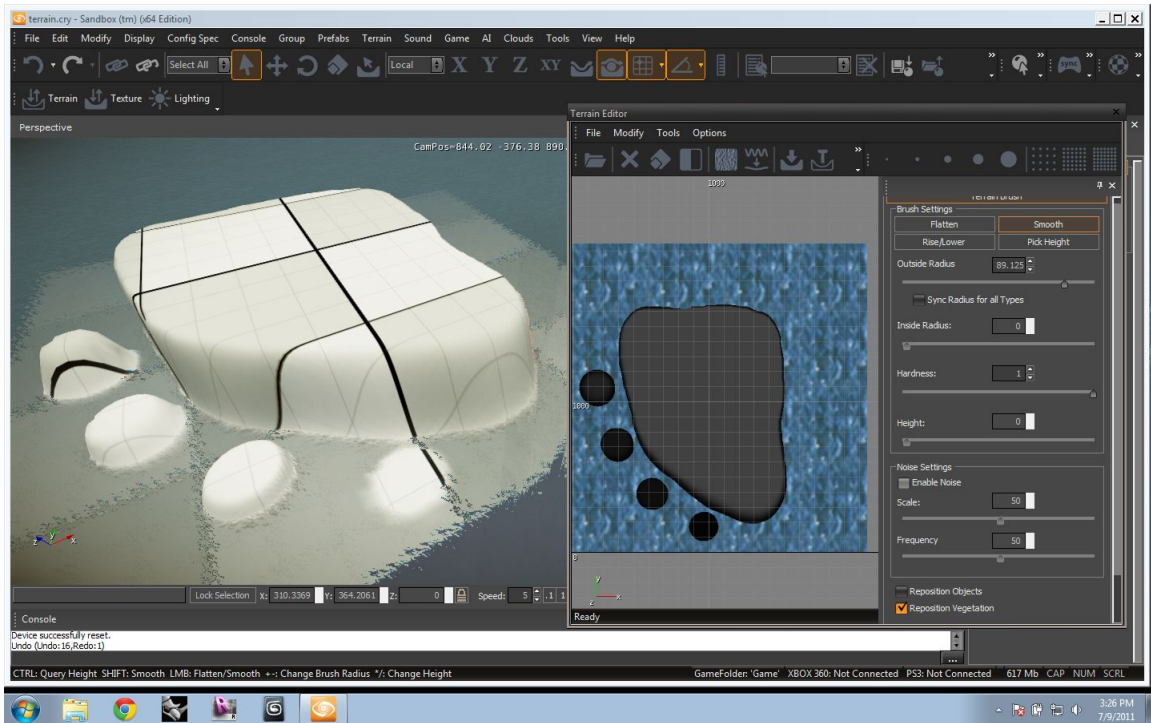
The manual options are just like the options in game. First you have the flatten tool. This is the main tool to use to quickly raise your land in a specific shape. Use the 5 different sizes of brushes to go from general to precise.



Then the rise/lower tool can make really interesting mountains and valleys depending on where you set the height slider.



The smooth tool smooths out the land making it easier to walk on when you are in game.



Those are the tools that will help you get you terrain to where you want it. I hope this helps! Enjoy!