LoD Terrain :: Master of Hades / Surgeon  
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*This tutorial in going to cover the use of the LOD Terrain feature within MOHRadiant, which is, if you dont know by now, a map making program for MoH:AA. If you dont know MoH:AA is based on the world renowned Quake 3 engine*.

For the purposes of this tutorial I have captured my screen in order to show you what I am clicking on, also i have temperarily minimized the 3 non-essential screens within MOHRadiant. All I will do in this tutorial is show you how to create a simple V shaped hill.

Step 1 : Create a new map.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image1.jpg |

Step 2 : Press 9, so that the grid size is 256.

Step 3 : Create a brush that is 1024x1024 in size in the XY top view.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image2.jpg |

Step 4 : Now click "LOD Terrain", then click "create from brush".

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image3.jpg |

Note : notice that your brush now looks like a whole series of triangles

Step 5 : Press "v" and you will now see that there are alot of purple dots on the corners of the triangles. These are what you are going to move in order to create your terrain.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image4.jpg |

Step 6 : Press ctrl+tab to look at the XZ front view and zoom in a little so that you can make out the individual "vertices" (those purple dots to me n you).

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image5.jpg |

Step 7 : Now comes the not so easy part. Shift+left click both the right hand and left hand vertices, then click LOD Terrain and then lock/unlock vertices.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image6.jpg |

Note : press escape and you will notice that the right hand and left hand vertices are now green in colour. what you have done in this step is lock the end vertices so that they cannot be moved accidentally, which is ideal if you are going to be making a brush to go along the side of the hill.

Step 8 : Press 4 to change the grid size to 8 then shift+left click the middle vertices and drag them up.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/lodterrain/image7.jpg |

Step 9 : Now all you need to do is apply a texture to your new hill.

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General notes :  
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If you shift and left click on part of the "hill" only that part that you selected is highlighted, which is good for laying down roads.

I will now explain what most of the commands under LOD Terrain do:

Create from brush - well thats self explanatory, plus you have already used it!!

Load from image & save to image - You can create a small image of your terrain (has to be black and white) and load it into the map.

Edit facelet flags - well this is really a tutorial itself but basically it lets you choose to alter the way these are shown in MoH:AA

Smooth selected patches - again self explanatory, but basically lets you smooth off a hill that maybe too steep.

Detach selected patches - again self explanatory.

Invert terrain - turns your nice hill upside down to create a valley.

Show area filter - this command brings up a small box where you can change the radius of the vertices, I suggest having a play with this one to figure out what woul dbe the best for you.

The next 4 commands just alter the size of the triangles (100% being the smallest triangles)

Shade - turns your hill into black and white (for the editor) so that you can check you gradients properly.

Color surface flags - turns those flags that you have chosen to re

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)