

Terrain

What we are going to do:

We are going to use EasyGen to make a terrain!

IMPORTANT READ BEFORE STARTING:

okay, as far as I know, easygen only allows you to export 1 texture! Keep that in mind when u make y terrain!

Get Going!

(((READ THE SETUP EASYGEN 1ST!!!!!!)))

First we are going to make a grey shade ".bmp" file! So you will need a program that makes .bmp files. Paint will work, but I am using Photoshop 7.0.

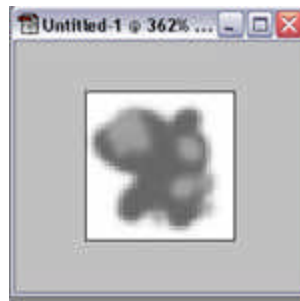
Okay, here is how it works:

White: Are the high points
Grey Shades: Middle points
Black: Lowest point to get

Now we need to decide on the size of the terrain. The terrain is broken into a grid, each square consists of 2 triangles. Obviously the bigger the grid the more triangles and the higher the render speeds (polys drawn by the game engine) will be. For this tutorial I am going to make a terrain 32 x 32, with a gridsize of 32. This will make the actual terrain 3072 x 3072 map units and consist of 3072 triangles.

You will want to make your .bmp size 1 grid larger than the terrain! So instead of 32x32, make your .bmp file 33x33!

Now open up your program you are going to use for this and make a new image 33px X 33px! And do any design you want! This is what mine looks like, it is also enlarged by 362%



((((If you do not know how to make this pic, read this ["Photoshop Tut for your terrain pic"](#)))))))

Now save this as an 8 bit BMP. In the directory you made "C:\Program Files\EA GAMES\MOHAA\main\bmpin"

Now go into EasyGen and start out w/ a new terrain.

And Oh here are the movements:

Hold both Left&Right mouse button: Moves you up and down.

Hold the left mouse button: Lets you look around!

Hold the right mouse button: Moves you back/forward left/right!

Okay, kinda zoom out and up! So you see the whole map:

