



Blender – Terrain Creator v1.2

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Blender – Terrain Creator v1.2: A plugin for making terrains quickly and easily by combining procedural noise and drawing tools that allow you to draw the features of your terrain, such as hills and valleys, right onto your terrain to have precise control over the location. Pick from a selection of presets to begin drawing your terrain features, modify the material's color and settings, and modify water levels using generated erosion simulation, shoreline, foliage scatter, and more to create an infinite range of terrains.

Terrain presets offer the temperate landscape and two variations: desert, ice, and moonscape.

Presets of foliage are forests of pine, tropical forest Cactus, tropical forest, and snow-covered.

NEW! CUTOFF PLANE

Additions made at the request of . It is best to draw terrain features before cutting them off with the plane. Drawing terrain on the cutoff plane's cutoff area may result in weird behavior.

SCATTER CUSTOM ASSETS

It is now possible to include custom assets in the system of scattering. Add your asset to the "custom_tree" or "custom_grass" collection(delete Suzanne used to create placeholders within the collections) and then select "custom" from the dropdown menu.

- DRAW YOUR TERRAIN FEATURES
- CUSTOMIZE MATERIALS (cycles only)
- WATER
- EROSION
- VERSION COMPARISON



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