



Blender Market - Terranode – Terrain Modifiers v1.4

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Terranode - Terrain Modifiers is a node-based collection for Blender 4.0, designed to streamline and enhance the process of creating detailed terrains.

It allows users to procedurally generate terrain, easily adjusting features like rivers, valleys, and hills through guide curves and surfaces.

The collection includes various terrain modifiers (such as noise, soften, erode), scatter modifiers to place assets across terrains, and tools to manage seamless tiling for larger landscapes.

It also provides materials, shader nodes, and low-poly assets to help users create custom terrain materials.



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