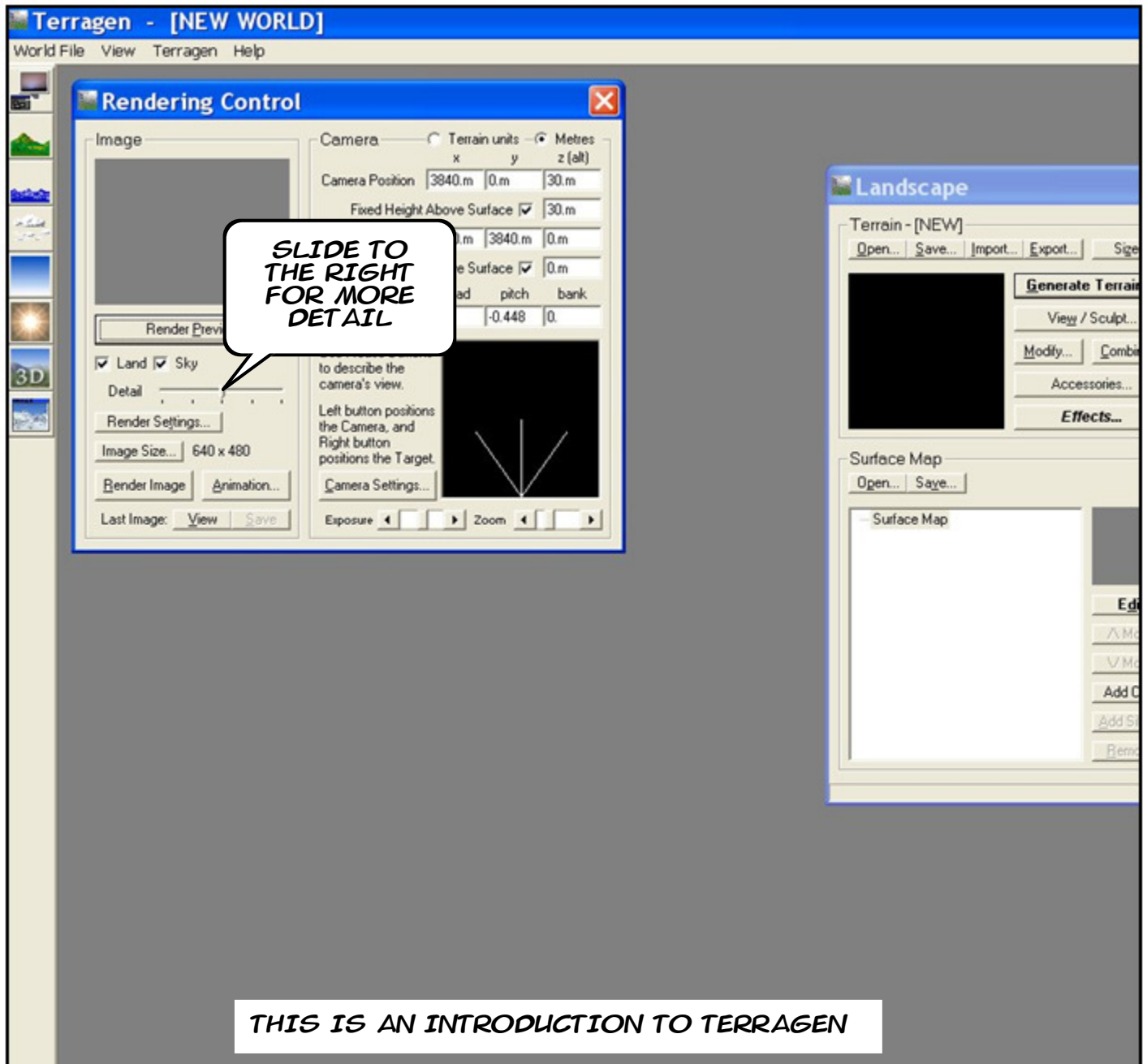


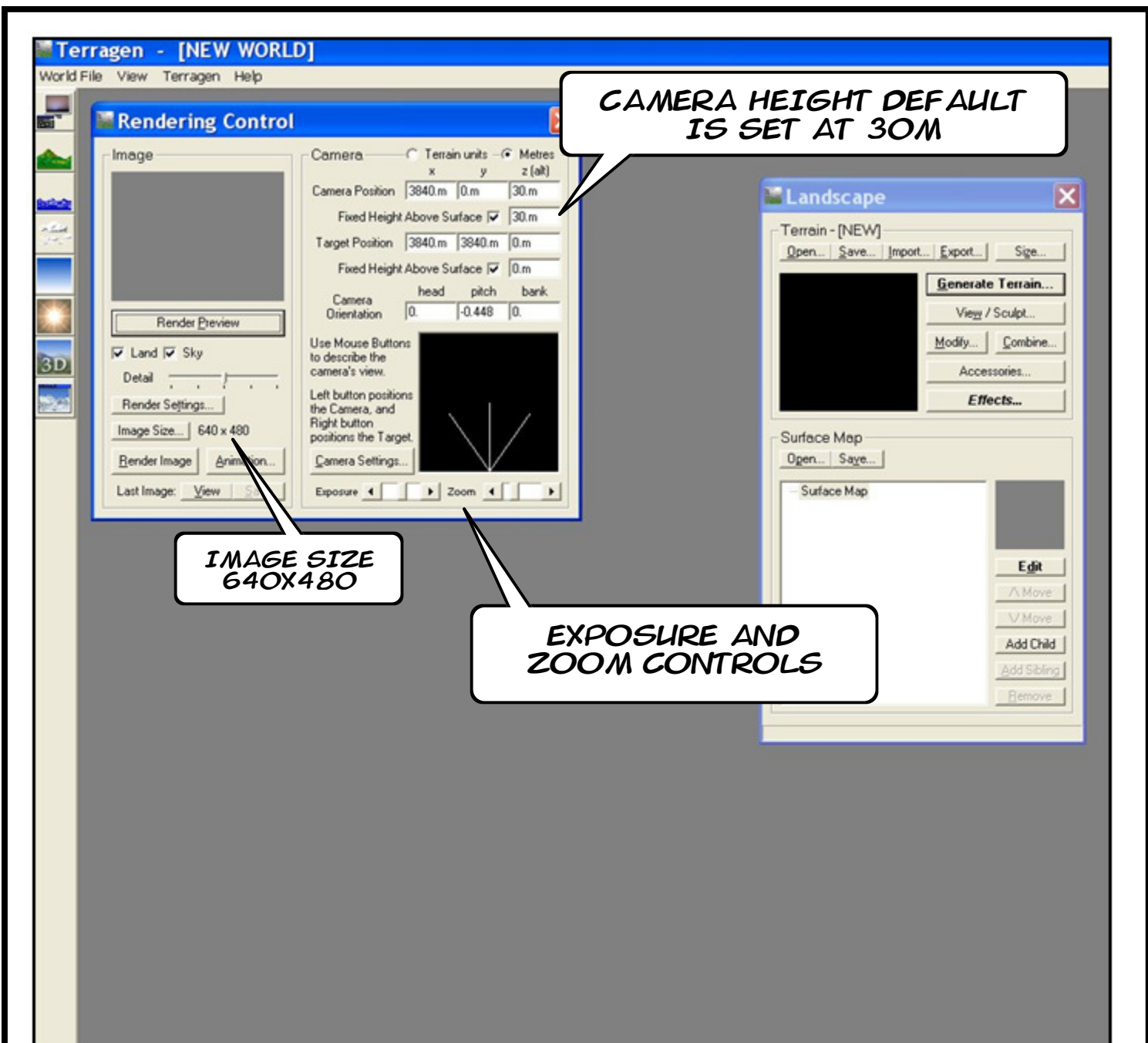
TERRAGEN

HOW2

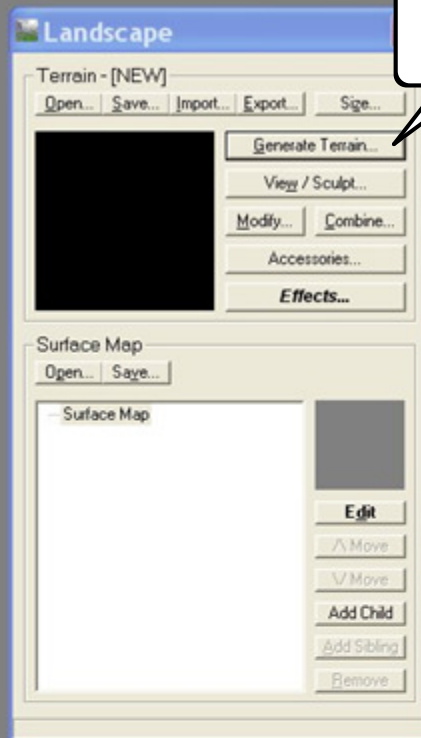
RUSS
© 2011



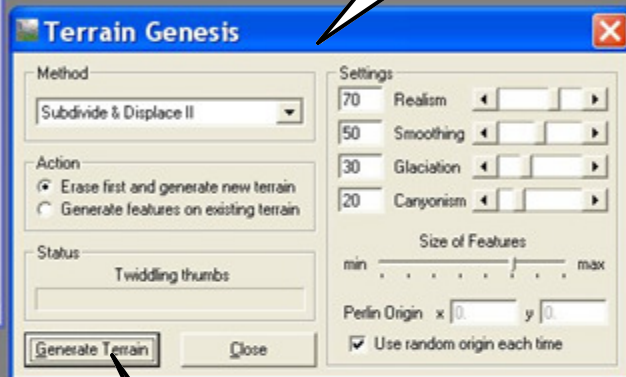
TERRAGEN IS A PHOTO REALALISTIC PROGRAMME THIS IS WHAT YOU HAVE WHEN YOU FIRST OPEN IT UP. THE RENDERING CONTROL WINDOW LETS YOU SEE A PREVIEW OF YOUR IMAGE YOU CAN PREVIEW YOUR WORK ANY TIME.THERE IS A SLIDER BELOW THE PREVIEW WINDOW CALLED DETAIL MOVE IT TO THE RIGHT FOR MORE AND LEFT FOR LESS I KEEP IT ALL THE WAY OVER TO THE RIGHT.



THE RENDER CONTROL LETS YOU SET THE SIZE OF THE FINISHED IMAGE THE DEFAULT SIZE IS 640 X 480 AND THIS IS FINE IN MOST CASES. YOU CAN SET THE CAMERA HEIGHT ABOVE THE SURFACE AND THE EXPOSURE AS WELL AS THE ZOOM HERE, LATER HAVE A PLAY WITH THEM. THERE ARE OPTIONS FOR RENDERING THE LAND AND SKY CHECK BOTH OF THEM UNLESS YOU ONLY WANT TO RENDER ONE OR THE OTHER,



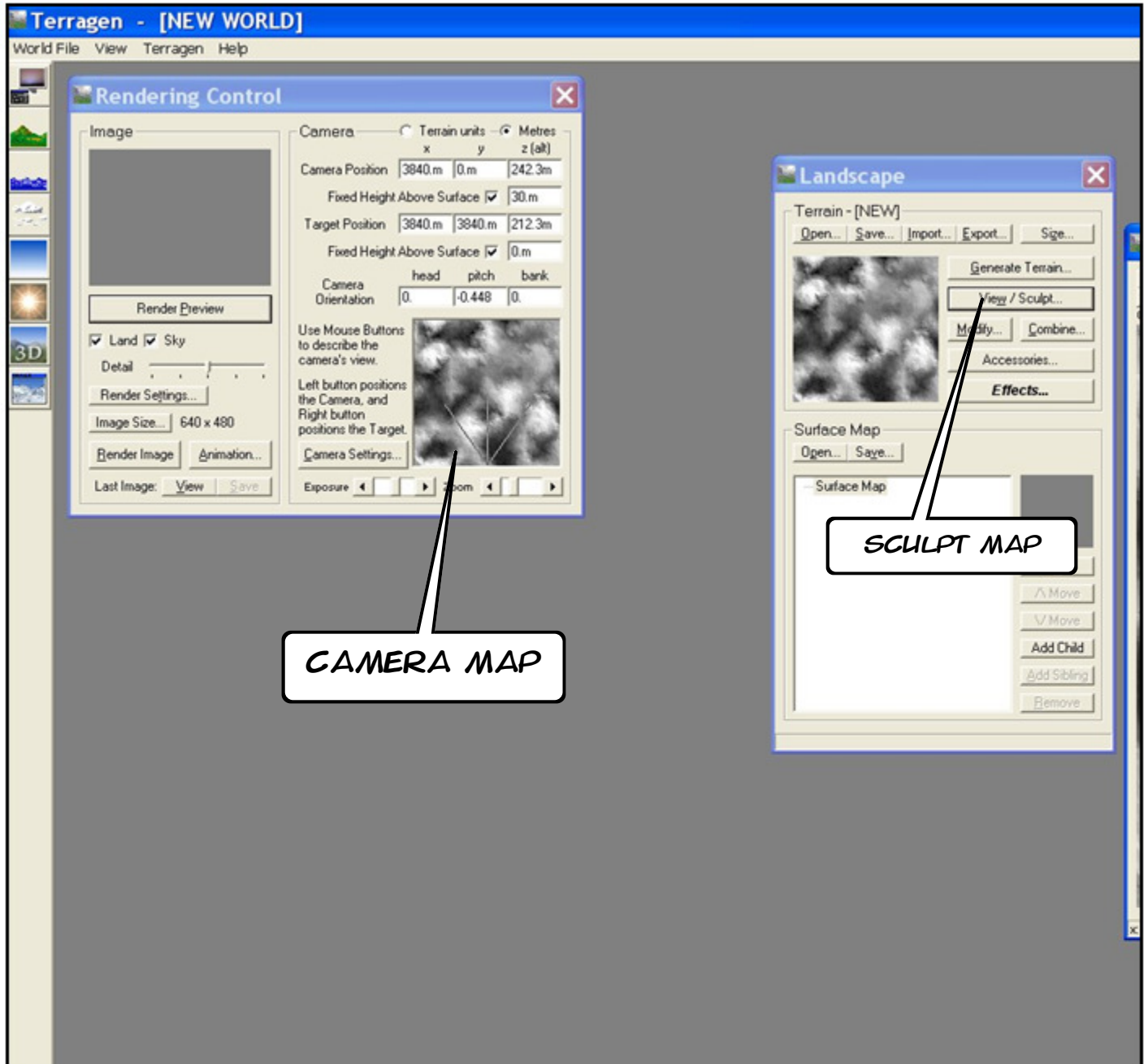
THIS OPENS THE SECOND WINDOW



DEFAULT SETTING

LET'S GENERATE SOME TERRAIN
CLOSE THIS WINDOW WHEN
FINISHED

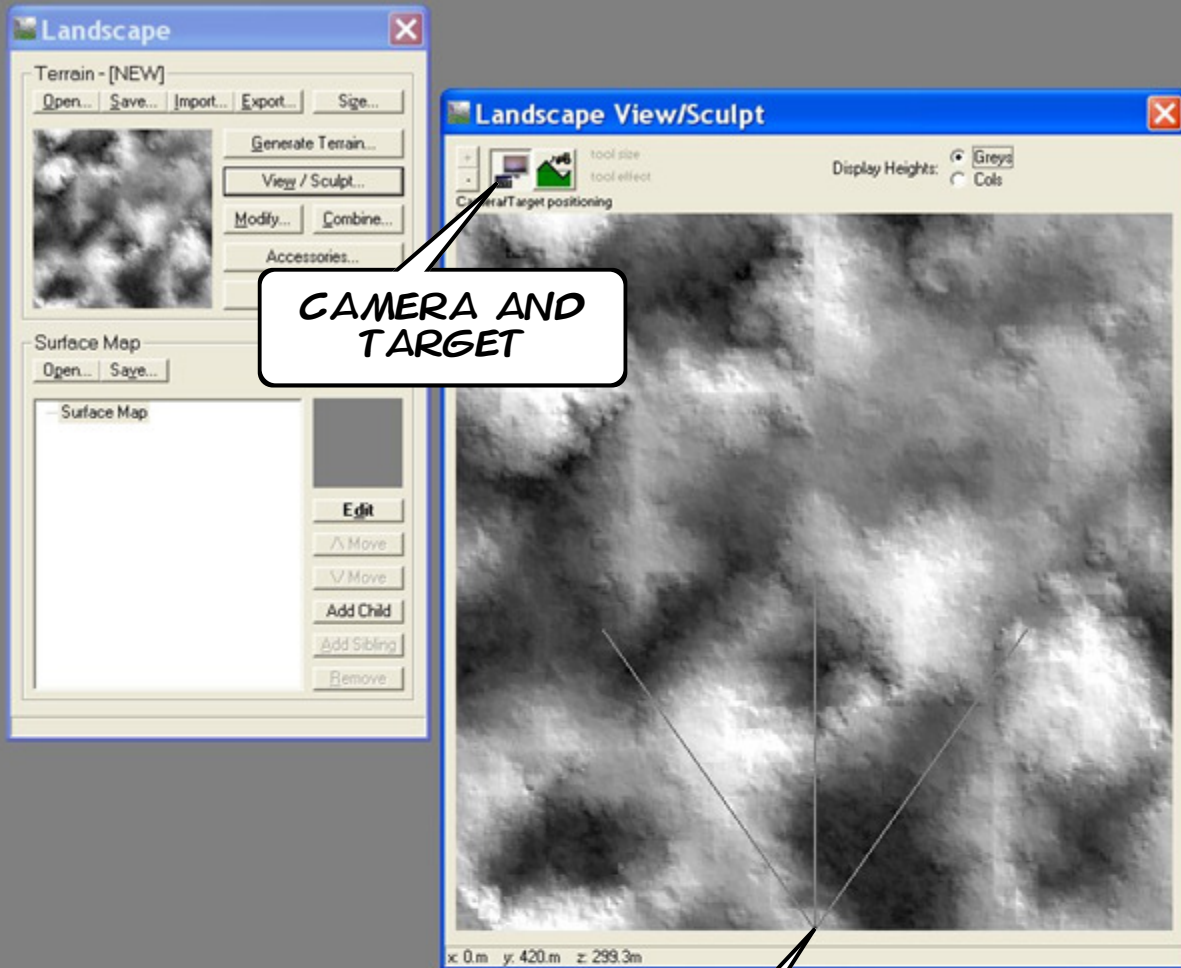
SETTING UP YOUR LANDSCAPE CLICK GENERATE TERRAIN A SECOND WINDOW OPENS TERRAIN GENESIS. METHOD IS SET BY DEFAULT AND AGAIN IN MOST CASES THIS IS FINE YOU CAN PLAY WITH THAT LATER AND HAVE SOME FUN. SETTINGS ARE FINE AS IS BUT HAVE A PLAY WITH THEM BUT FOR NOW WE WILL LEAVE ALL THE SETTINGS AS IS THEN CLOSE THIS WINDOW. NOW LET'S GENERATE SOME TERRAIN.



CAMERA MAP

SCULPT MAP

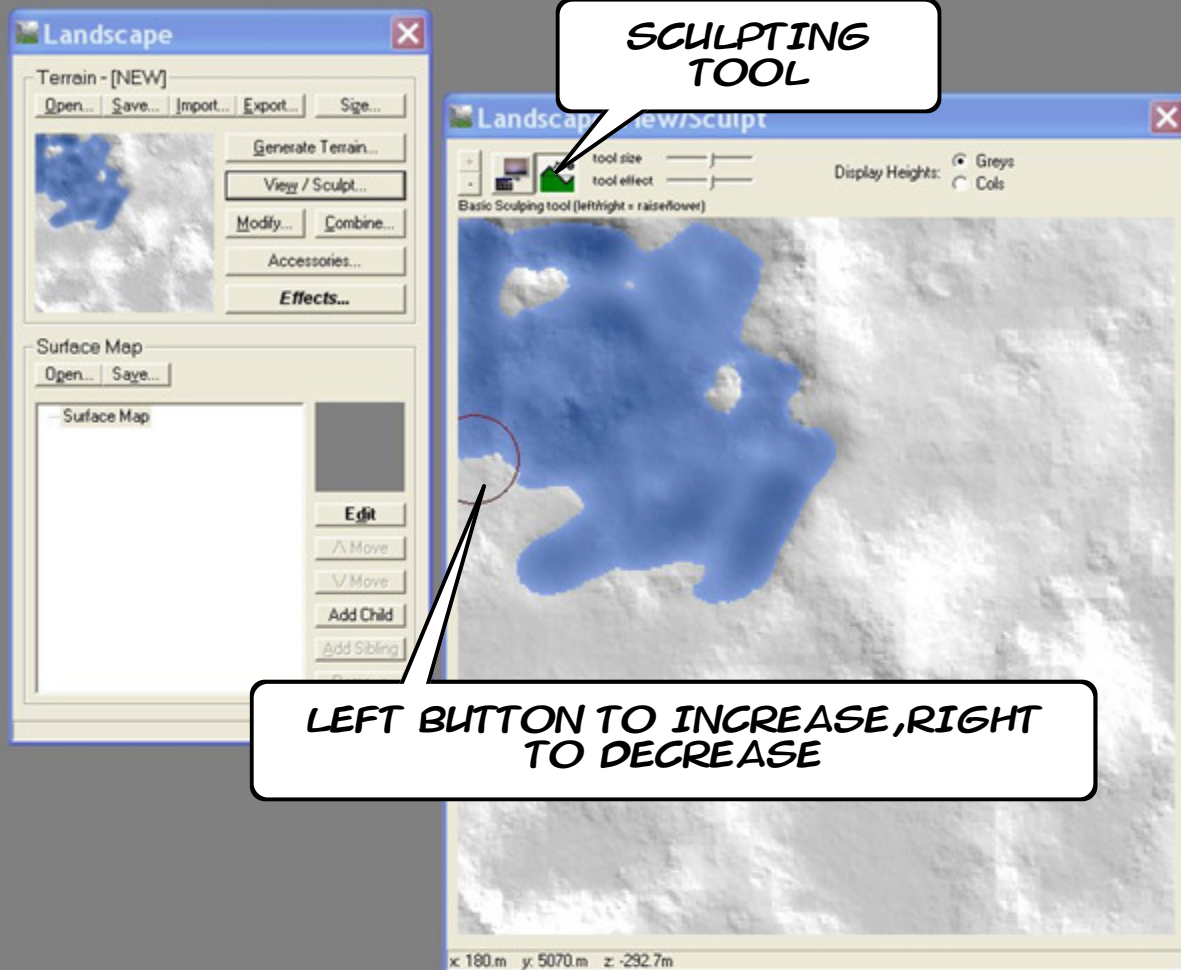
NOW WE HAVE GENERATED OUR TERRAIN AS YOU CAN SEE IN THE TWO SMALL WINDOWS. AT THIS POINT YOU CAN SCULPT THE TERRAIN AND CREATE WHATEVER YOU WANT WITH IT. TO DO THIS CLICK ON VIEW/SCULPT A NEW WINDOW OPENS THAT WILL ALLOW YOU TO SCULPT YOUR LANDSCAPE.



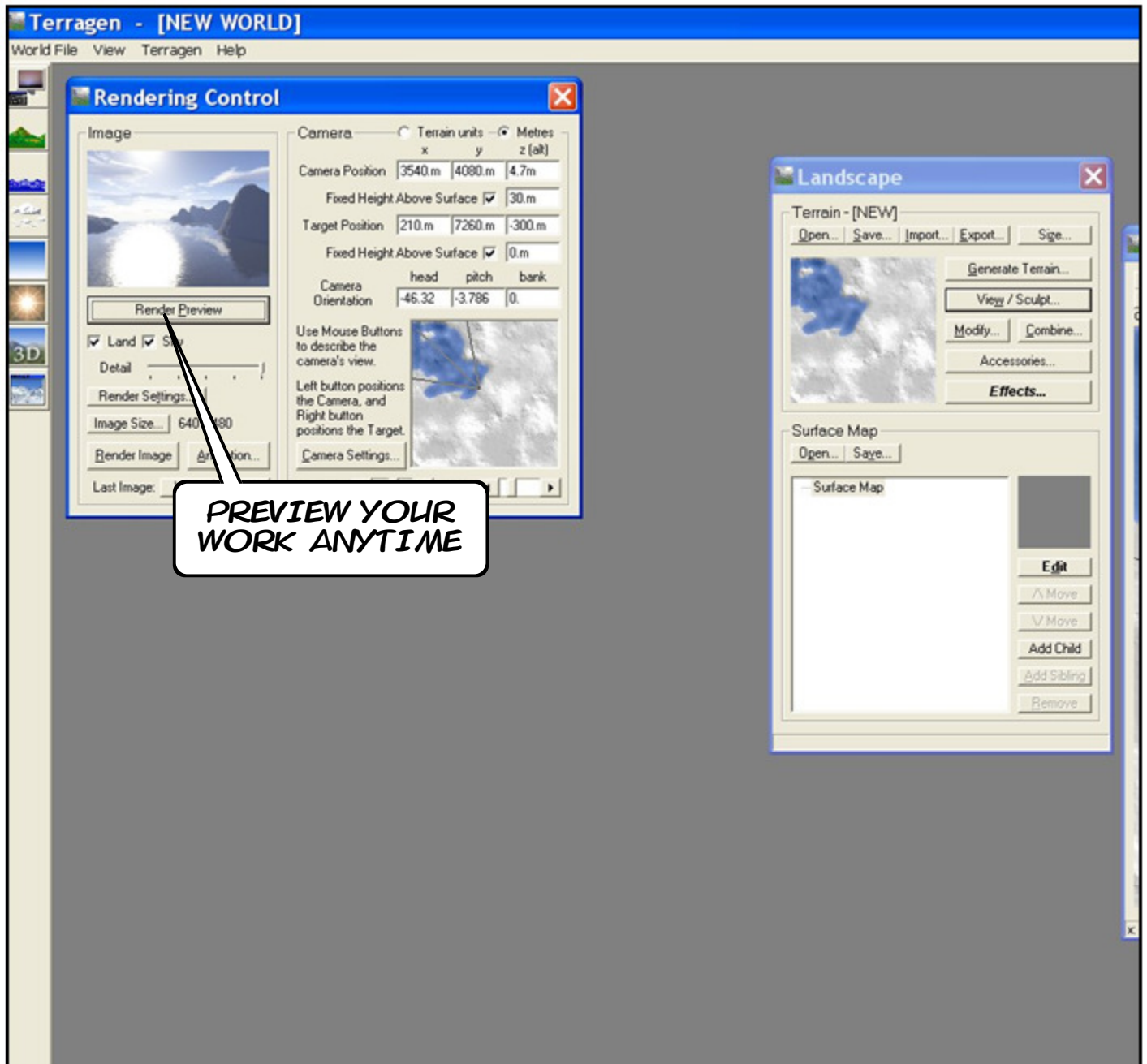
CAMERA AND TARGET

CAMERA POSITION AND VIEW

IN THE VIEW/SCULPT WINDOW THERE ARE 3 LINES AT THE BOTTOM THIS IS THE CAMERA POSITION AND ANGLE OF VIEW. TO CHANGE THE CAMERA POSITION LEFT CLICK ANYWHERE INSIDE THE MAP AND THE CAMERA WILL MOVE TO THAT POSITION BUT IT WILL STILL POINT AT THE SAME TARGET. TO CHANGE THE TARGET RIGHT CLICK INSIDE THE MAP AND YOU CHANGE THE TARGET, USE THEM TO GET YOUR POSITION AND TARGET AGAIN HAVE A PLAY WITH THEM.

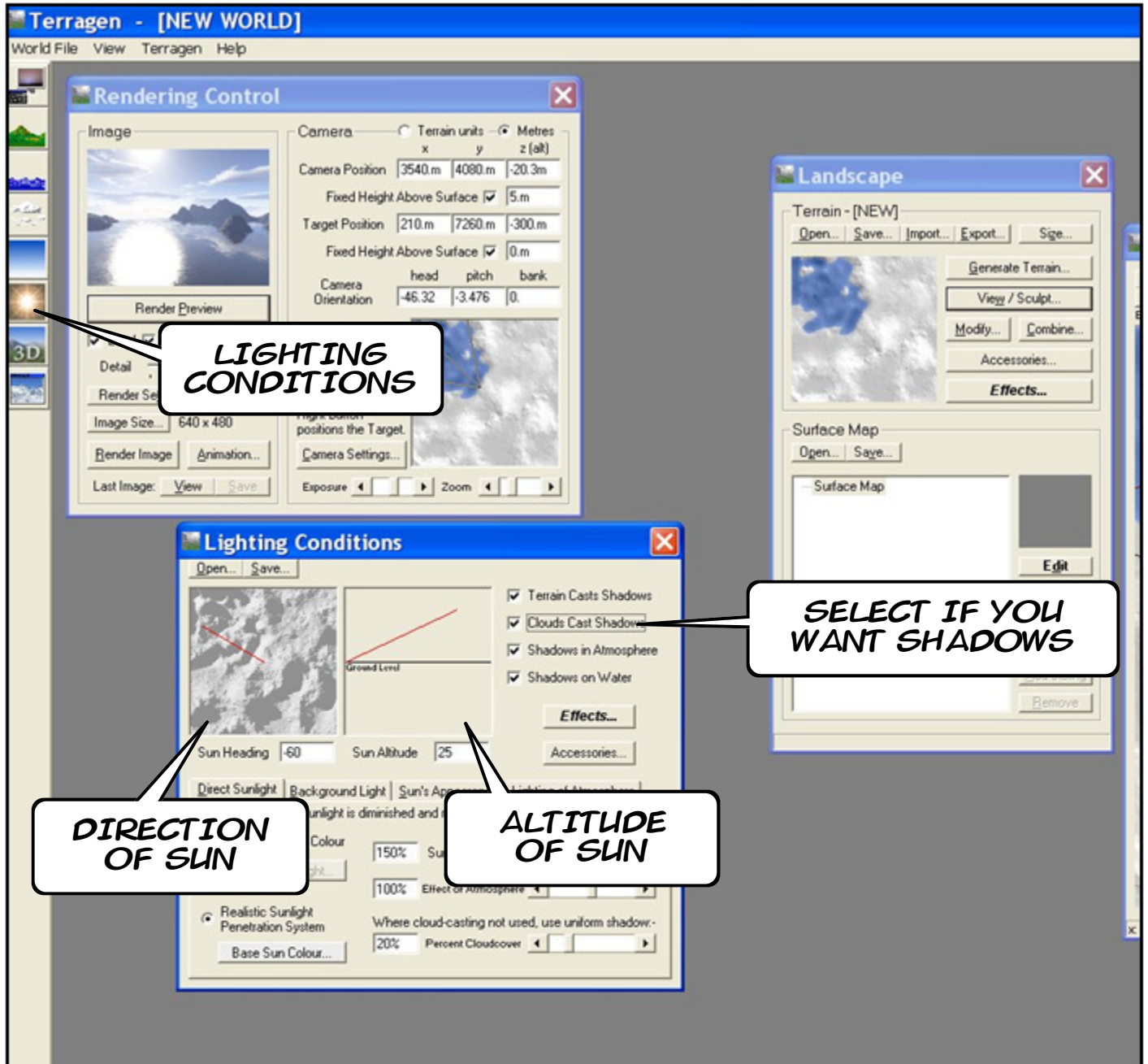


SCULPT THE LANDSCAPE SELECT THE SCULPTING TOOL, TO MAKE A BODY OF WATER HOLD DOWN THE RIGHT MOUSE BUTTON AND MOVE IT OVER AN AREA YOU WANT WATER OR JUST TO FLATTEN THE LAND, TO MAKE MOUNTAINS USE THE LEFT BUTTON AND HOLD IT DOWN WHILE YOU MOVE IT OVER THE MAP, WHEN USING THE MOUSE BUTTONS THE MORE YOU MOVE THEM OVER AN AREA THE GREATER THE EFFECT YOU HAVE ON THE LANDSCAPE, LETS HAVE A PREVIEW OF WHAT WE HAVE DONE.

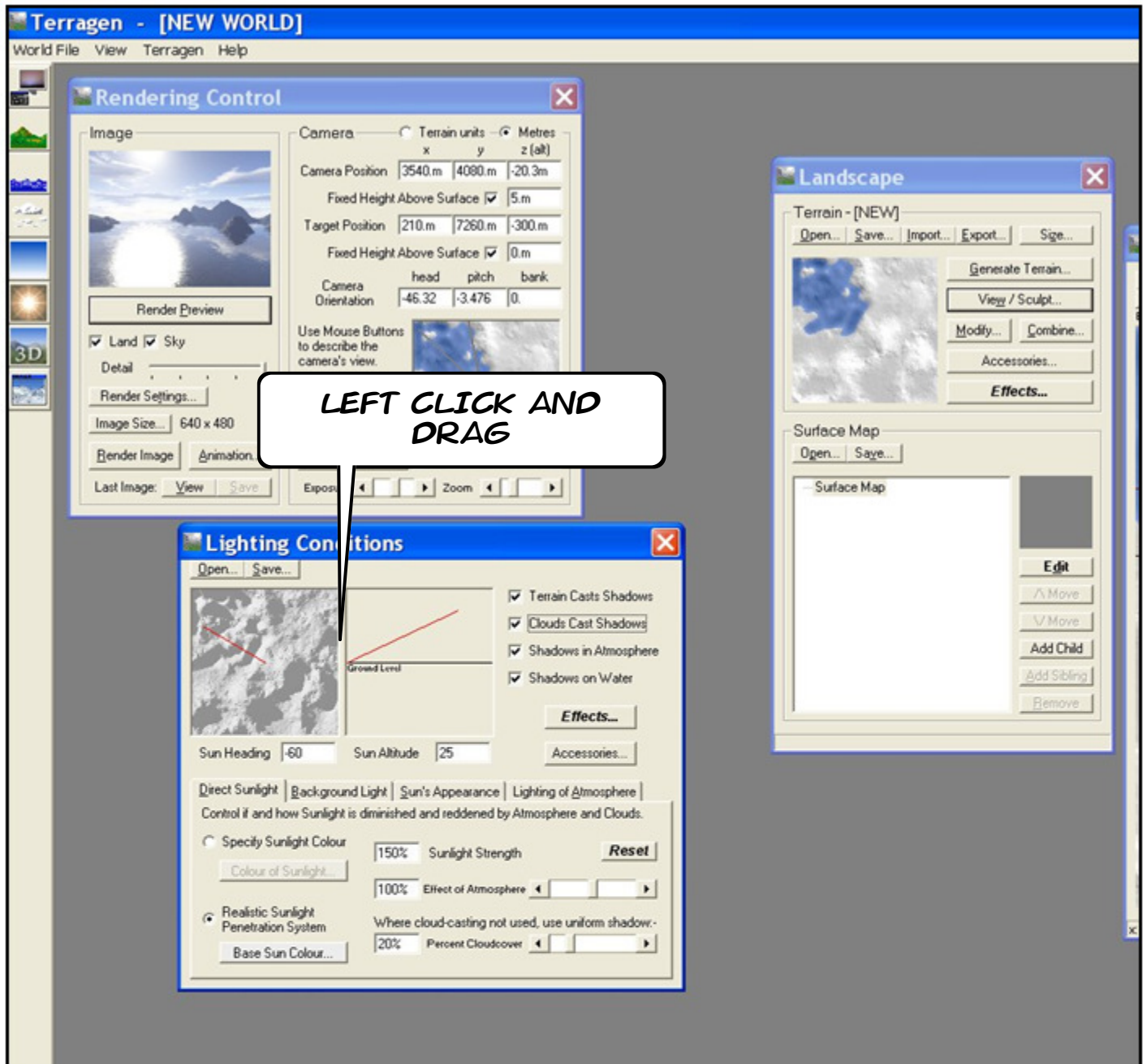


PREVIEW YOUR WORK ANYTIME

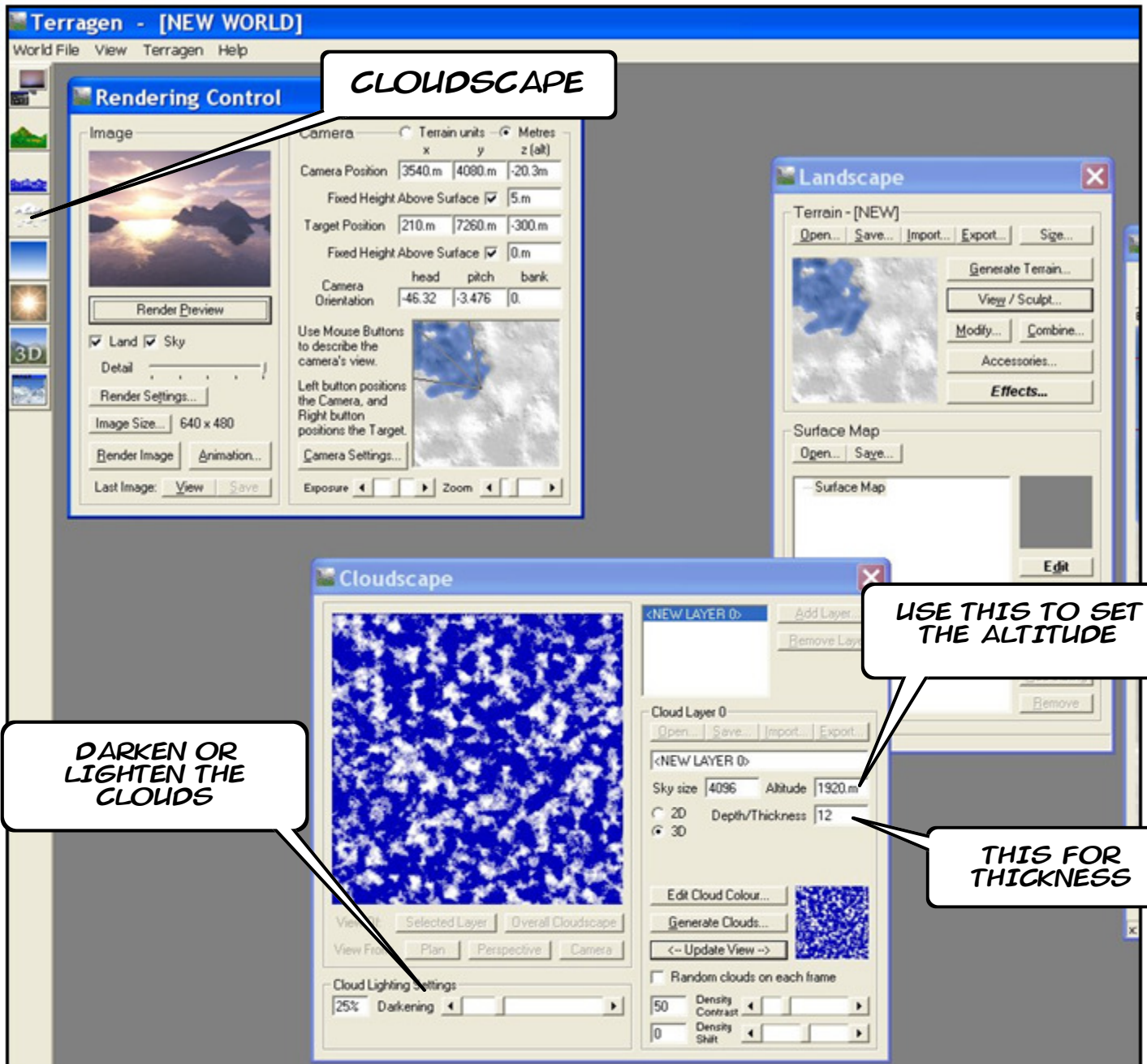
AT ANY TIME YOU CAN PREVIEW YOUR WORK AND SEE HOW IT IS LOOKING, THIS IS THE BEST TIME TO TRY DIFFERANT CAMERA POSITIONS AND TARGETS. WHEN YOU HAVE THE POSITION AND TARGET YOU WANT THEN YOU CAN GO TO THE SCULPT WINDOW AND SCULPT THE LANDSCAPE SOME MORE IF YOU NEED TO.



AS YOU CAN SEE THE IMAGE IS A BIT NAFF HAHA SO LETS ADD SOME FUN WITH THE SUN. SELECT LIGHTING CONDITIONS THIS LETS US ALTER THE SUN AND THE LIGHTING ON OUR LANDSCAPE. IN THE HIGHLIGHTED WINDOW WE HAVE TWO RED LINES THE ONE TO THE LEFT IS THE DIRECTION OF THE SUN AND THE ONE TO THE RIGHT IS THE ALTITUDE OF THE SUN. AGAIN AS YOU GET MORE INTO TERRAGEN YOU CAN CUSTOMISE THE SUN SIZE, COLOUR AND STRENGTH



IN THE SUN HEADING WINDOW LEFT CLICK AND DRAG THE RED LINE AROUND THE MAP THIS ALTERS THE SUN'S POSITION RELATIVE TO THE CAMERA POSITION AGAIN WHEN YOU HAVE MOVED IT TAKE A LOOK AT THE PREVIEW AND ALTER IT AS YOU NEED. IN THE SUN ALTITUDE WINDOW LEFT CLICK ON THE RED LINE AND MOVE IT UP OR DOWN THIS ALTERS THE SUN'S ALTITUDE, IF YOU TAKE IT TO LOW IT WILL GO BELOW THE HORIZON AND LEAVE YOU IN THE DARK. WHEN MOVING ANY OF THESE LINES I FIND IT BEST TO HOLD DOWN THE LEFT MOUSE BUTTON UNTILL YOU ARE FINISHED.

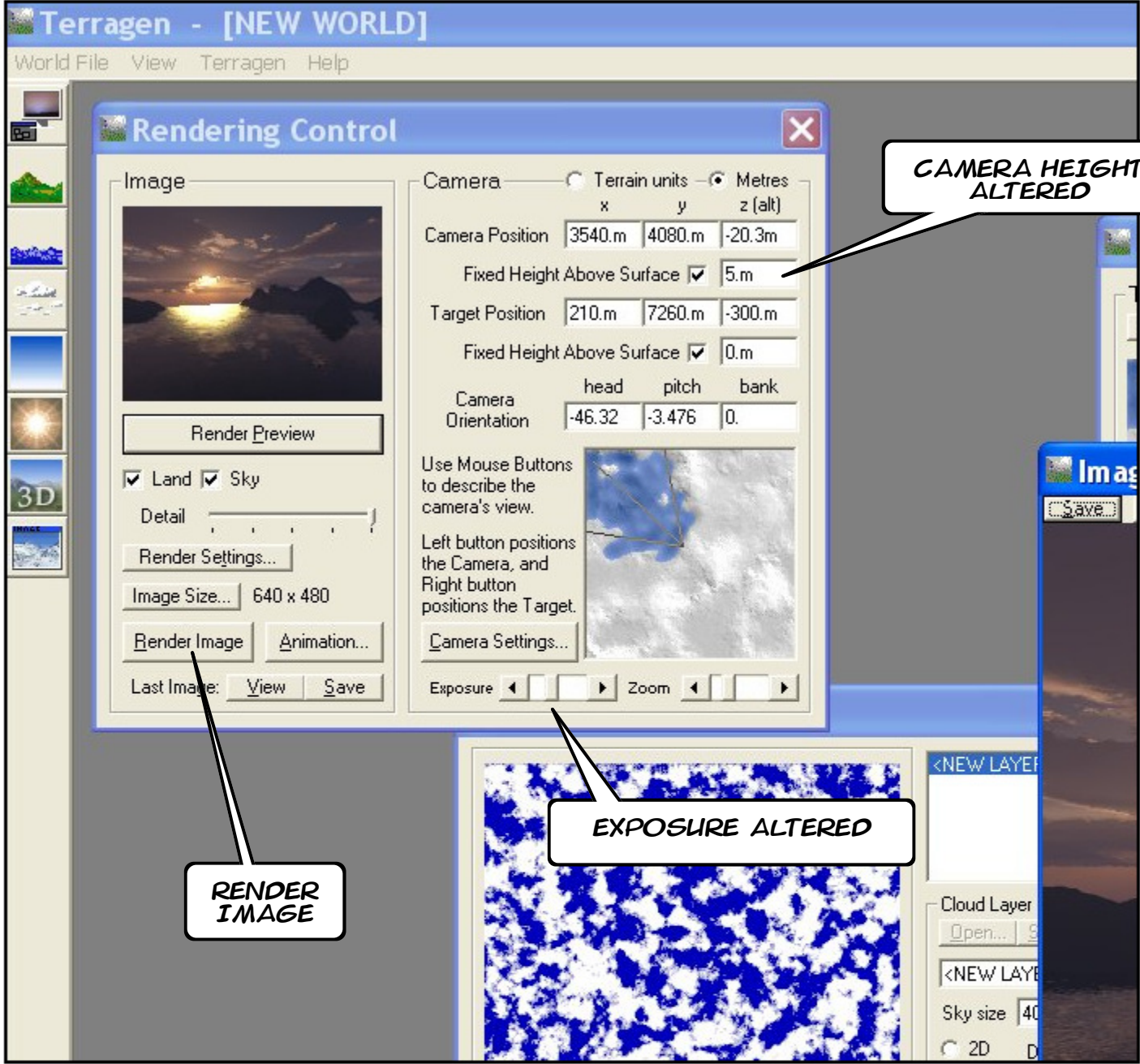


DARKEN OR LIGHTEN THE CLOUDS

USE THIS TO SET THE ALTITUDE

THIS FOR THICKNESS

IN THE PREVIEW THE CLOUDS LOOK A BIT FLAT SO WE WILL GIVE THEM A BIT MORE BODY. SELECT CLOUDSCAPE THIS LETS US ALTER THE CLOUDS THEIR DENSITY/THICKNESS, DARKNESS, CONTRAST AND SIZE. AGAIN YOU CAN ADJUST THESE VALUES TO WHATEVER YOU NEED AND HAVE SOME FUN WITH THEM. WHAT I DID WAS DARKENED THEM DOWN AND LOWERED THEIR ALTITUDE. TO DARKEN THEM USE THE SLIDER AND TO LOWER THEIR ALTITUDE TYPE IN THE HEIGHT YOU WANT. YOU CAN ALTER THE CLOUD COVERAGE AND THE DENSITY SHIFT WHICH GIVES YOU MORE RANDOM CLOUDS OR THICKER CLOUD COVER AND AS BEFORE HAVE A PLAY WITH THESE SETTINGS.



CAMERA HEIGHT ALTERED

RENDER IMAGE

EXPOSURE ALTERED

NOW THAT LOOKS BETTER AND AS YOU CAN SEE I HAVE ALTERED THE CAMERA HEIGHT TO JUST 5M ABOVE THE SURFACE GETS YOU DOWN TO THE WATER. I ALSO ALTERED THE EXPOSURE OF THE CAMERA MADE IT DARKER AND THIS HELPS WITH SUN SETS AND THE LIKE. NOW LETS DO A FULL RENDER.



*THIS IS THE END RESULT WHICH IS
QUITE GOOD LOOKING*



*WITH A LITTLE MORE PRACTICE
YOU CAN CREATE SOME REAL
NICE IMAGES*



WITH A BIT OF PRATICE YOU CAN CREATE SOME
PRETTY GOOD LOOKING IMAGES AND ADD ALL
SORTS OF EFFECTS TO THEM. I HOPE THIS GIVES
YOU A BIT OF AN INSIGHT TO THIS PROGRAME
AND WHAT IT CAN DO,SO GO HAVE SOME FUN.

RUSS