

Master

TERRAIN TEXTURE

The tutorial helps you to quickly make simple terrain texture.

Additional software:

- **EmfToPng** utility of the **BI Tools**
NOTE: Copy **EmfToPng.exe** from directory **C:\Program Files\Bohemia Interactive\Tools\Visitor 3** to directory **<your_project>\source**.
- **Adobe Photoshop** (or any like this)

In Terrain Editor:

1. In the **Visitor 3** window, select **Project > Open**
2. In the **Open** dialog box, open ***.pew** file with your project.
3. In menu bar, select **View > Define Configuration**
4. In the **untitled** dialog box, in the **View Settings** tab:
 - 1) In the **View settings** section, set the **Minimal displayed size of basic square (texture)** to 1.
 - 2) In the **Cursor display parameters** section, **uncheck** the **Show cursor in map** checkbox.
5. Click **OK** button.
6. In the toolbar, select the **Elevation Interval – gray scale filter**
NOTE: Make sure you deselected the **Show Shadows tool**.
7. Select **Project > Export Map as Image**
8. Save the image as **terrain_gr.emf (gray)** into **%your_project%\source\export\images**.
9. **Option:** If you create an **island** or a land with a **coast**,
 - 1) Select the **Elevation – color scale filter**.
NOTE: You might select **Elevation – gray scale** filter as **alternative** for.
 - 2) Select **Project > Export Map as Image**
 - 3) Save the image as **terrain_co.emf (color)** into **%your_project%\source\export\images**
10. Exit the **Visitor 3**.

In Picture Manager:

1. Convert **EMF** to **PNG** with **EmfToPng.exe**: select the file, hover and release it on the utility.
2. Crop the **blue** line on the **left** and **bottom** of the **PNG** image keeping its dimensions to a square.
NOTE: If you use **MS Windows**, you can do this with **Microsoft Office Picture Manager**.
3. Save the file **cropped**.

In Picture Editor

If you create an **island** or a land with a **coast**, adjust the line of the coast.

If you use **MS Windows**, you can do this with the **Paint** picture editor:

1. In the editor window, open the **terrain_co.png converted**.
2. In the left toolbar, select the **Brush** tool
3. In the toolset section that appear, select a **round** brush with **biggest** size.
4. In the color set placed at bottom-left on the window, pick a white color.
5. Approximately draw the coastline with this tool to crop this.
6. Save the file **edited**.

In Image Editor:

1. In the **Adobe Photoshop** window, open the **terrain_gr.png converted**.
2. Convert this image into black-white color:
 - 1) Select **Image > Adjustments > Black&White**
 - 2) In the **Black and White** dialog box, click **OK** button
3. Filter the image: **Filter > Filter Gallery**

4. In **Artistic** drop menu, select **Sponge** filter
5. In the **Sponge** dialog box, set parameters: **Brush Size - 0; Definition - 0; Smoothness - 1**
NOTE: Wait until this is done.
6. Click **OK** button
7. **Option:**
 - A. If you create no island or no land with a coast,
 - 1) Select the image: **Selection > All**
 - 2) Click RMB on the image
 - 3) In the shortcut menu, Select **Fill** item
 - 4) In the **Fill** dialog box, click on the **Use** field
 - 5) In the drop-down menu, select **Color** item
 - 6) In the **Color Picker (Fill Color)** dialog box, set the parameters either of, e.g.:
 - **R- 255, G- 255, B- 0** (sand) if you create the island/ land with coast/desert.
 - **R- 0, G- 64, B- 0** (grass)
 - 7) Click **OK** button.
 - 8) In the **Fill** dialog box, set the **Opacity** parameter to **10%**
 - 9) Click **OK** button.
 - 10) Deselect the image: **Selection > Deselect**
 - B. If you create an island or a land with a coast,
 - 1) Complete operations from the variant A.
 - 2) Open the **terrain_co.png** edited.
 - 3) Select this image: **Select > All**
 - 4) Copy the image: **Edit > Copy**
 - 5) Deselect the image: **Selection > Deselect**
 - 6) Close the **terrain_co**
 - 7) In the **terrain_gr**, paste the image copied from **terrain_co**: **Edit > Paste**
 - 8) Select **Quick Selection Tool** at the left toolbar
 - 9) In the pasted image (**Layer 1**), select an area above sea level.
 - 10) Click RMB on **Layer 1** item at the right pane.
 - 11) In the shortcut menu, select the **Delete Layer1** item.
NOTE: After the image **Layer 1** is deleting, the selected area will still stay on the image.
 - 12) Click RMB on the image
 - 13) In the shortcut menu, Select **Fill** item
 - 14) In the **Fill** dialog box, click on the **Use** field
 - 15) In the drop-down menu, select **Color** item
 - 16) In the **Color Picker (Fill Color)** dialog box, set the parameters, e.g.: **R- 0, G- 64, B- 0** (grass)
 - 17) Click **OK** button.
 - 18) In the **Fill** dialog box, set the **Opacity** parameter to **20%**
 - 19) Click **OK** button.
 - 20) Deselect the area: **Selection > Deselect**
11. Save the image as **terrain_txr1.png**.
12. Resize this image to the terrain size:
 - a) Select **Image > Image Size**.
 - b) In the **Image Size** dialog box, on the **Pixel Dimensions** section, set the **Width** and **Height** to.
13. Save the image as **terrain_txr2.png**.

Release: 2014.12.14

Update: 2016.07.17

Publisher: <http://vied-arma.ucoz.com/>