

Displace

After creating the first texture blend tutorial, I had many requests to explain how I create terrain using a displace modifier, so I thought I would quickly put this together, even though I touch upon it in my earlier tutorial. It's very simple and should take you 5-10 minutes to create a terrain using a displace modifier.

Tools:

I'm using Max V9.0 for this tutorial.

Goal:

To create a simple terrain using a displace modifier.

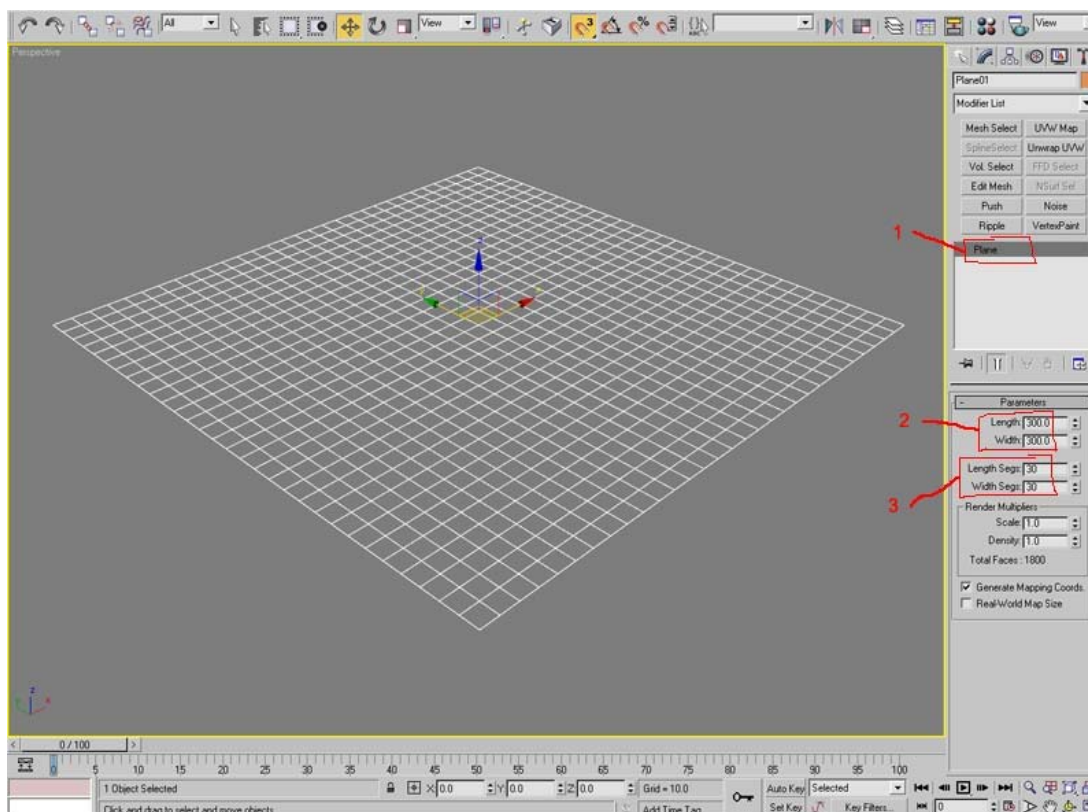
Method:

The first thing to do is create a grid. Mine is a grid of 30 X 30 quads. Then I'll create a displacement image using an art package and apply a displace modifier to the mesh. It's very simple and can be very powerful once mastered and give you a great head start when creating terrain.

1. Creating your geometry:

1.1: Build a plane:

Go to the create tab and create a 'Plane' like this one and grid it...



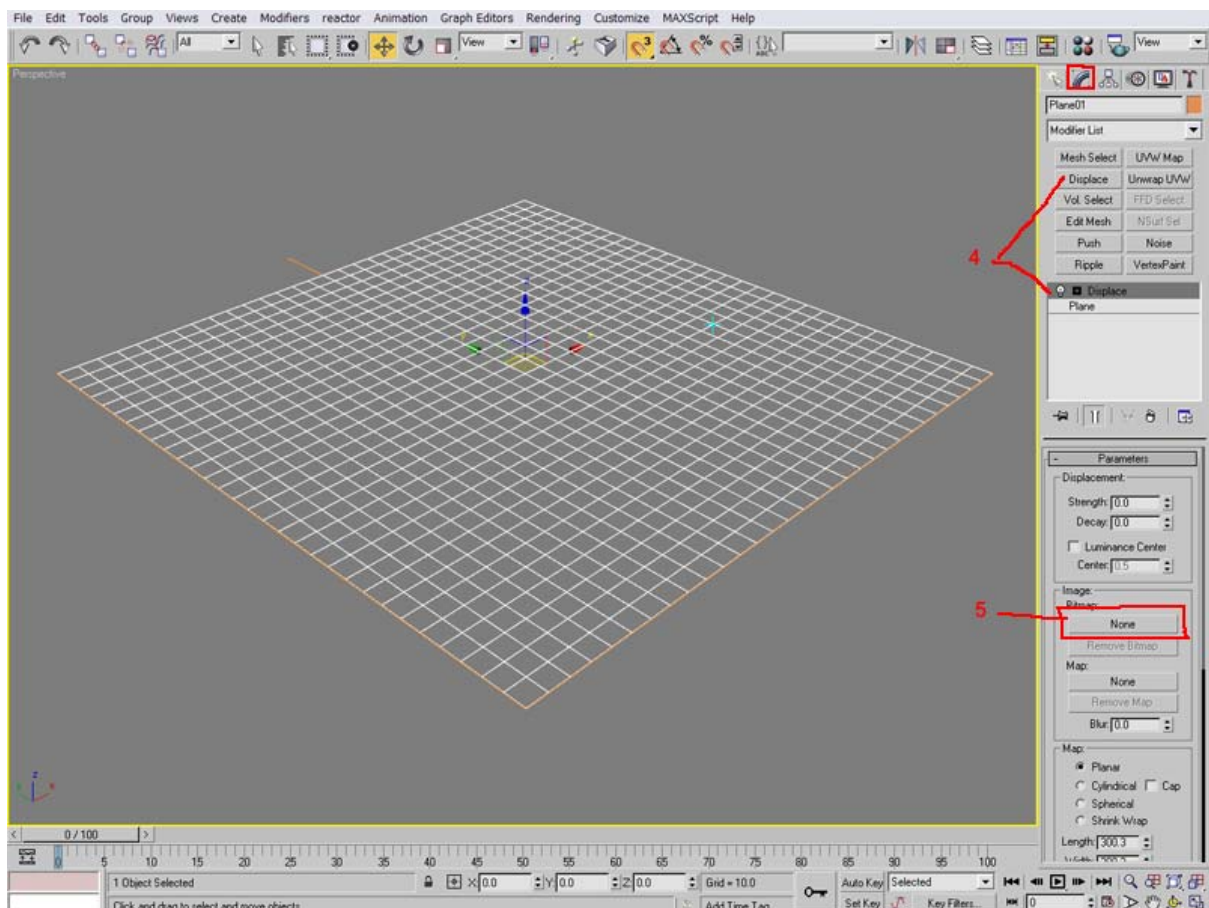
Make the length and width of the plane (2) 300 and make the length and width of the segments (3) 30. This will give you a nice even, flat grid of 900 quads.

1.2: Create Displacement Bitmap:

Use your art package to create a black and white representation of your terrain. The one shown here is a 128 X 128, black and white TGA file. It doesn't need to be a higher resolution than this because I don't have the resolution in the geometry, so it's fine.



1.3: Assign a 'Displace' modifier:

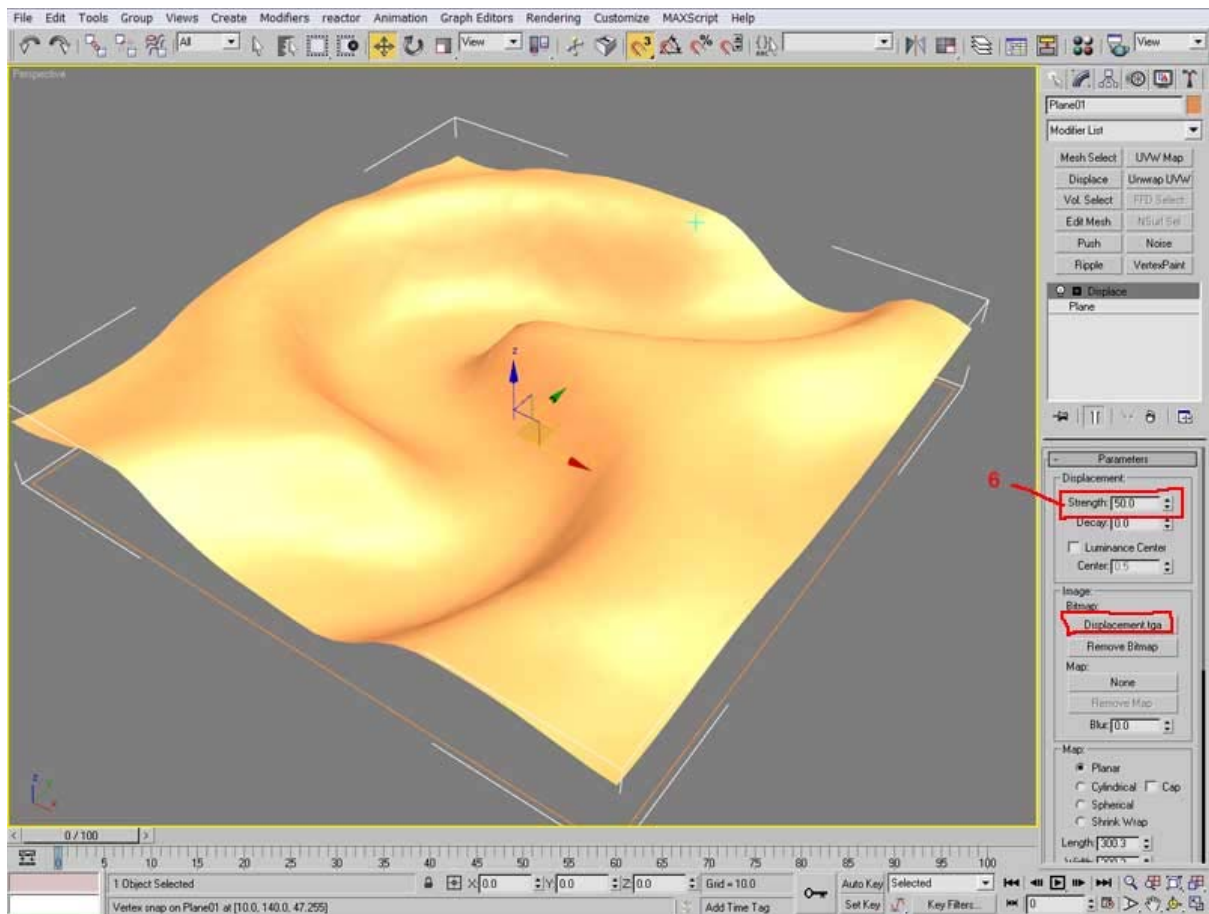


You can do this by clicking on the modifier tab and assigning a displace modifier to the mesh (4).

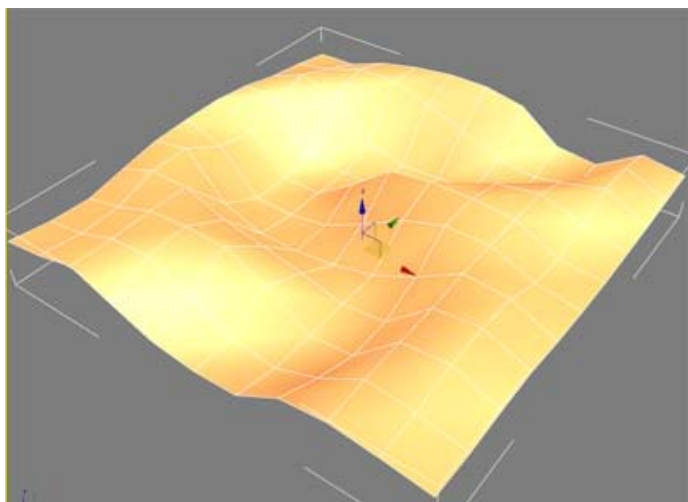
In the Parameters rollout, beneath image, click on the bitmap button (None) and find your displace map you created earlier.



Once you've done this, nothing will appear to happen. In the Parameters rollout, inside the Displacement box, make strength 50 (6). You should have something like this...



There you have it. Of course, you can create your own black and white displacement map to suit your own needs. The fewer the polygons you have in your terrain, the less defined your terrain will be. You can also use my texture layer tutorial to bring it to life.



I quickly changed the grid to 10X10 to show you how the terrain changes if you reduce polygons. It all depends what you want to achieve.

I hope it helps. Any and all feedback is always welcome, simply visit my website:

www.kevinoxland.com/contact.html

Thank you!

