VBS3 Terrain Generation

Level One Course

A course that delivers thorough understanding of required source data, VBS3 terrain development tools, and workflows that enable students to create several playable terrains.

Course Topics

"The natural formation of the country
Is the soldier's best ally."
— Sun Tzu

Course Topic Information

The course will cover the following topics, but it should be noted:
- There is no guarantee that each topic will be covered depending on a variety of factors such as oversized classes, student prerequisite knowledge not being met, desired focus towards a common class goal (organization's need for conducting the class), etc;

Course Topics

1. Visitor 4 (V4) and Tools Overview
2. Source Data Overview
3. Project Structures
4. Building Terrain and Testing in VBS3 (Progressive with Subtopics)
   1. Basic Terrain
   2. Adding and Using Vector Data
   3. Assigning Surfaces
   4. Adding Objects
   5. Heightmap Editing
   6. Procedural Landbuilder Tools
      1. Roads
      2. Buildings
      3. Forests
      4. Custom Water Features
      5. Smoothing
5. Editing Terrains in VBS3 to Import in V4
6. Editing Content in VBS3 to Import in V4
7. TerraSim Products Overview for Advanced Terrain Building