



Purchase ANY of my Terrain Packs and receive my new video tutorial series:

Introduction to World Machine

At 50% OFF!



[Click Image for more information](#)

Terrain is a popular topic for game engines, and there are various ways of generating the heightfield data. But if you want something really high quality, hand-painting it with the admittedly primitive toolset in Unity is extremely laborious. By using what World Machine has to offer, you can get Triple-A quality terrains without all the tedium!

In this series, you'll gain a solid understanding of how World Machine operates, how all the nodes work, and even construct and texture a nice Alpine Terrain using some cool techniques all inside World Machine. Once completed, you'll construct the splat map and export all the data to the Unity 5 engine.

**offer valid for purchases of Desert, Alpine, or Rocky Hills Terrain Packs after 5/1/2015*

Simply email support@qt-ent.com with your invoice to receive the offer!



Purchase PolyWorld: Ancient East and receive my new video tutorial series:

Advanced Environment Texturing Methods in Photoshop FREE



[Click Image for more information](#)

In this course, I'll take you through the techniques I've used and refined over the years to help me create very high quality, high resolution tiling photoreal diffuse textures using only Photoshop. I'll start by explaining all the techniques individually, then move on to showing how I use all the techniques to take a texture from start to finish.

The course won't take hours to complete and you'll see results immediately. I'm confident the methods I use aren't found anywhere else online, so I'm certain you'll learn something new!

Simply email support@qt-ent.com with your invoice to receive the offer!