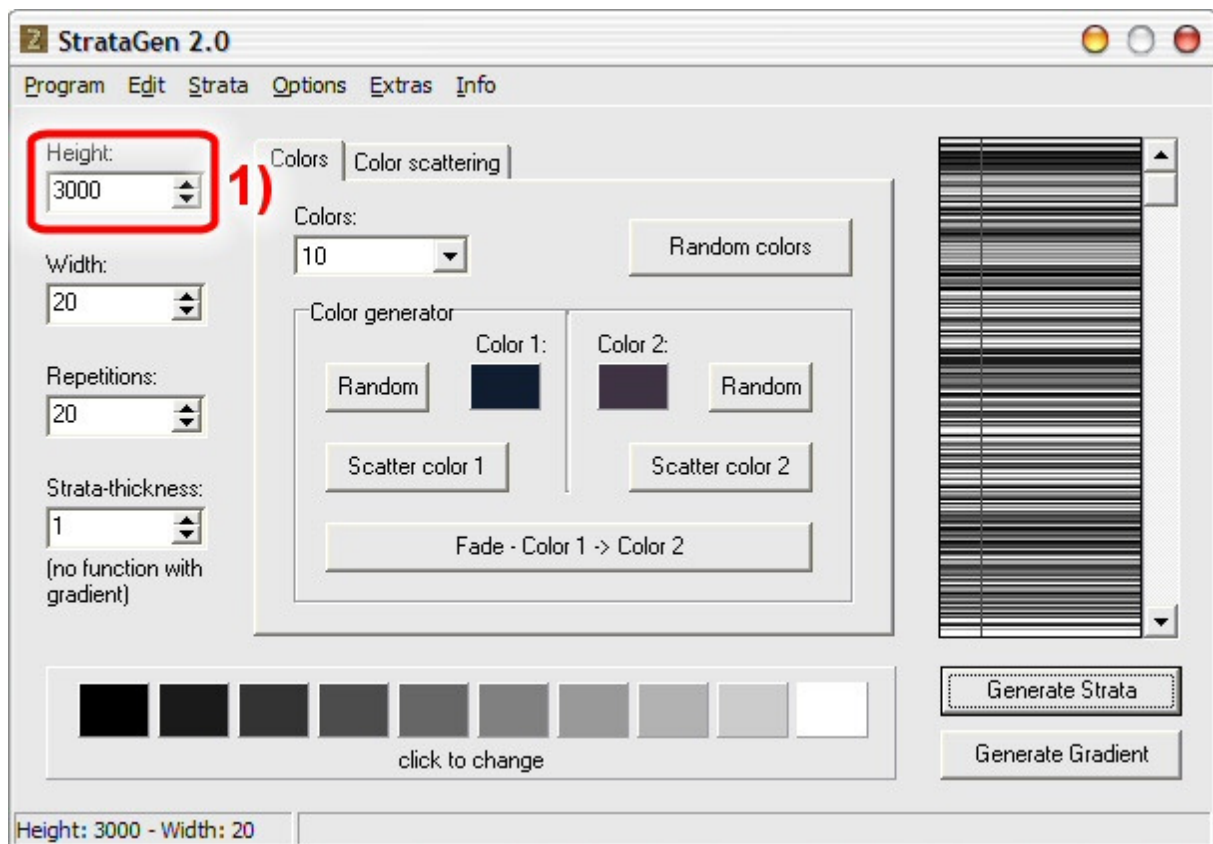# StrataGen 2 – The first strata map (english)

The promised tutorial about StrataGen is finished at last. I am very interested in your opinions, please tell me, what you think about this tutorial. But before you delete this tutorial, because this become a fairytale hour, I will start with the subject – the creation of a strata map with StrataGen.
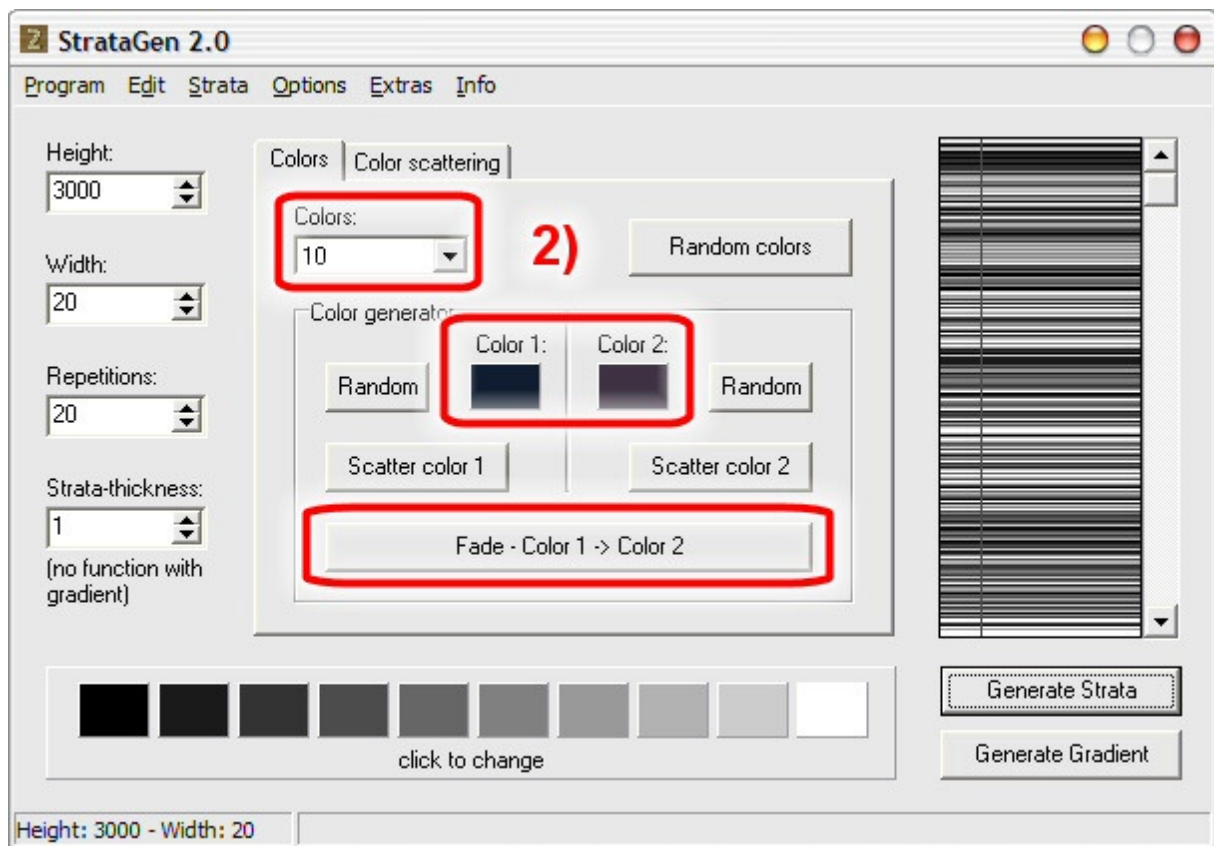
Prerequisites:
- a PC, TerraGen (+ SO Plugin) and StrataGen 2
- you should know how to work with TerraGen
- you have to download the tutorial files (Terrain and TGW) from
http://stratagen2.jens-bringewatt.de/tutorial/example_tut1.zip

Part 1 – the creation of the strata map with StrataGen 2

1) If you have got the unregistered version of TerraGen, then you should decrease the height (~1000). With the registered version you can keep the value of 3000 pixels.
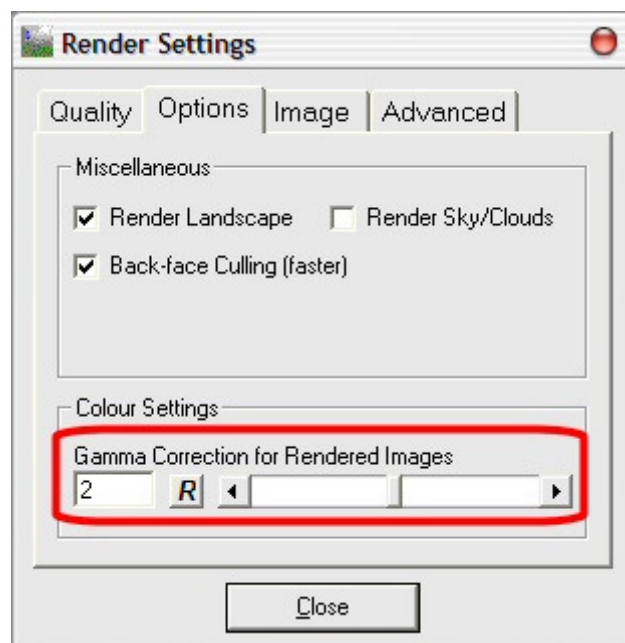
2) Then you choose 10 colors. In the color generator you set the first color to black and the second color to white. With a click on „Fade – Color 1 => Color 2" StrataGen 2 mixes the colors in the color palette from black to white.
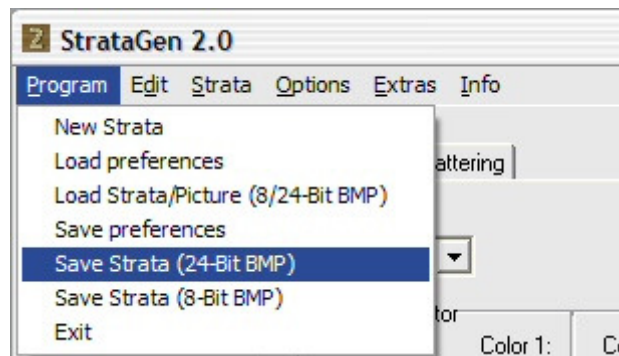

3) Click on „Generate Strata" to create the strata map. If you don't the actual strata map, you can click at "Generate Strata" until you like the result.

4)
A new function of StrataGen 2 is the Gamma Correction. You only need to enter the Gamma Correction value of your TerraGen project. Then the strata map looks darker, but when you render your image, you will see, that the strata looks like before.
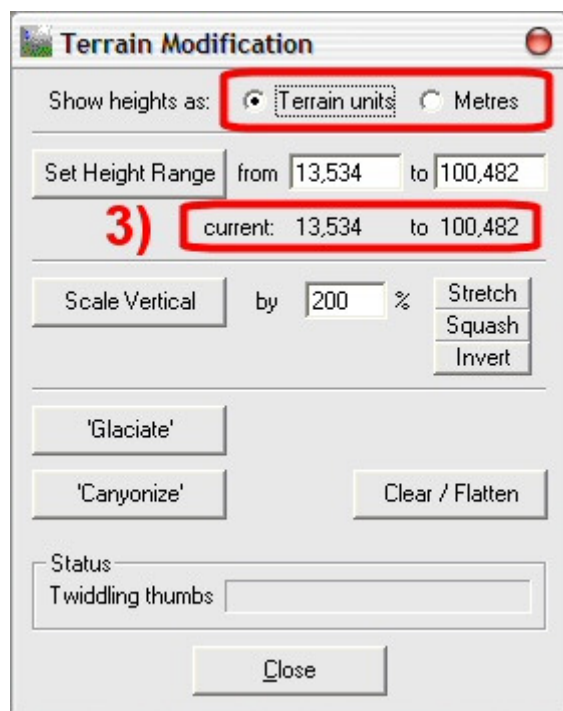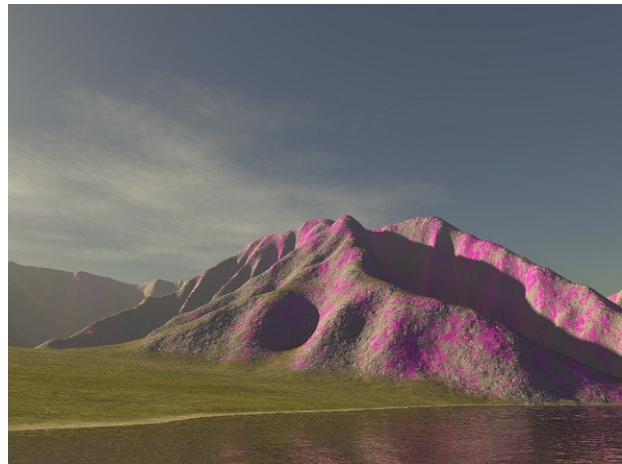
5)
The last Step in StrataGen 2 is to save your strata map as a 24-Bit *.bmp file.

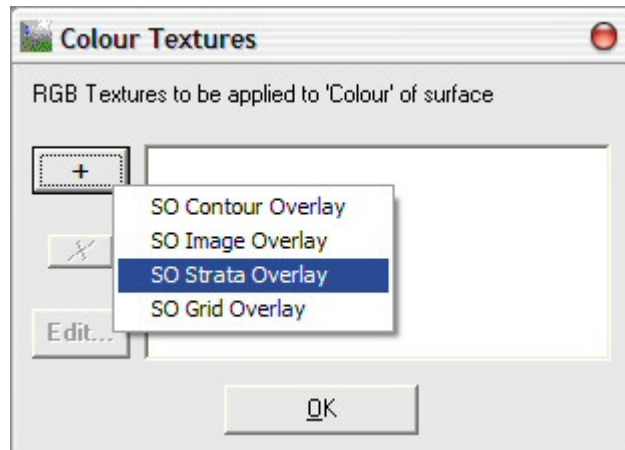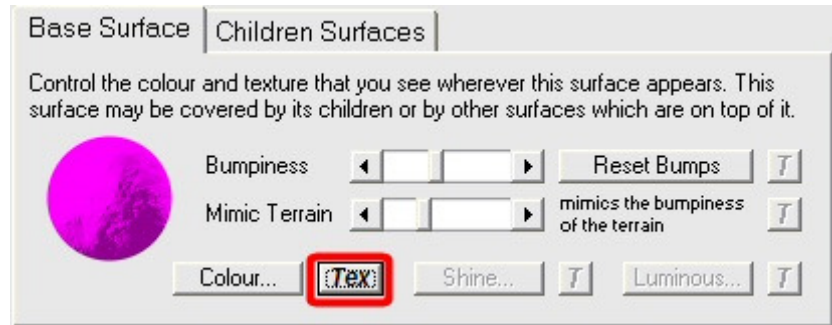
Part 2 – Put the strata map into a TerraGen image

1)
After the start of TerraGen you load the terrain and the TGW, which are created for this tutorial.

2)
Render this image. You will see a normal TerraGen image, but the rock surface is purple stained.

3)
Now you click in the „Landscape"-window on „Modify…" and change to „Terrain units". Then you notice both values behind „current:". This values show you the lowest and the highest point of the terrain. After that you can select "Metres" again.
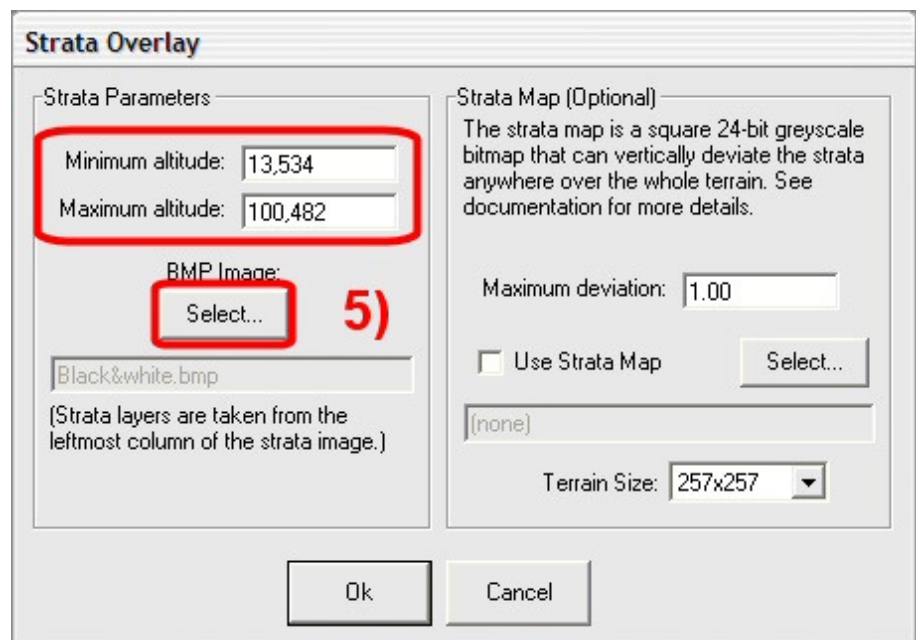
4)
You select the surface layer „Strata" and you see that this layer is the purple layer. Click on the "Tex"-button.

Then add a „SO Strata Overlay" and click on „Edit…". It will open a new window.

5)
For „Minimum altitude" you enter the lowest point of your terrain and for "Maximum altitude" you enter the highest value. After a click on "Select..." you can select your strata map, which you have created which StrataGen 2 before.

Then you only have to click two times on the „OK"-buttons.

6) You can render the image now and if you like, you can change the „Bumpiness" or the „Coverage" and so on, like you do this for all other layers.

A tip for all registered users. Activate "Extra Blended Detail" for the rendering. Then you will get a much more smoother strata map when you render with a smaller resolution (attention: the rendering time will increase!).

I hope this tutorial made the creation and the usage of strata maps easier then before. And don't forget: send me your strata map images. Then I can put them into the gallery.

I have translated the english version in approximately thirty minutes... and my english isn't really good. Please don't hit me ;)