

A scenic landscape featuring a dirt road, stone walls, a body of water, and a large hill under a blue sky with clouds. The scene is framed by a large white circle. The text "Discovering Lost Landscapes" is overlaid in the center, with a thin orange line underlining the word "Landscapes".

Discovering Lost Landscapes





Overview: digital landscapes

Exploring lost landscapes

Data acquisition: digimap, lidar, scanning, photography

Data integration: Digital Elevation Model integration: QGIS

Transcoding: Digital Terrain Model: World Machine

Landscape Creation: Unreal 4 Game Engine

Painting Layers and Curating Scenes

Media Layering and animation: weather, lighting, soundscapes

Exporting media

Resources



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<https://sketchfab.com/3d-models/callanish-04-stone-02-8f58d6194efd456eae20ea6fbaf7ccbc>

<https://sketchfab.com/3d-models/callanish-04-stone-05-bd04bb8a6c88418ca073116a11c18056>



<https://sketchfab.com/3d-models/bass-rock-model-9937ab7a2c1440c299f579ad08837d54>



Historic Collection gives rich historical mapping for multiple epochs dating back to the 1840s, invaluable for Digital Humanities and understanding change over time.

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What is Digimap?

Digimap is an online map and data delivery service, available by subscription to UK Higher and Further Education establishments. Operated by EDINA at the University of Edinburgh, Digimap offers a number of data collections, including Ordnance Survey, historical, geological, LIDAR and marine maps and spatial data.

What are we offering?

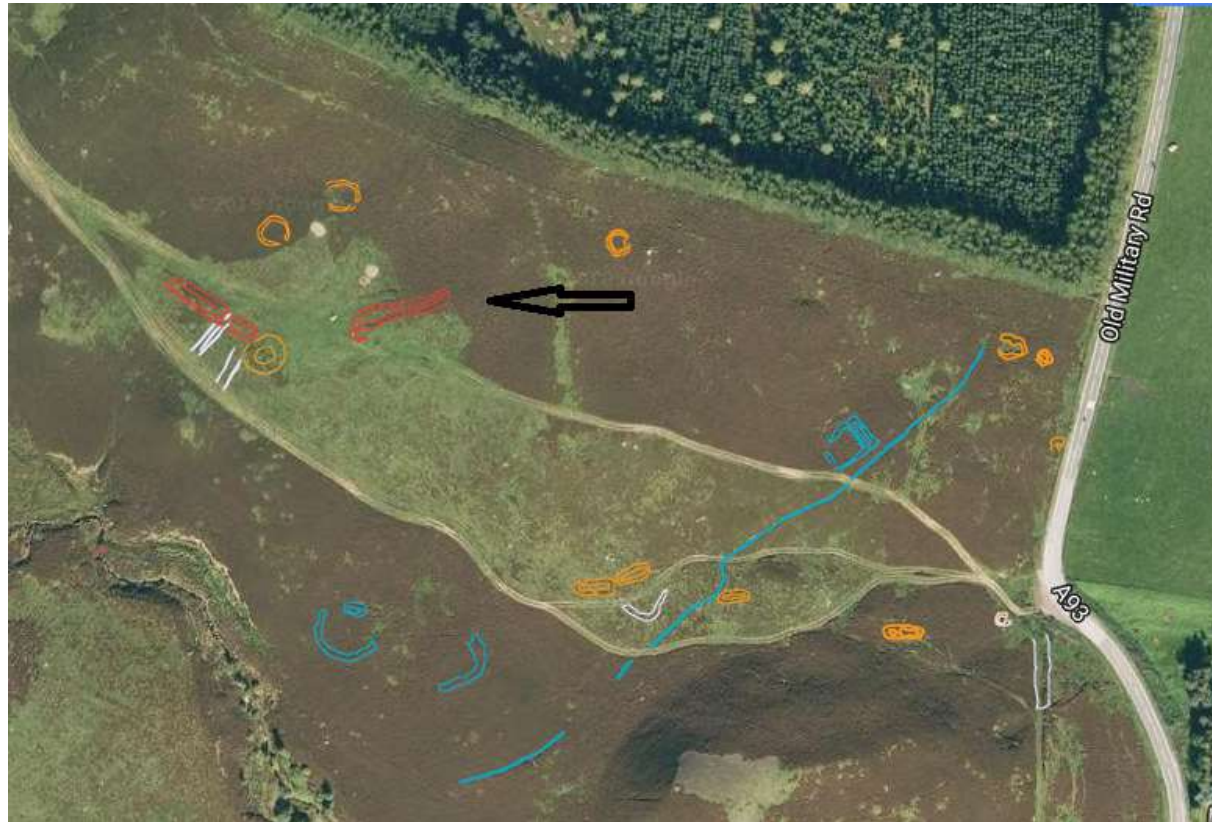
Digimap offers access to a range of datasets for the purposes of education and research. Create or interrogate a map online by selecting an appropriate base map, adding annotations and customising the content, use measurement and query tools to learn more about any study area. Download the raw spatial data in a wide range of formats for use in local GIS, CAD or image processing software.

Subscription Information

Digimap is available to members of subscribing higher and further education institutions in the UK. Individual registration is required, but the service is free at the point of use. [More information](#) about subscription fees can be found on our [website](#).



<http://www.pkht.org.uk/projects/completed-projects/glenshee/>



Venture deep into the hills and visit a lost Pictish settlement that people called home 1,500 years ago.

By [Alison Campsie](#)

Tuesday, 7th April 2020, 5:00 pm

Updated Wednesday, 8th April 2020, 5:07 pm



Data Download

Digimap Home > Data Download

Step 1. Select Area



Pan & Zoom Map

Search

Use Coordinates



Draw Rectangle



Use Tile Name

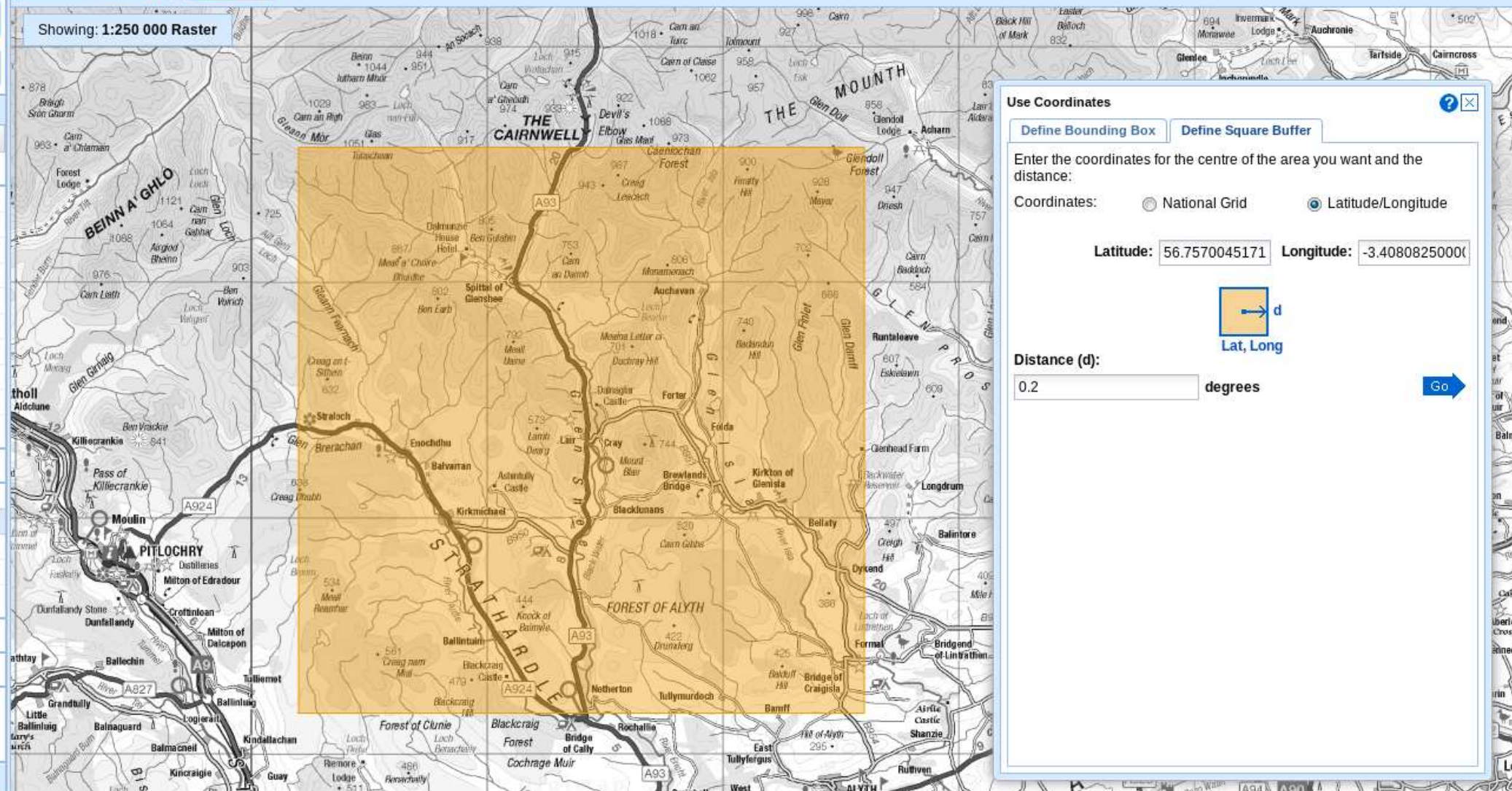


Select Visible Area

Step 2. Select Data

Product		Allowance
OS MasterMap (0 selected)		
<input type="checkbox"/> ITN - Integrated Transport Network	Info	No limit
<input type="checkbox"/> ITN - Urban Paths Theme	Info	No limit
<input type="checkbox"/> Sites Layer	Info	(576/10000) km ²
<input type="checkbox"/> Topography	Info	(576/100) km ²
<input type="checkbox"/> Building Heights (Beta)	Info	(27/20) tiles
<input type="checkbox"/> Greenspace	Info	(1/200) tiles
<input type="checkbox"/> Highways	Info	No limit
<input type="checkbox"/> Highways - Paths	Info	No limit
<input type="checkbox"/> Water Network	Info	(24/200) tiles
Backdrop Mapping (0 selected)		
Land and Height Data (1 selected)		
<input type="checkbox"/> OS Terrain 5 Contours	Info	(24/400) tiles
<input checked="" type="checkbox"/> OS Terrain 5 DTM	Info	(24/400) tiles
<input type="checkbox"/> OS Terrain 50 Contours	Info	(6/400) tiles
<input type="checkbox"/> OS Terrain 50 DTM	Info	(6/400) tiles
Vector Data (0 selected)		
Boundary and Location Data (0 selected)		
Archived Datasets (0 selected)		







Step 3. Add To Basket









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Matching datasets 6
6 datasets match your query

lidar/phase-1







- ☒ dsm 28  
- ☐ dtm 28  
- ☐ laz 924  

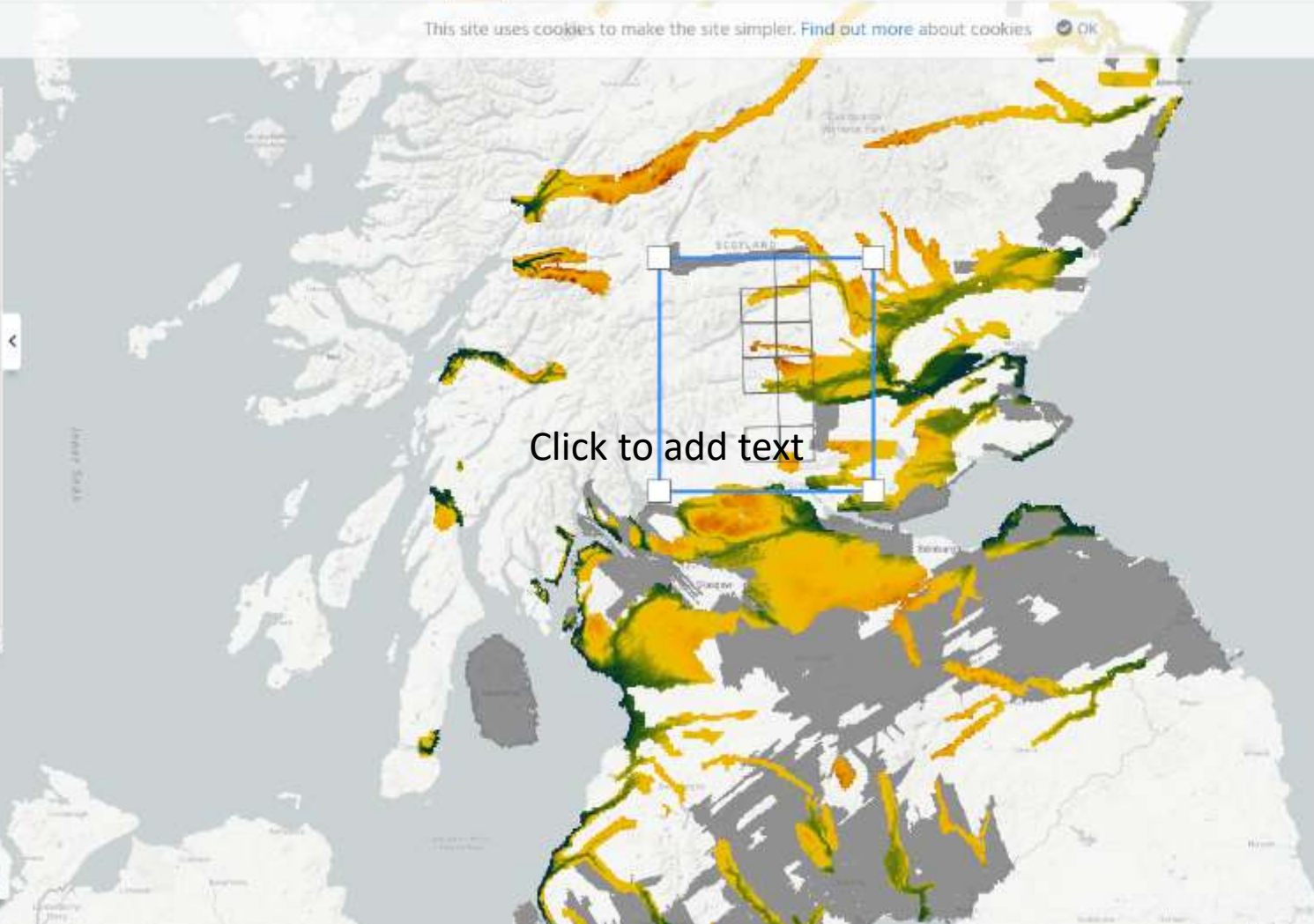
lidar/phase-2

- ☐ dsm 10  
- ☐ dtm 10  
- ☐ laz 22  


Other datasets 3
3 datasets don't match your query











lidar/phase-3


- ☐ dsm 0  
- ☐ dtm 0  
- ☐ laz 0  








LiDAR for Scotland Phase I DSM
lidar / phase-1 / dsm

 The Scottish Public Sector LiDAR (Phas...

- Scotland Lidar Phase 1 DSM NN70 
- Scotland Lidar Phase 1 DSM NN72 
- Scotland Lidar Phase 1 DSM NN73 
- Scotland Lidar Phase 1 DSM NN74 
- Scotland Lidar Phase 1 DSM NN80 
- Scotland Lidar Phase 1 DSM NN81 
- Scotland Lidar Phase 1 DSM NN82 
- Scotland Lidar Phase 1 DSM NN83 
- Scotland Lidar Phase 1 DSM NN84 
- Scotland Lidar Phase 1 DSM NN85 

Add all 

 1-10 of 28 products 

  0 

  ☒ Visualise  Reset

<https://remotesensingdata.gov.scot/data#/list>

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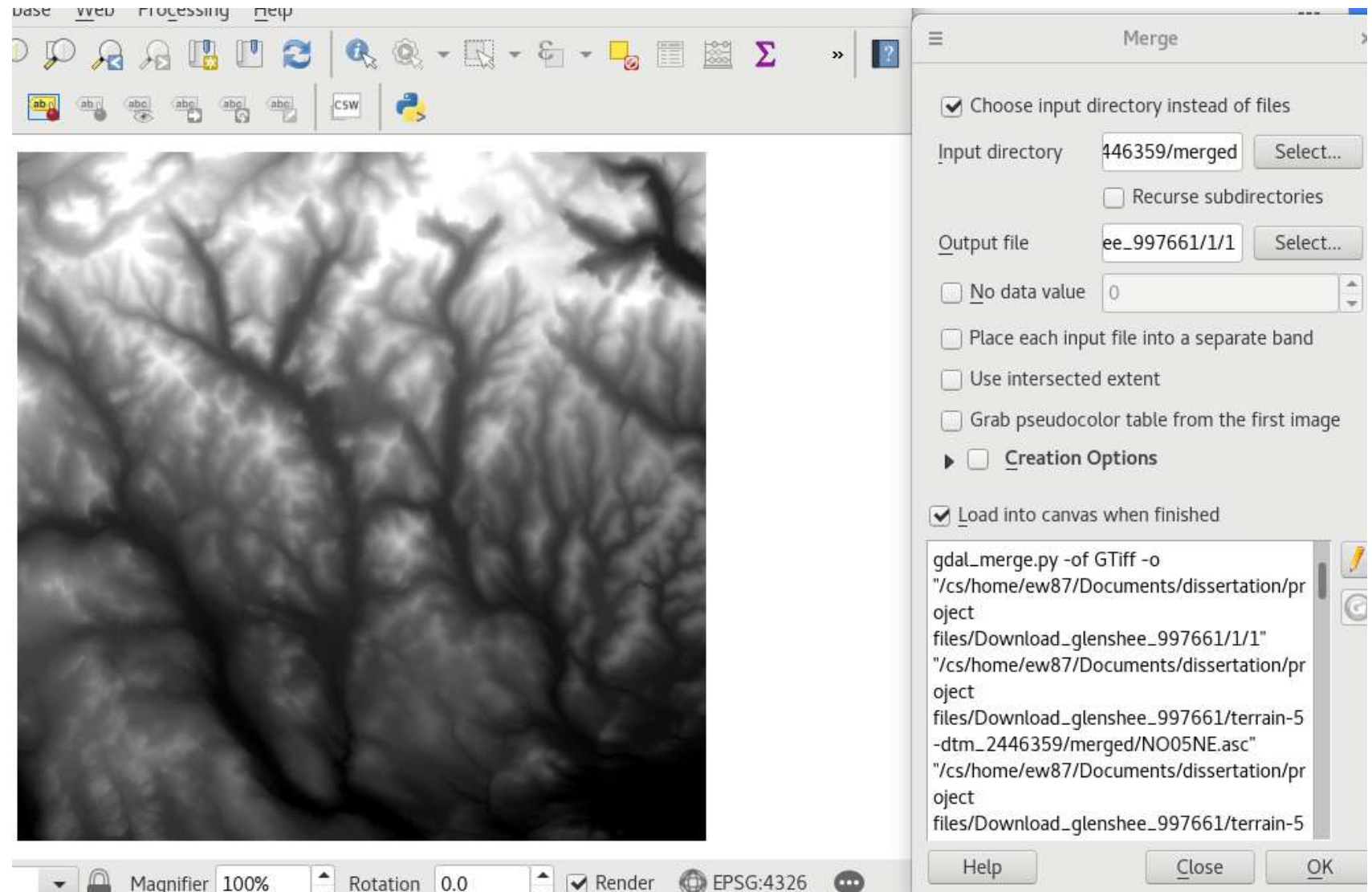
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Find training materials and reference documentation.

QGIS



Select new project

Raster → Miscellaneous → Merge

Since Digimap generated the folder that has ASC format files with other extensions, put all ASC into separate locations, while selecting them for the input directory.

Set the default CRS to be British National Grid (EPSG:27700).



Browser

- ★ Favorites
- Spatial Bookmarks
- Project Home
- Home
- C:\
- D:\
- E:\
- F:\
- X:\
- Y:\
- Z:\
- GeoPackage
- Spatialite
- PostGIS
- MSSQL
- Oracle
- DB2
- WMS/WMTS
- XYZ Tiles
 - OpenStreetMap
 - Satellite only
- WCS
- WFS / OGC API - Features
- OWS

Layers

- ☐ SFP_MapOverlay_modified
 - 0
 - 1
- ☐ SFP_MapOverlay_modified
 - 0
 - 1
- ☐ SFP_MapOverlay_modified
 - 0
 - 1
- ☐ 2k
- ☐ SFP_MapOverlay_modified
 - 0
 - 1
- ☐ 70k
- ☐ combined
 - 148,211
 - 478.72
- ☐ underwater
 - 212.389

70k

Layout Edit View Items Add Item Atlas Settings

Items

Undo History

Items

☒ Item
☐ Map 1

Layout

Item Properties Guides

Layout

General Settings

Reference map Map 1

Guides and Grid

Grid spacing

10.00 mm

Grid offset

x: 0.00 mm

y: 0.00 mm

Snap tolerance

5 px

Export Settings

Export resolution

300 dpi

☐ Print as raster
☐ Always export as vectors
☐ Save world file

x: 297.823 mm y: 11.6767 mm page: 1 70.4%

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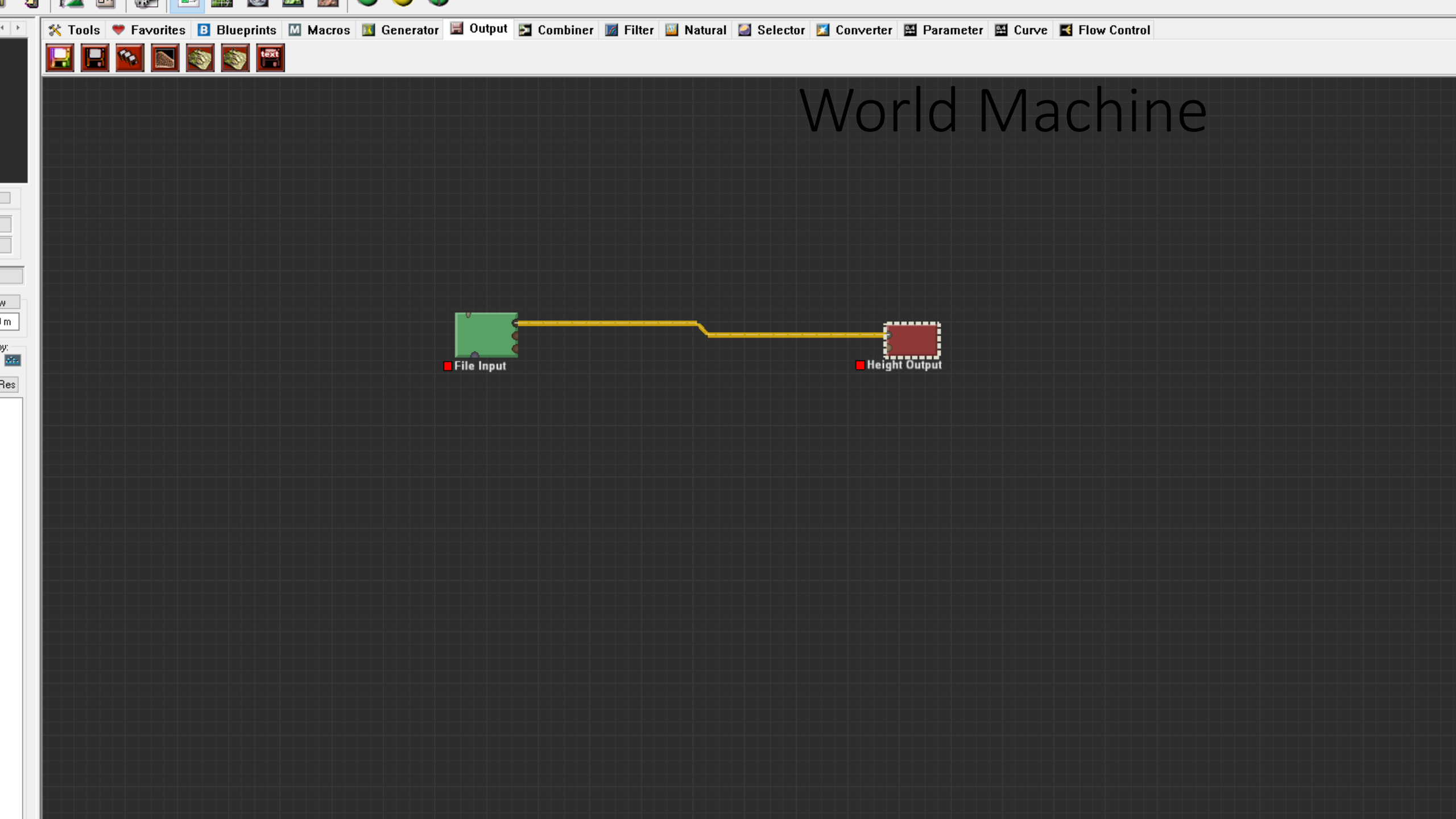
Landscape Creation: Unreal 4 Game Engine

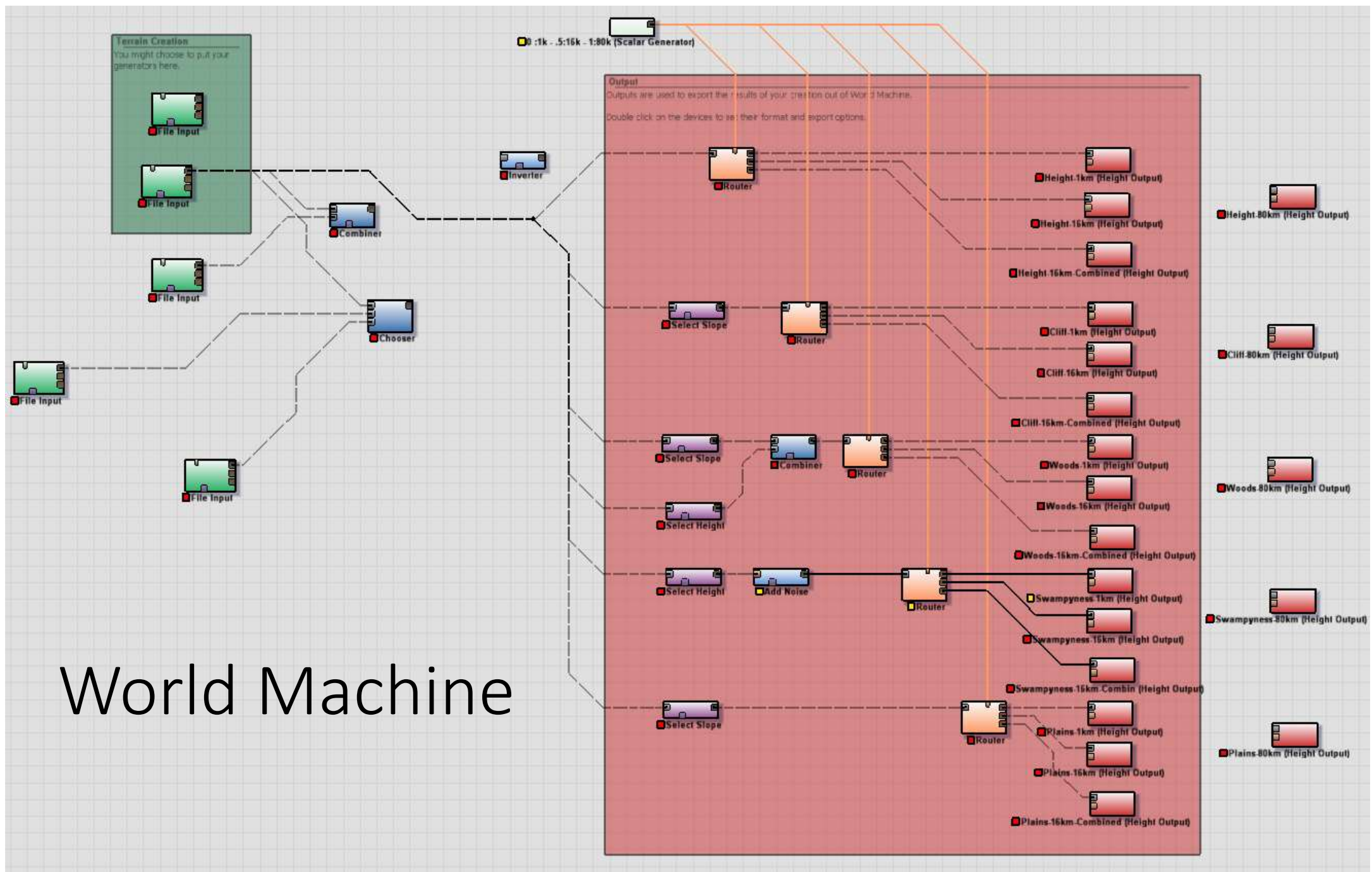
Painting Layers and Curating Scenes

Media Layering and animation: weather, lighting, soundscapes

Exporting media

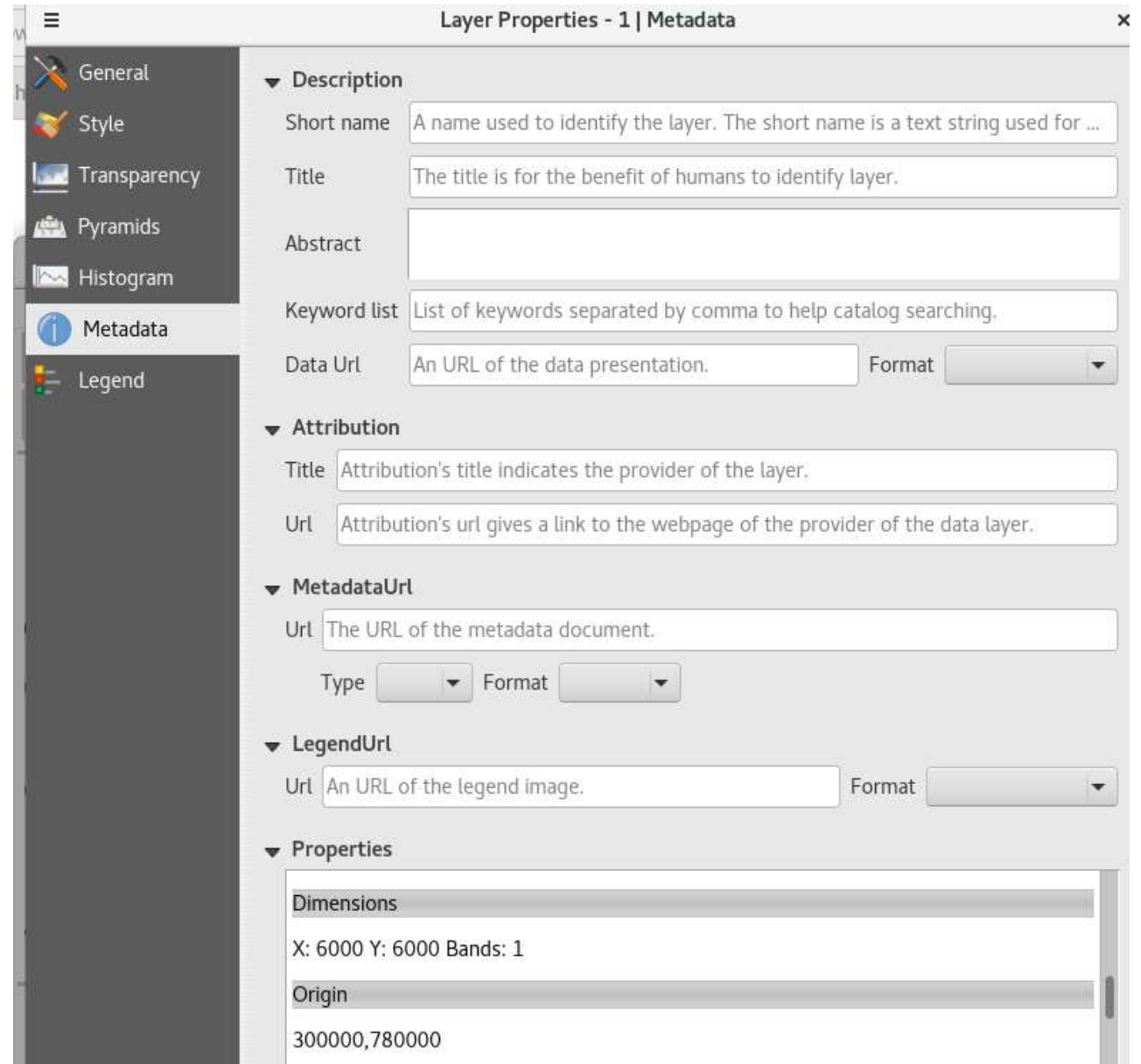
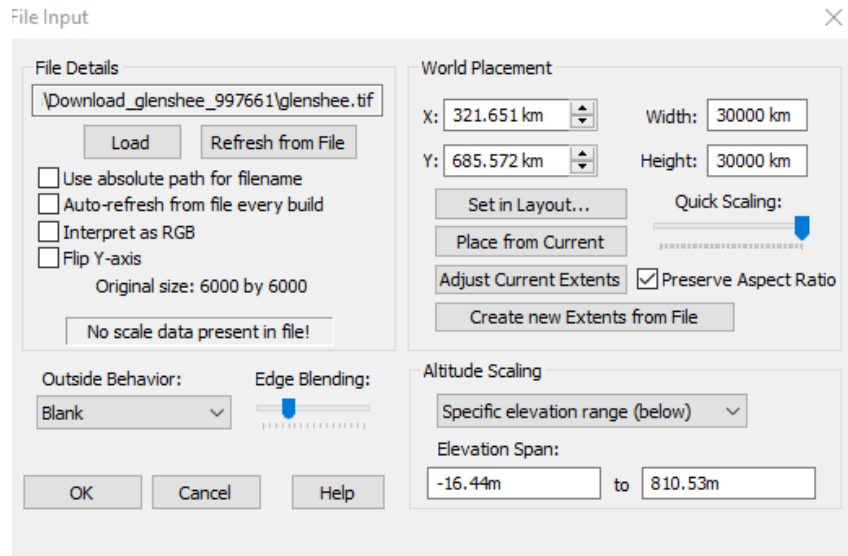
Resources





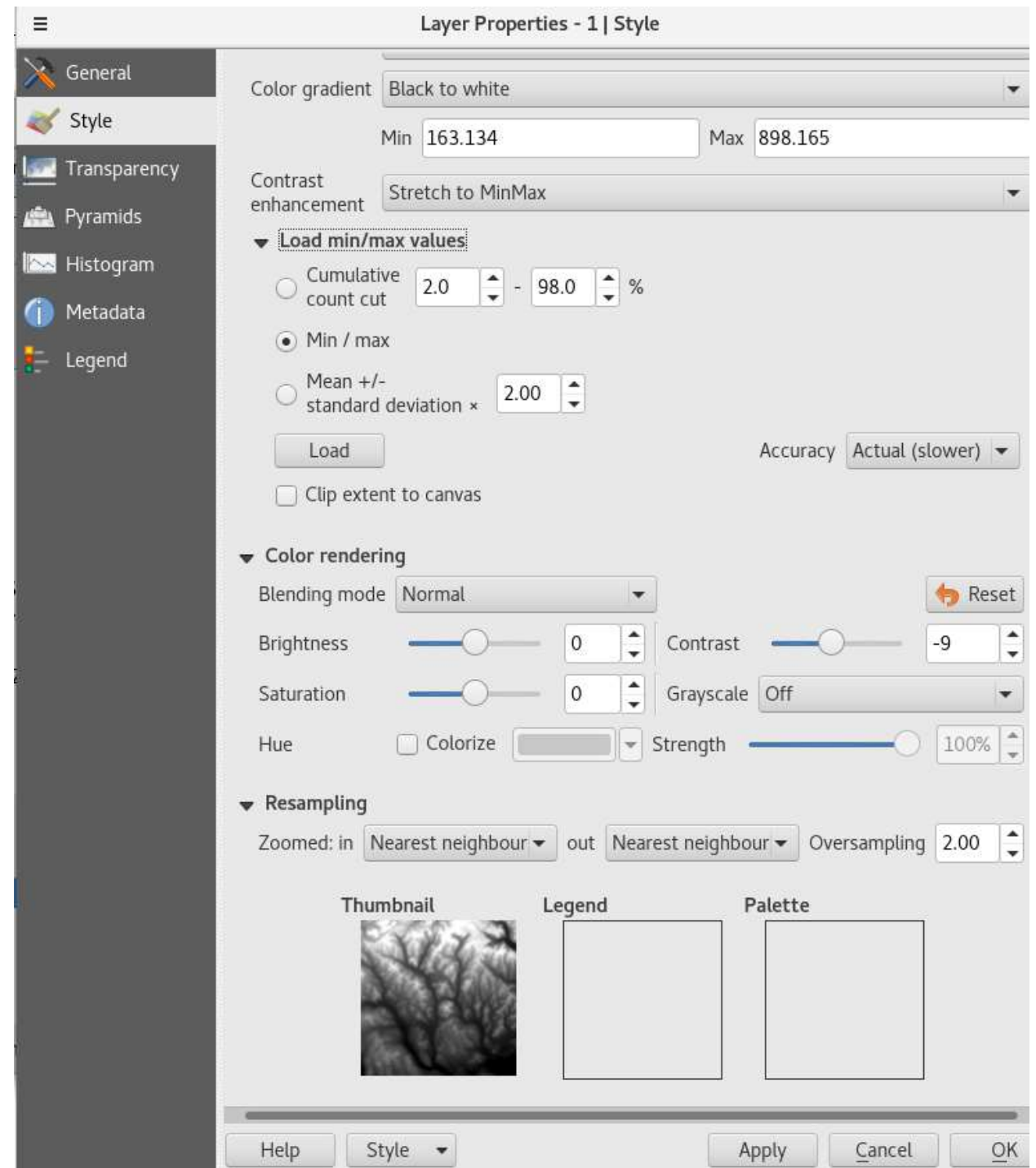
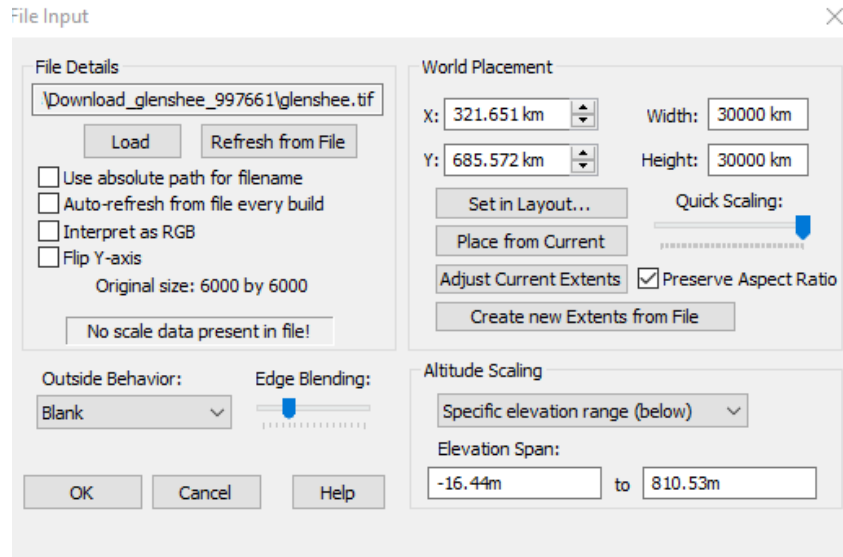
Scale your world

- Area of the terrain
- So we can rescale the heights correctly for WM



QGIS height values

- Read from QGIS enter into World Machine



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Start Building your Terrain

And it's free! Just a few things to know...



Free for non-commercial use

You're good to go as long as you do not sell or otherwise profit from any work containing the assets you build within World Machine.

If you want to do that, or need higher resolution output, you can buy one of our [full licenses](#).

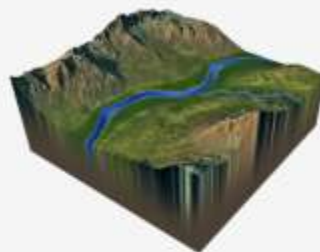


Fully featured (Well, almost)

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Easily browse and modify our example worlds. You're welcome to base your own worlds on them!



Compatible with Windows 7,8,10

World Machine requires a Windows PC to run.



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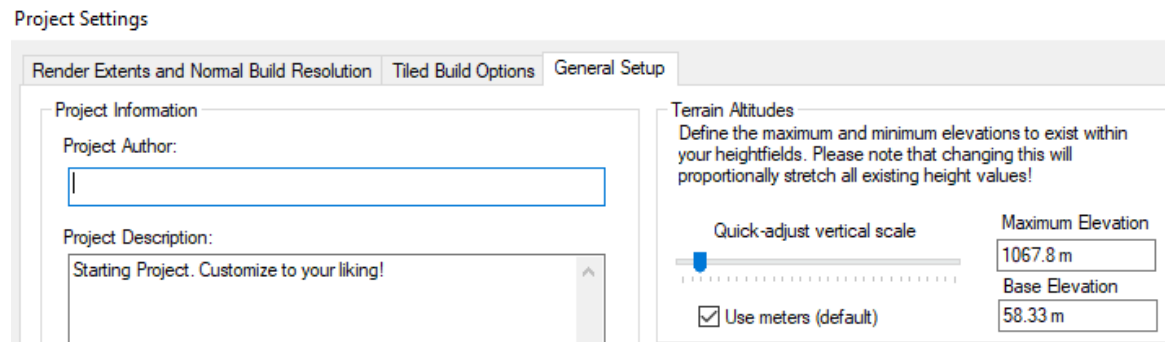
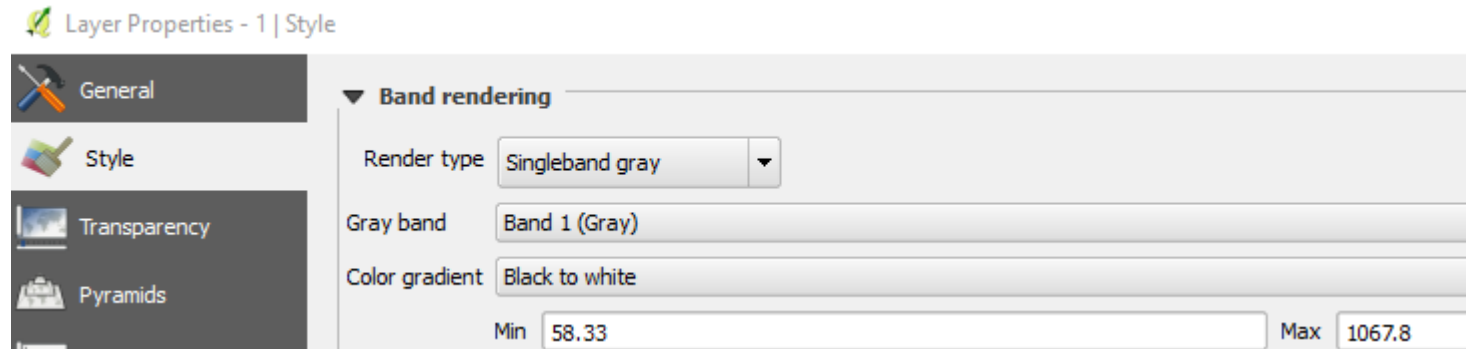
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helpdesk@world-machine.com

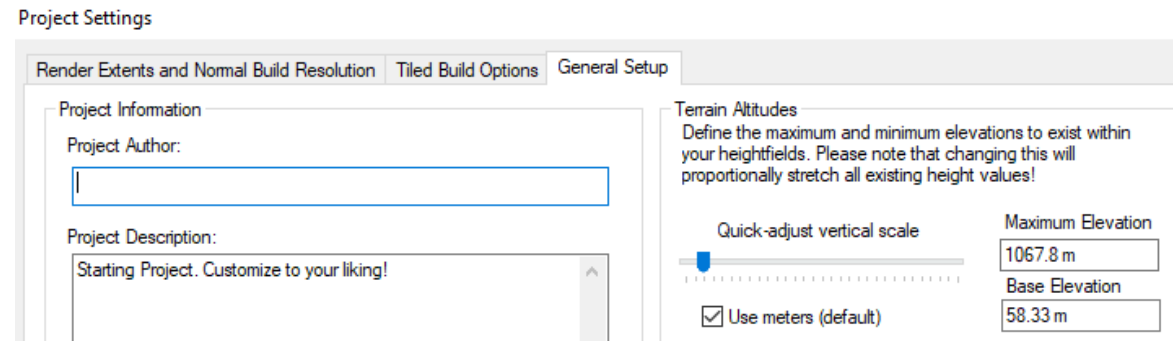
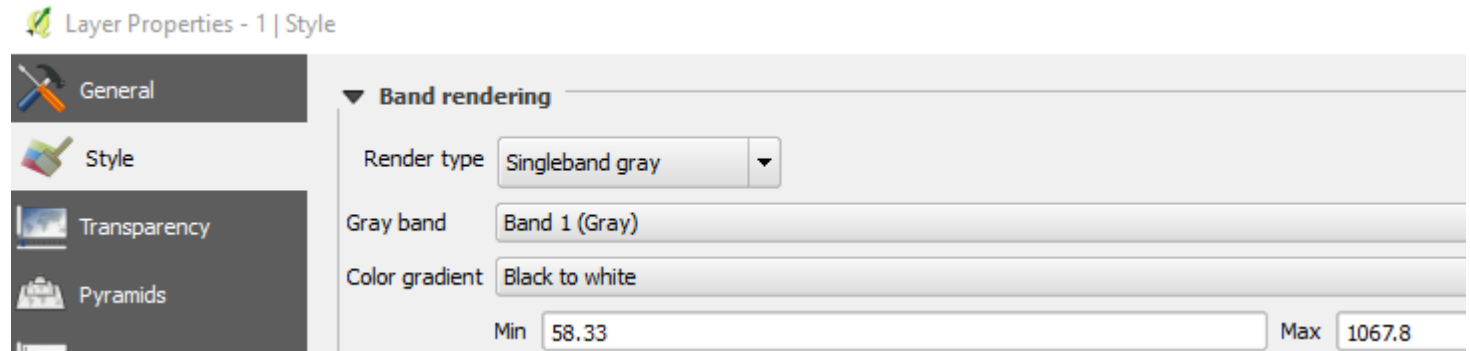
orders@world-machine.com

Set up the World Machine Project



Set up the World Machine project

- Read values from QGIS
- Enter values in WM
- Export in 16 bit png format



Examples of digital landscapes

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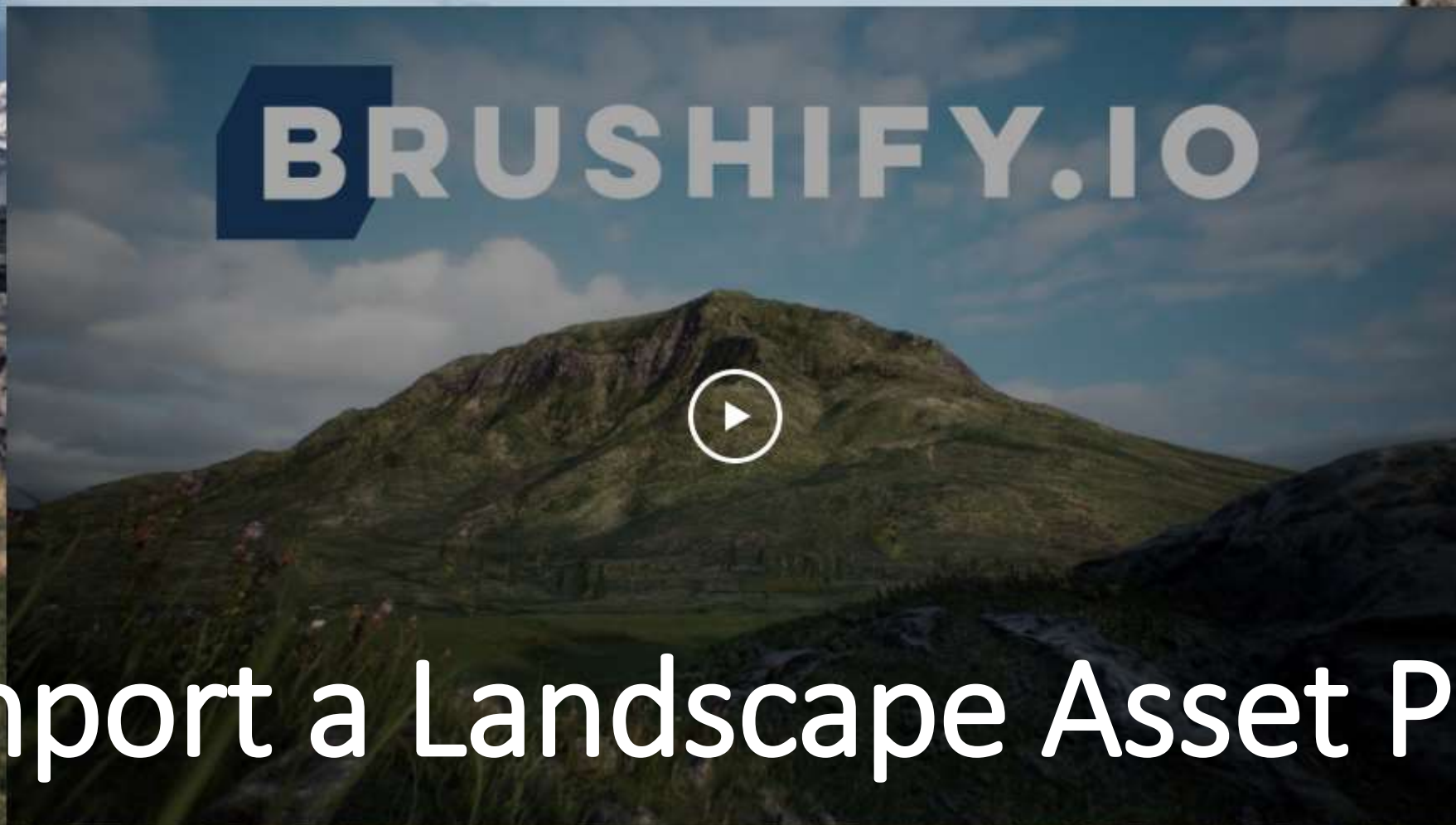
Training &
simulation

More uses





The #1 Environment Toolkit for Unreal Engine 4.



Import a Landscape Asset Pack

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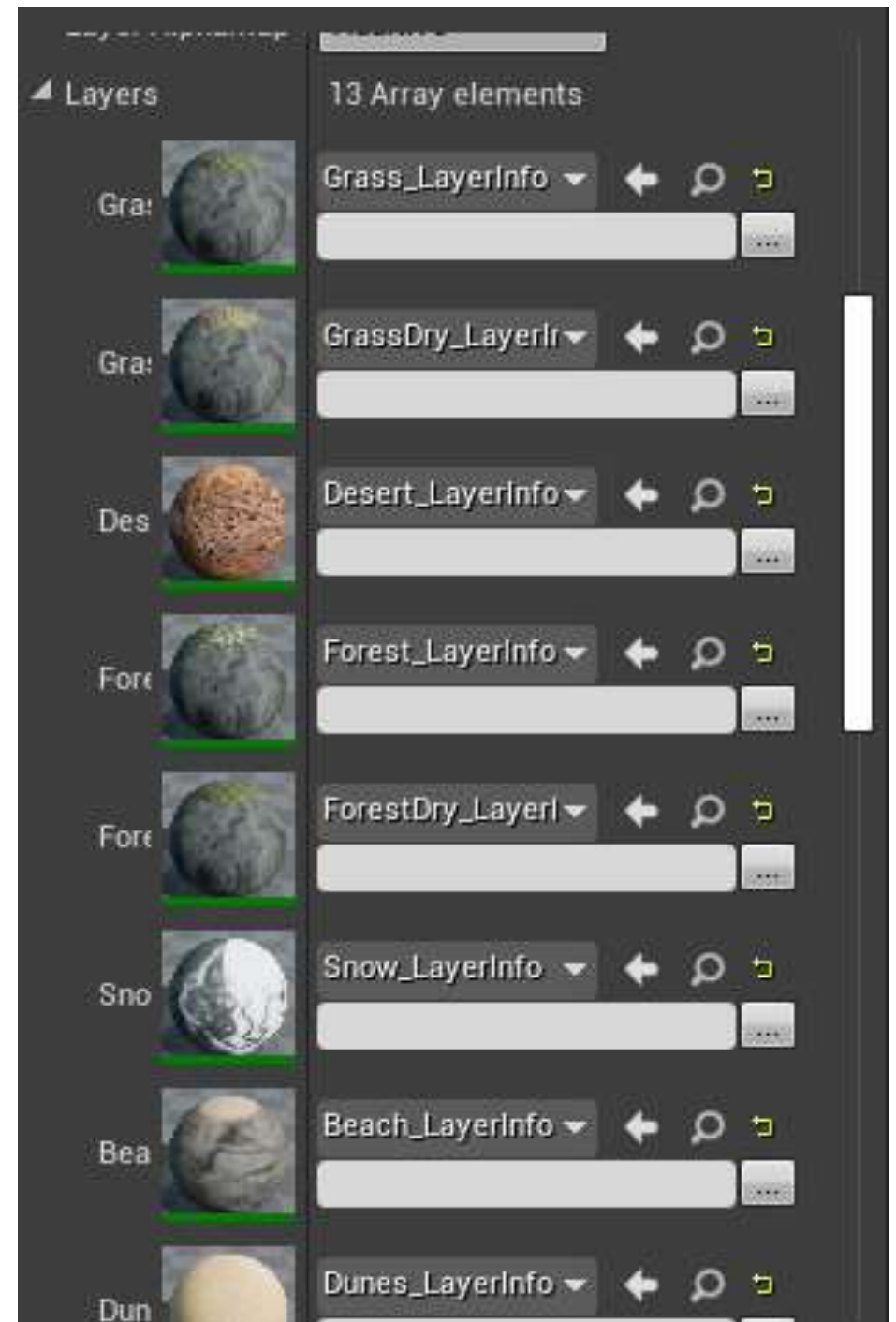
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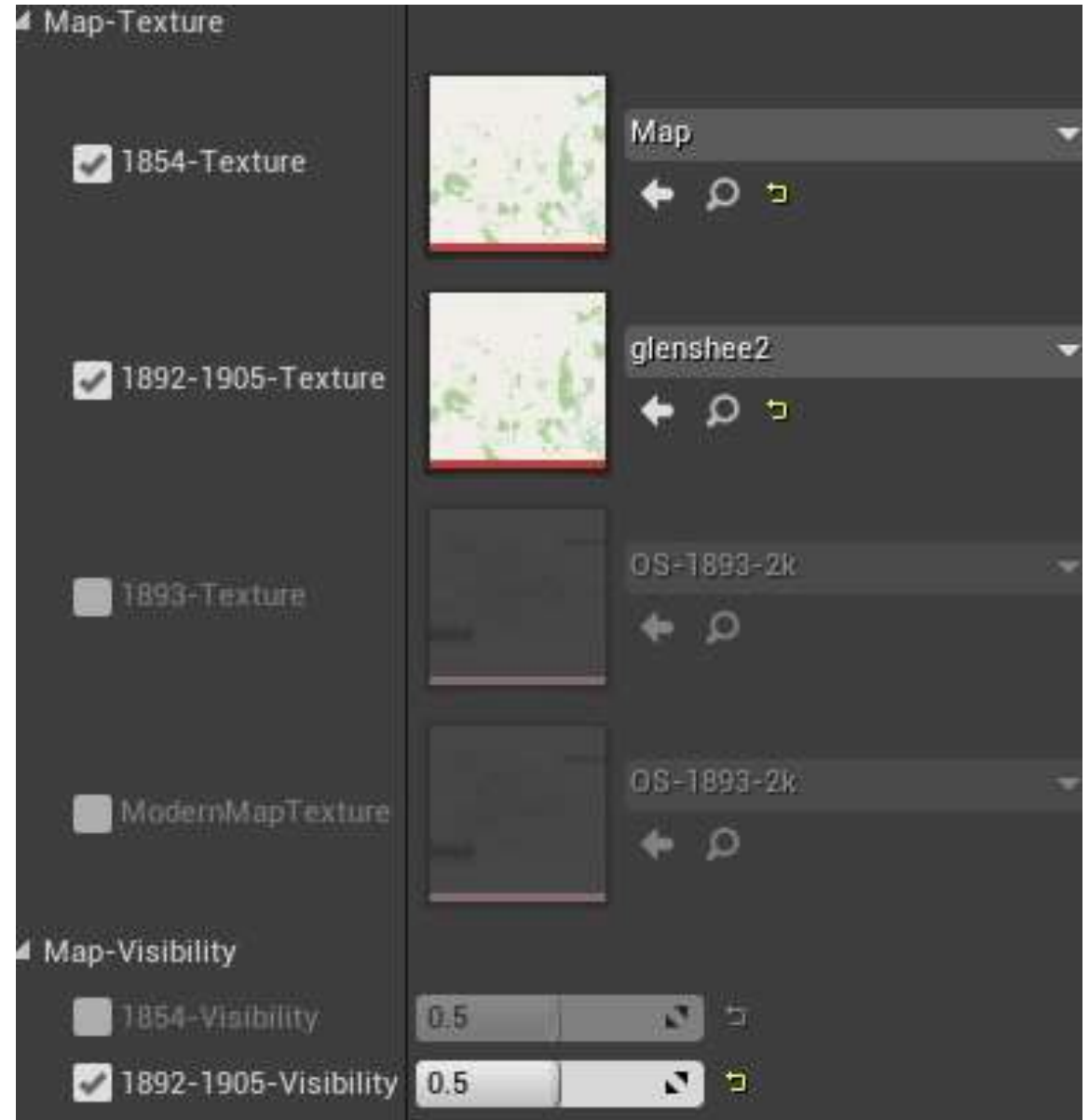
Layers in UE 4

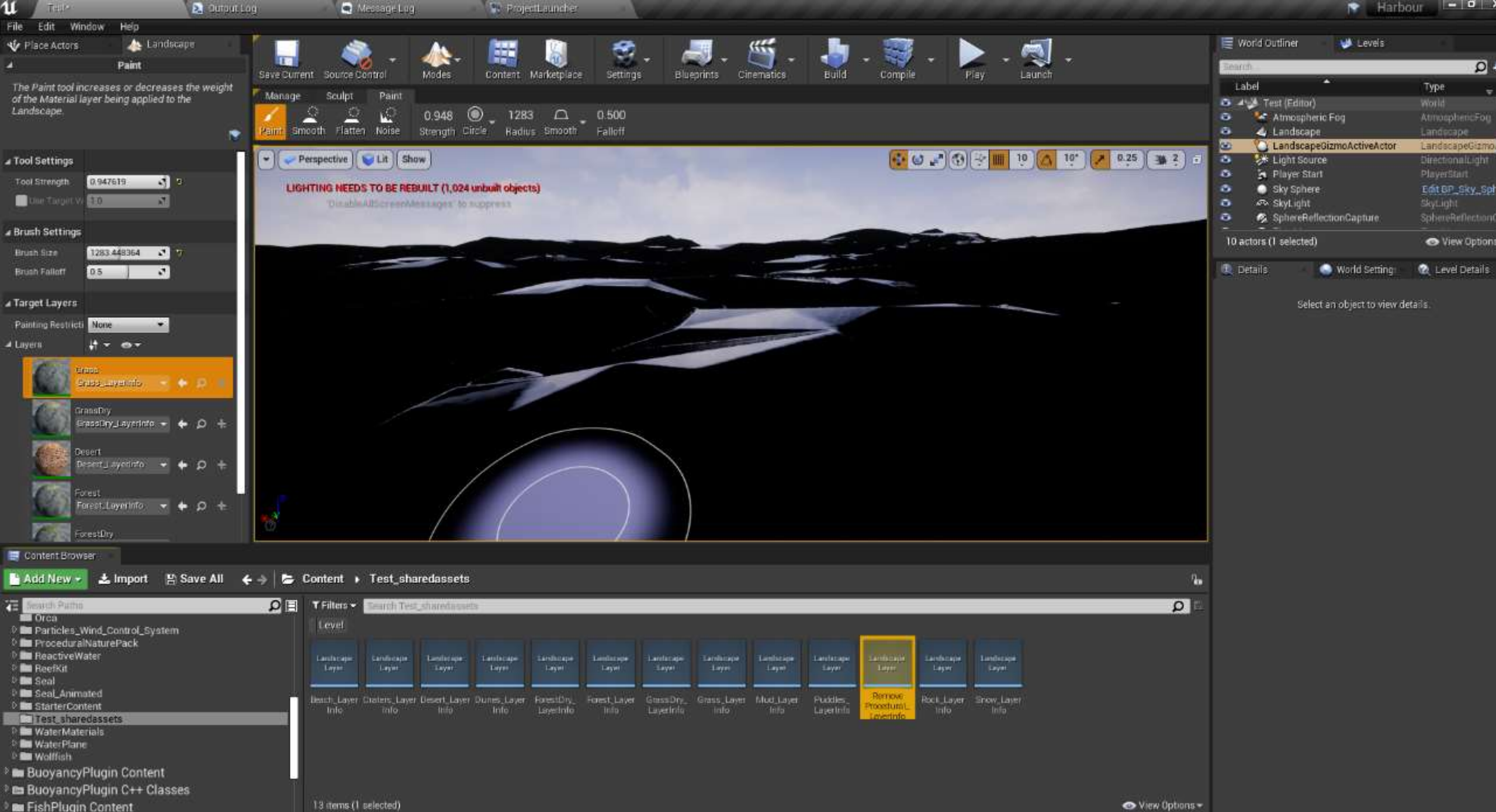
- Painted onto landscape
 - Descriptive name
 - Contain
 - Vegetation
 - Rocks
 - Trees
 - Grass
 - Parametrically arranged

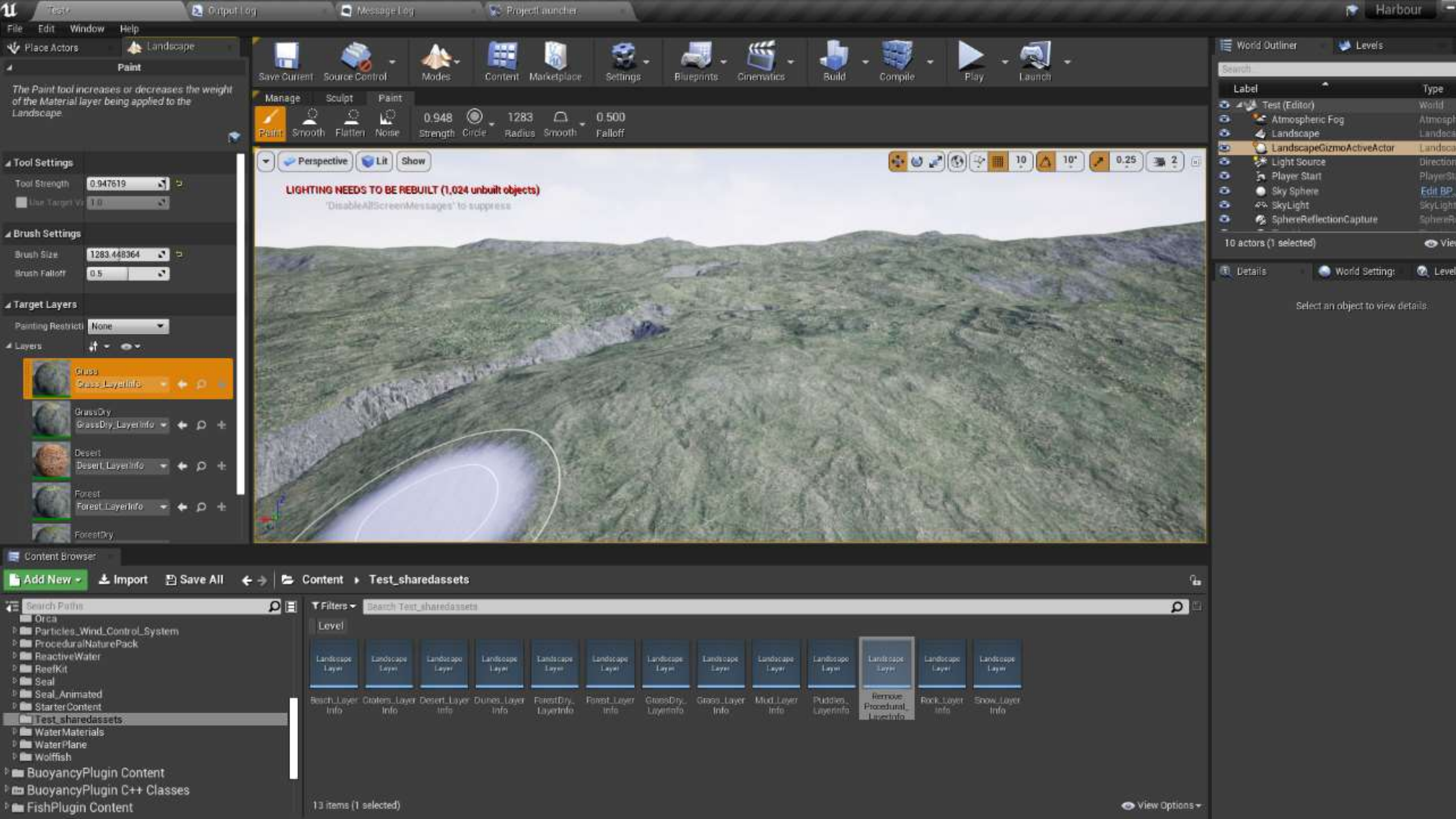


Map textures

- Add an overlay map as an alternative to the layers
- Helps in painting on layers
- Helps in placement of assets







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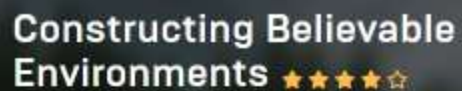
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Unreal Engine is a powerful tool for creating realistic and believable looking environments. By the end of this path, you'll be able to effectively use Unreal Engines Lighting pipeline to reproduce numerous lighting styles for multitudes of scene types.

This path made with completion of the "Getting Started in Unreal Engine" path as a prerequisite.
Total Video Duration: 11 hrs 41 min

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▶ Understanding Lightmass - Baking Checklist ⓘ

▶ Introducing Global Illumination Quiz I ⓘ

100.0% Piggy Back

intro to Lightmass

Visualizing Lightmass ⓘ

Improving the Quality of Lightmass

▶ [Introducing Global Illumination Quiz 2](#) ⌚

100% Placement

▶ Understanding World Settings ⓘ

▶ Meshes as Lights ⓘ

Dynamic GI ⓘ

▶ [Introducing Global Illumination Quiz 3](#) ⓘ

100% Pass mark

Lighting Essential Concepts and Effects ⓘ

0%

Lighting Essential Concepts: Introduction ⓘ

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- Digimap: <https://digimap.edina.ac.uk/>
- QGIS: <https://www.qgis.org/>
- World Machine <https://www.world-machine.com/>
- Unreal 4 <https://www.unrealengine.com/>



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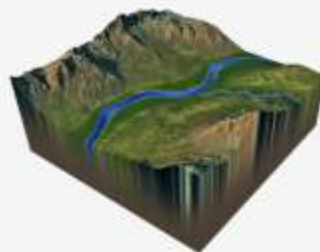


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Blender For Unreal Engine

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Video Demo

This addon is free !

You can download it here: <https://github.com/xavier150/Blender-For-UnrealEngine-Addons>
 I am the creator and I use this page to have more visibility on my work and for the person who wants to support me :)

This Add-on allows you to export content created with Blender to Unreal Engine 4

It works with Blender 2.8 and earlier versions

Working on object packs for Unreal Engine 4 can be tedious with Blender. That's why I created the Add-on: "Blender for UnrealEngine". It simplifies the method of exporting from Blender to

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Sales	100+
Customer Ratings	3
Average Rating	★★★★★
Dev Fund Contributor	❤️
Published	over 1 year ago
Software Version	2.6x, 2.7x, 2.77, 2.78, 2.79, 2.8, 2.81, 2.82, 2.83
License	GPL



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Training &
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More uses





Modelling and Import


- Structure from motion:
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- Blender: <https://blendermarket.com/>
- Blender for Unreal
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Dashboard

Content Library


Achievements

Online Learning Help

Collapse Menu

Content Library

Introducing Unreal Engine



Introducing Unreal Engine


★★★★☆

Mathew Wadstein will walk you through the fundamentals of the Unreal Engine user interface and its components. After introducing you to the interface and functionality, Matt will cover important settings to adapt the UE Editor to your workflow.

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 The Viewport ⓘ


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 Details Panel ⓘ


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 Modes Panel ⓘ


 Content Browser ⓘ


 Main Toolbar ⓘ

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