

Add Paint/Terrain Tutorial

Click on the house to exit to the main menu and select “Load World” (you do not have to save the previous work).

Find the third tutorial “Add Paint/Terrain Tutorial” and play the tutorial.

This tutorial only shows you how to add terrain and change brush types and sizes. We will explore landscaping in future lessons.

Exit and do not save.



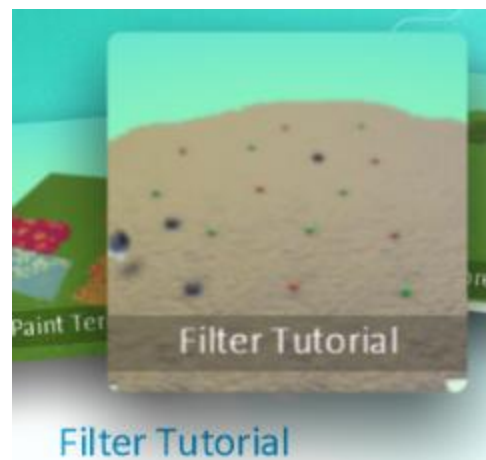
Filter Tutorial

Click on the house to exit to the main menu and select “Load World” (you do not have to save the previous work).

Find the fourth tutorial “Filter Tutorial” and play the tutorial.

This tutorial will show you how to program your characters further.

Exit and do not save.



Glass Walls Tutorial

Select “Load World” and find the Glass Walls Tutorial.

Walkthrough the four steps of the tutorial. Navigate back to the Home Menu.

Do not save any changes.

