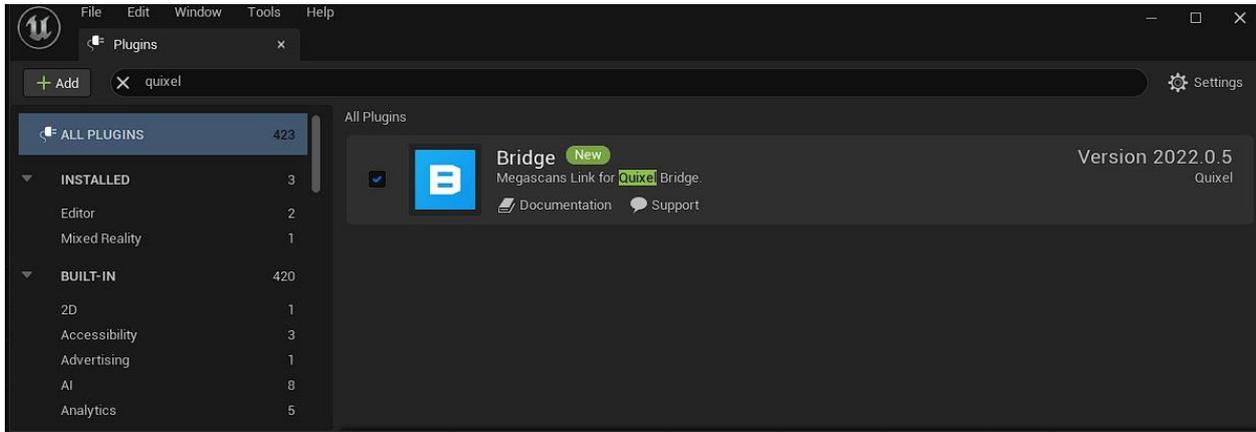
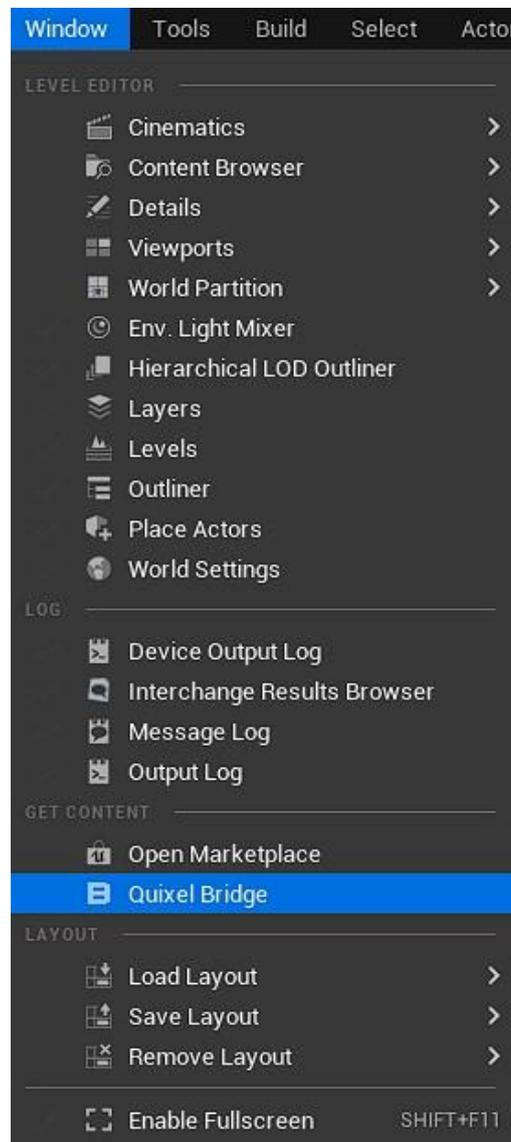


**How to download Landscape Textures from Quixel and assign them to the project landscape material.**

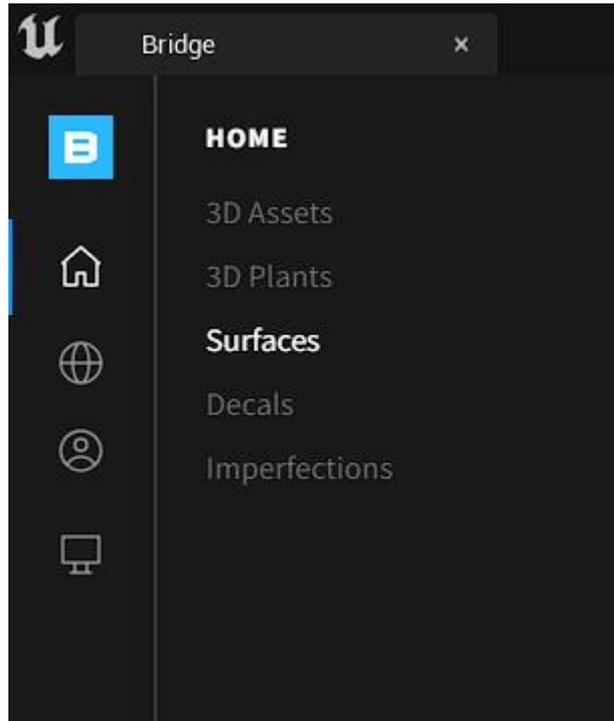
- 1) First you must enable Quixel plugin in your project. To do this from Edit menu select plugins, find Quixel and enable it (if it's not) then restart the editor.



- 2) Then Open Quixel Bridge from Tools Menu:



3) On the Quixel Bridge, from left panel, hover on Home Icon and select Surfaces to show surfaces textures.

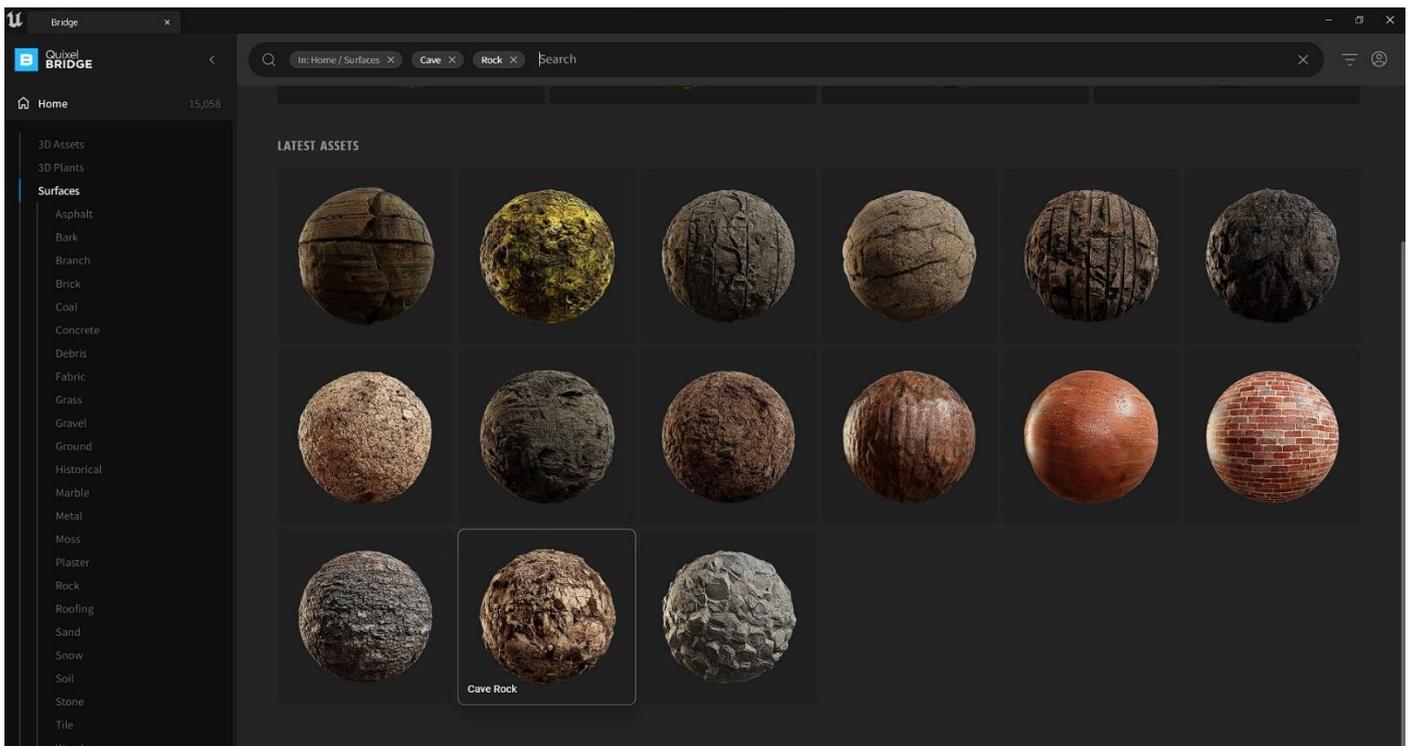


4) Now you can search for the desired textures. Then download and add it to the project

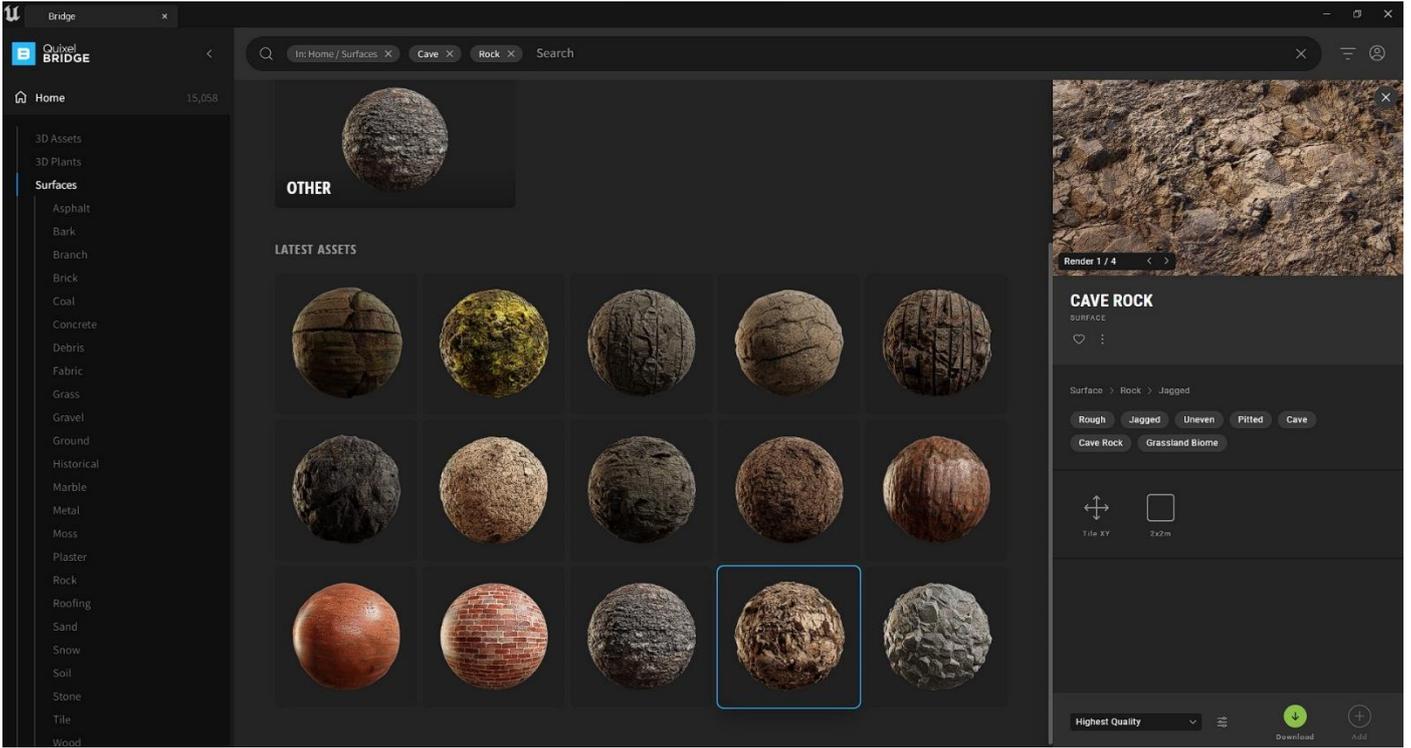
We suggest to use the textures we mentioned bellow, but you can change it with your custom texture.

you can do this instruction to add the textures to your project:

4-1) in the search box type Cave Rock and scroll to find the cave rock texture.



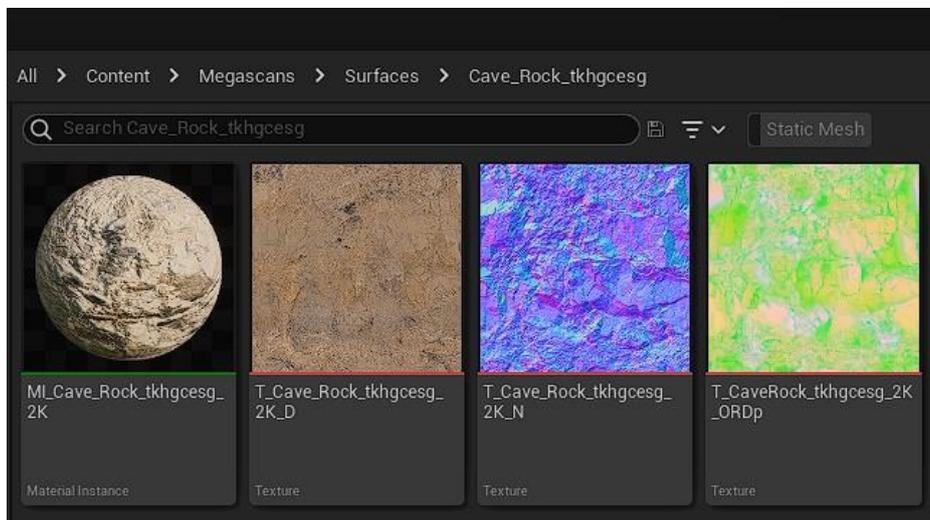
Select The texture and from the right panel, choose texture quality and press download button.



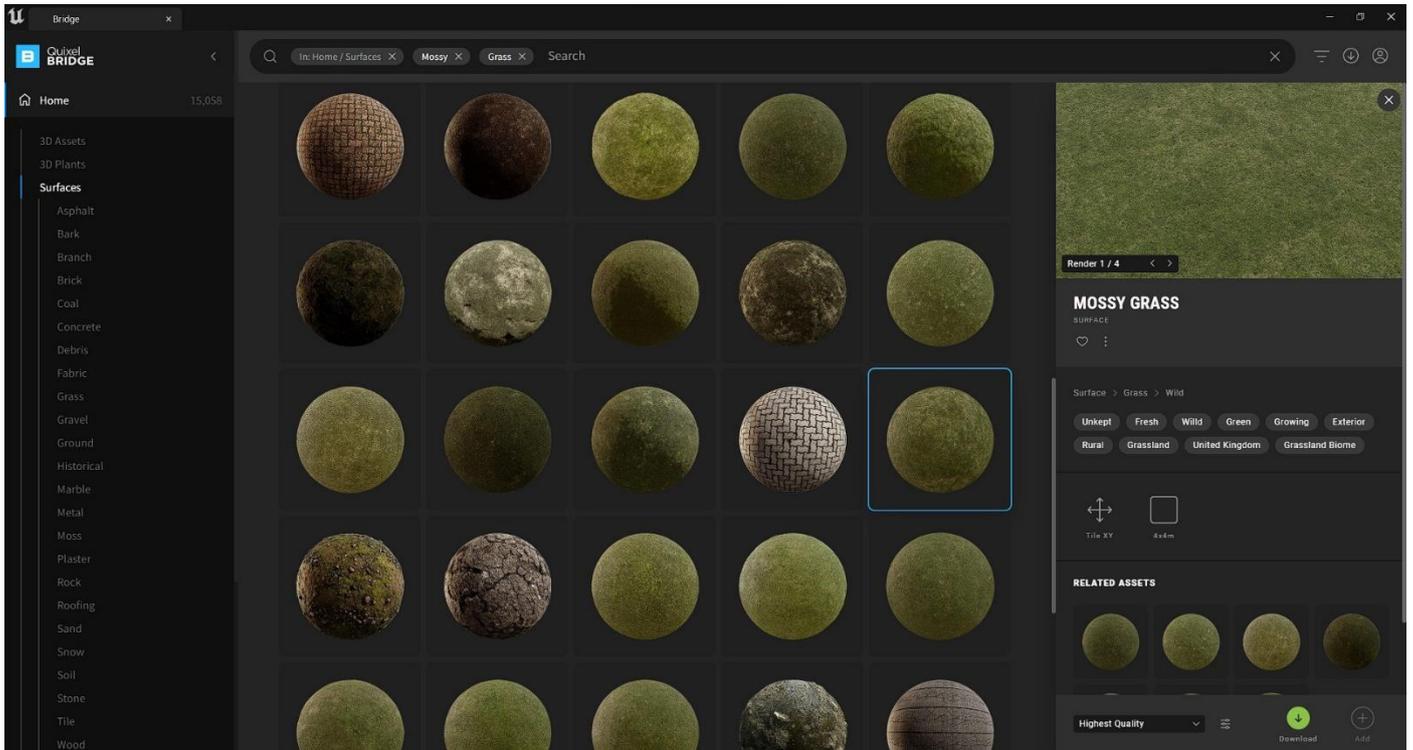
After the download complete, you can see a blue arrow around the texture icon. So, click on the blue arrow icon to add this texture to your project.



The textures and material automatically added to default magascan folder in your content browser



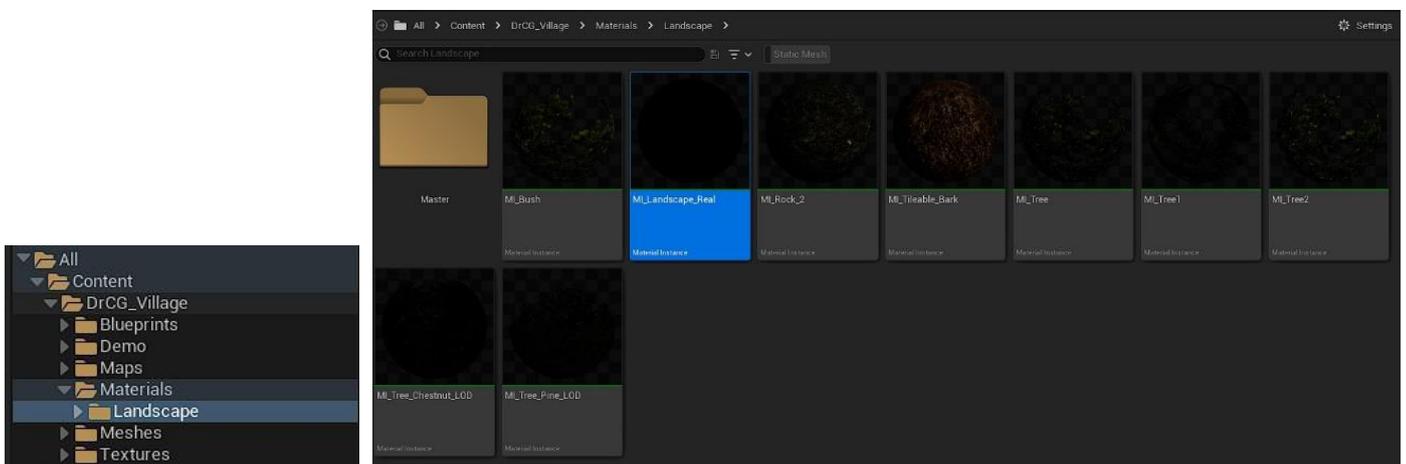
4-2) The Second texture is Mossy Grass. First you found it and do the same instructions as you did for the rock texture.



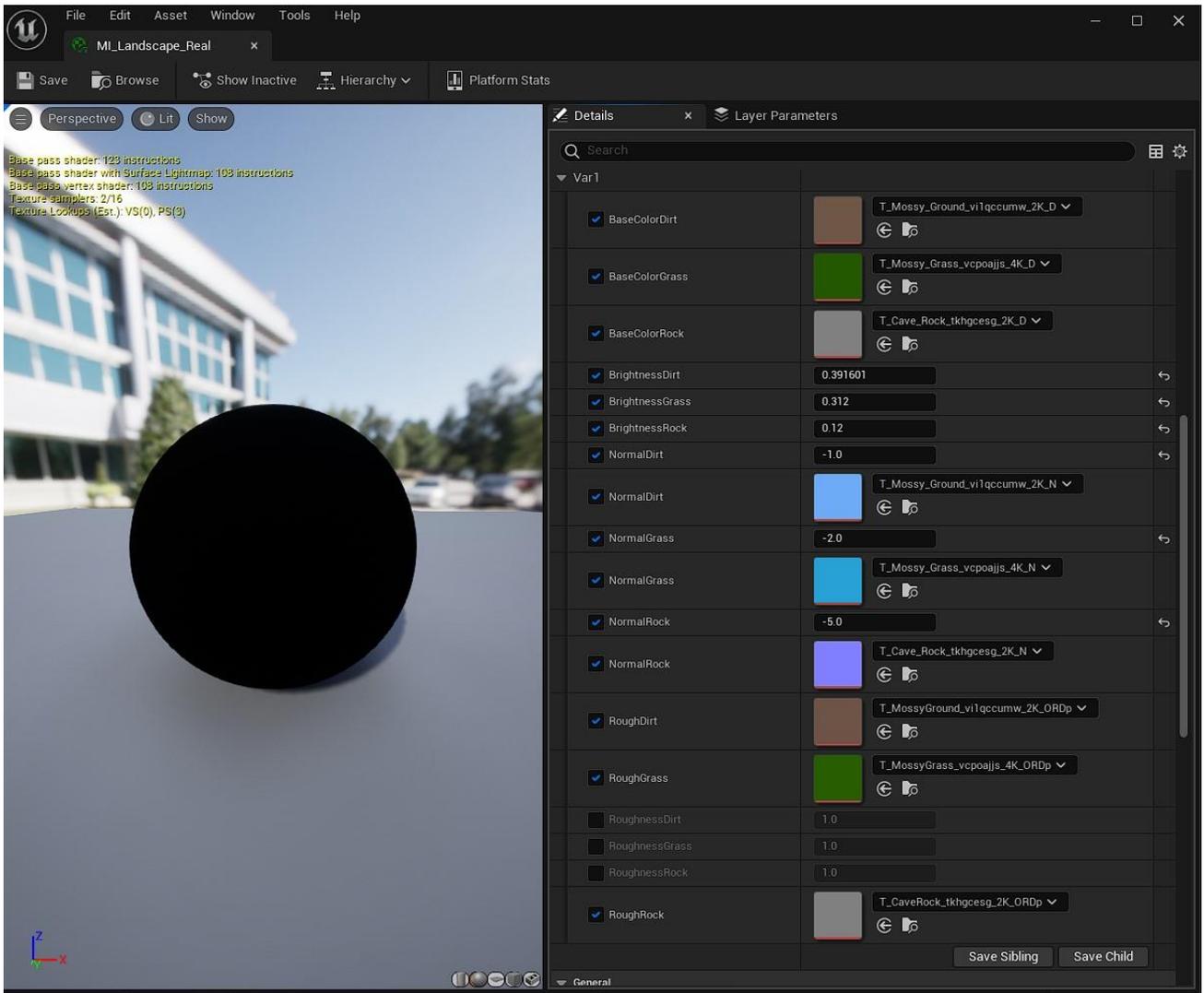
4-2) The Third texture is Mossy Ground. First you found it and do the same instructions as you did for the rock texture.

5) It's time to assign the downloaded textures to the landscape material of the mountain village project.

From content browser go to this folder: Content > DrCG\_Village > Materials > Landscape And open MI\_Landscape\_Real Material Instance:



And assign the downloaded textures to the material instances. You can choose them from Details panel as you see in the below picture.



If you have any question please feel free to ask (on the product questions)