Sea Floors Tutorial

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1) Go to terain,

2) invert it (the black/white square),

3) get bigest brush,

4) set too 239 hight

5) biggest grid (left one)

6) make the whole map 239 high

7) switch to noise brush

8) click noise brush so that they dont over lap one another else you will still have a v. flat sea floor

9) hit inversion again

10) press ok

11) now your sea floor will vary between 0-15, you can offcourse use 255-x w/ x beeing no greater then 16 else you will make land