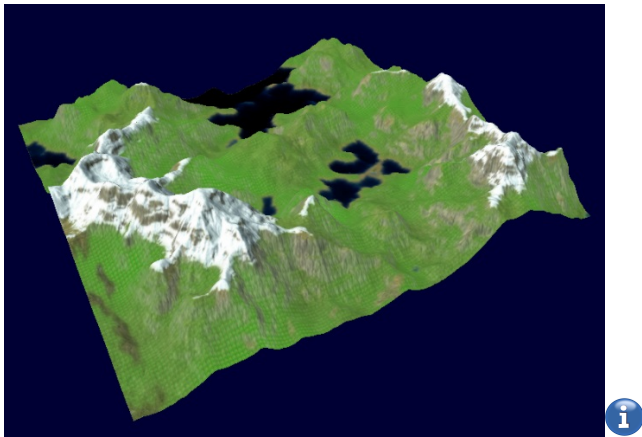


Terrain

A **Terrain** is a one of the default [3D Models](#) you can add to your game.



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