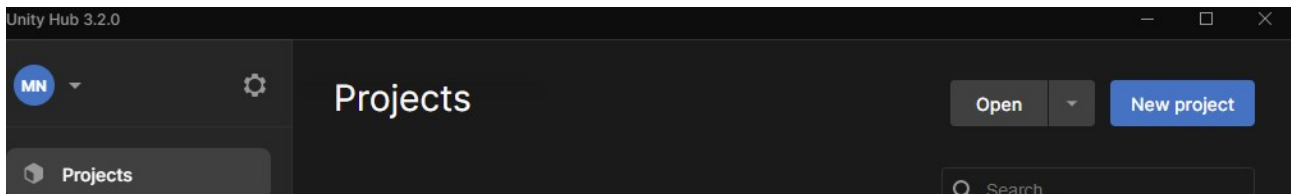
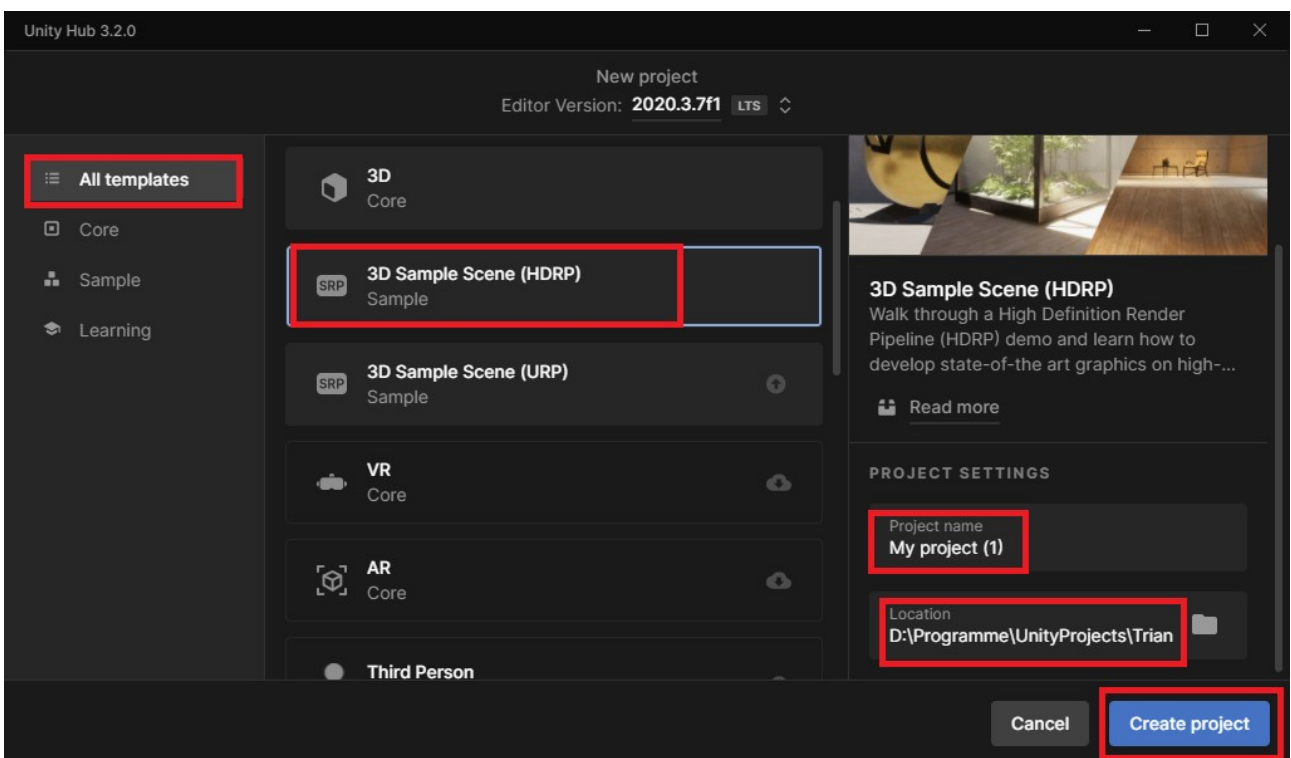


1 Preparation

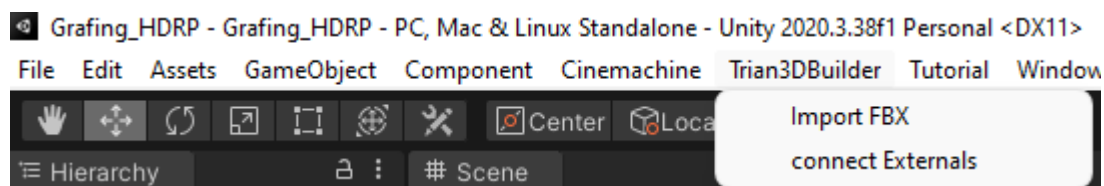
Start unity and click New project



Select the HDRP template, set the project path and name.



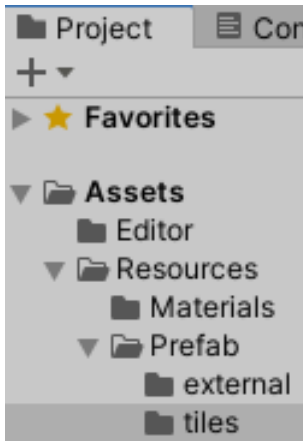
Unzip the UnityTrianGraphicsEditorScript.zip file to the new project in the Assets folder. You will notice a new menu in the top bar.





2 Importing

click on the new menu -> Import FBX. Navigate to the exported terrain folder, select it and press OK. This process can take a while because the assets and materials need to be imported / created.



In the Project window, navigate to Assets/Resources/Prefab/Tiles.

If Tiles is not present, you will need to right-click on the Prefab folder and select Show in Explorer. This will force Unity to update

Use the new Trian3DBuilder menu again, but this time with Connect Externals. This will connect the geometry prefabs to the landscape tiles and load them into the hierarchy tree accordingly.



The final step would be to convert materials to the new render pipeline. To do this, click on the Assets -> Render Pipeline -> HD Render Pipeline -> Upgrade from Built-in Pipeline -> Upgrade Project Materials to High Definition Materials menu. This process can also take a while depending on the project size

