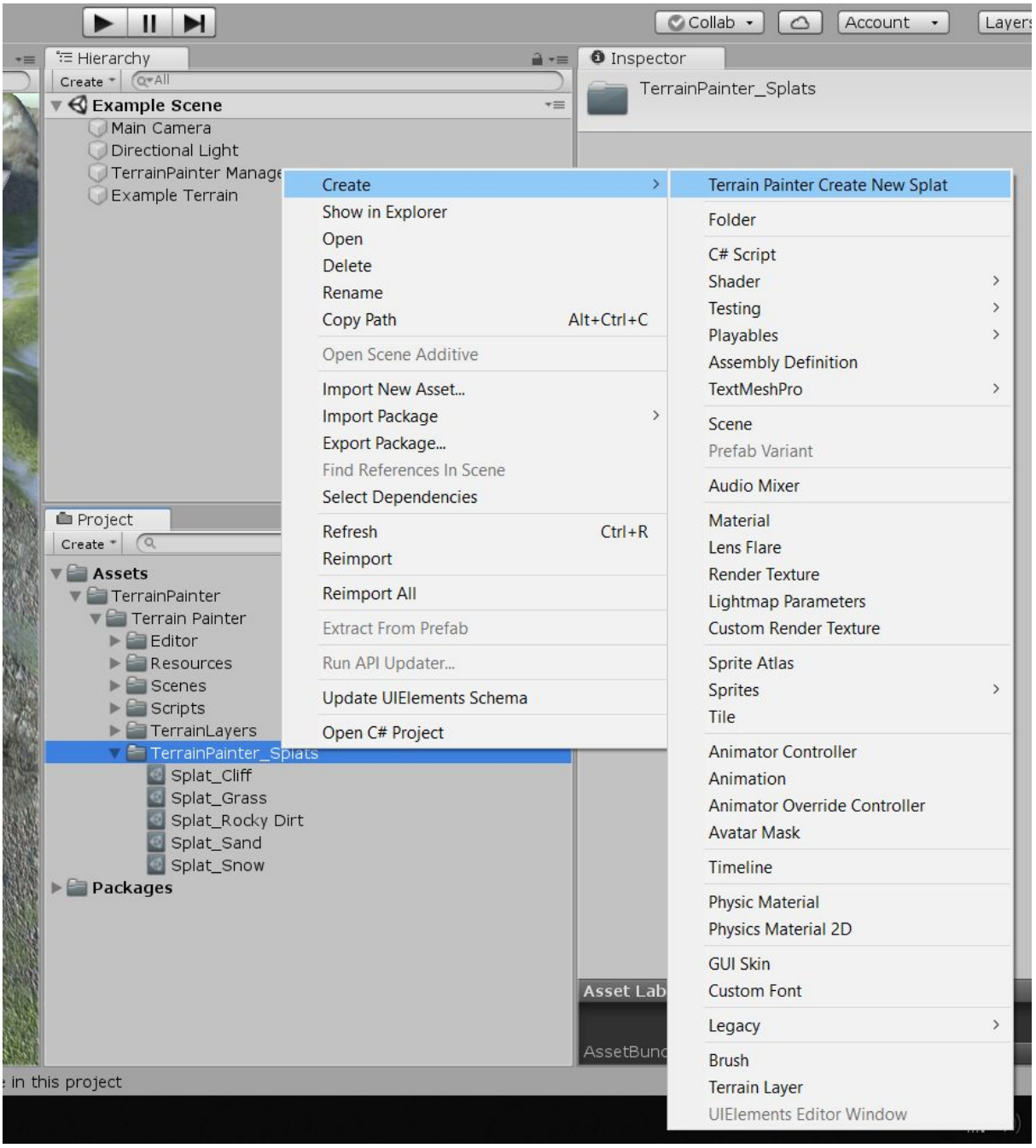
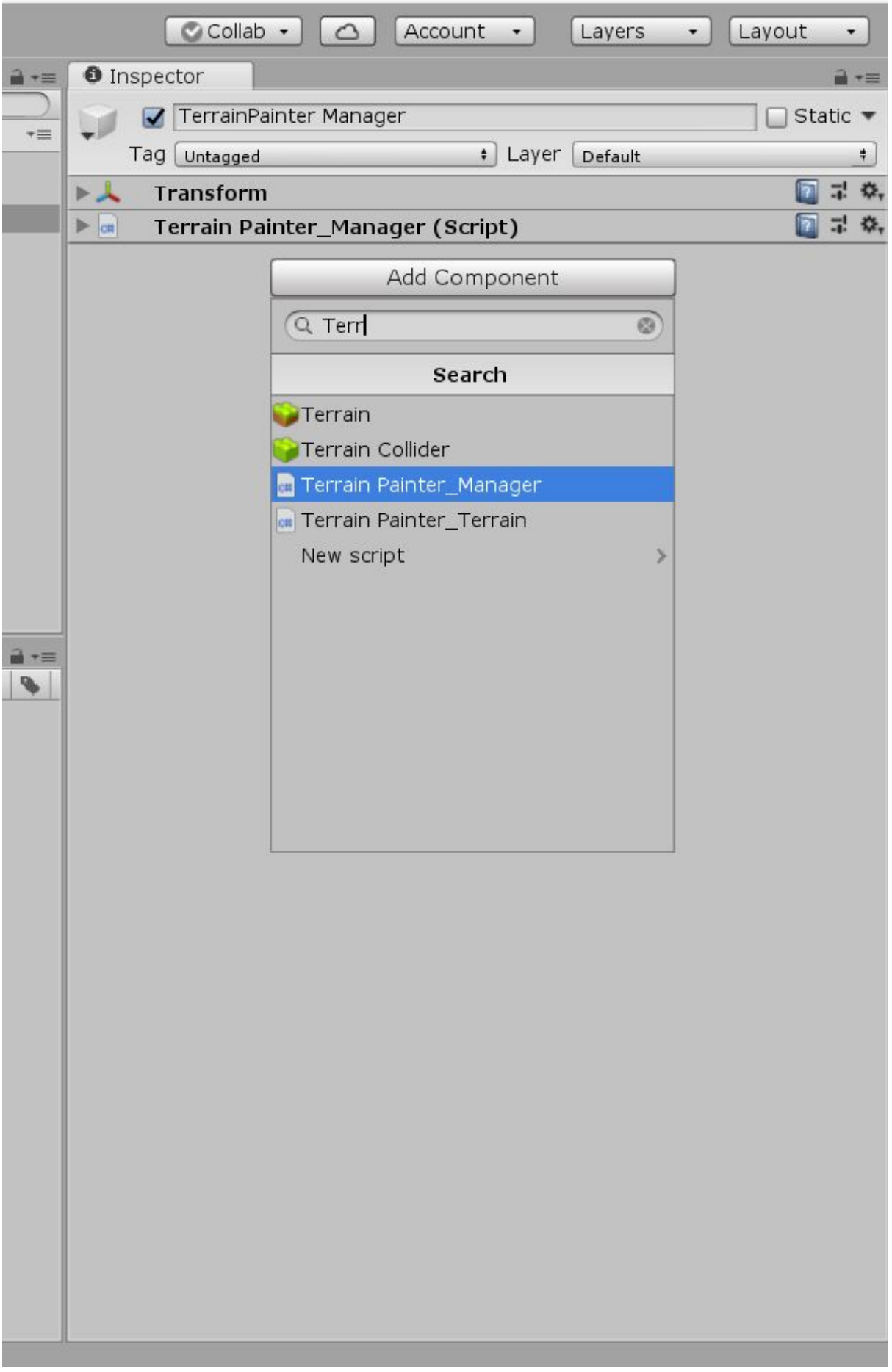
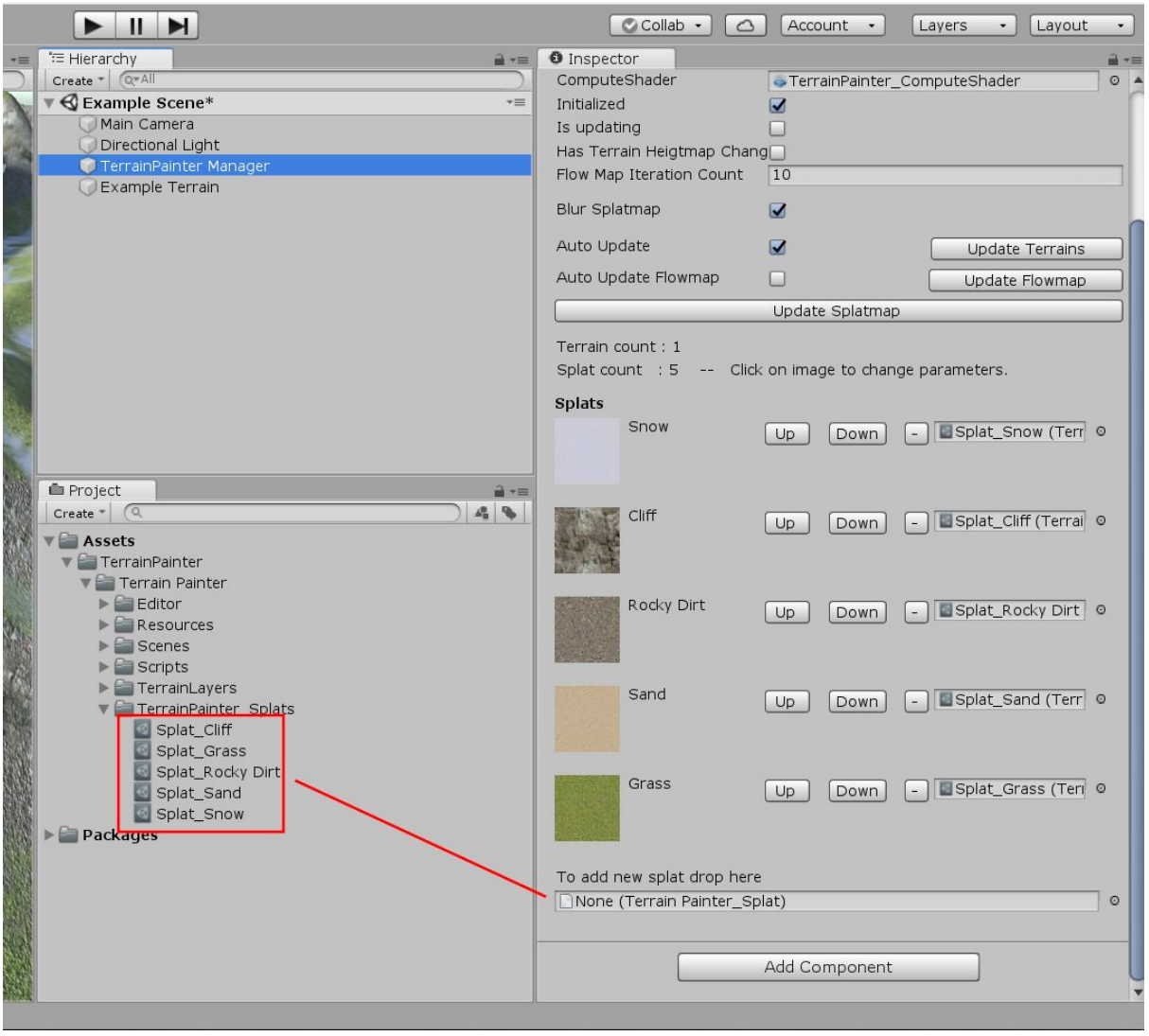
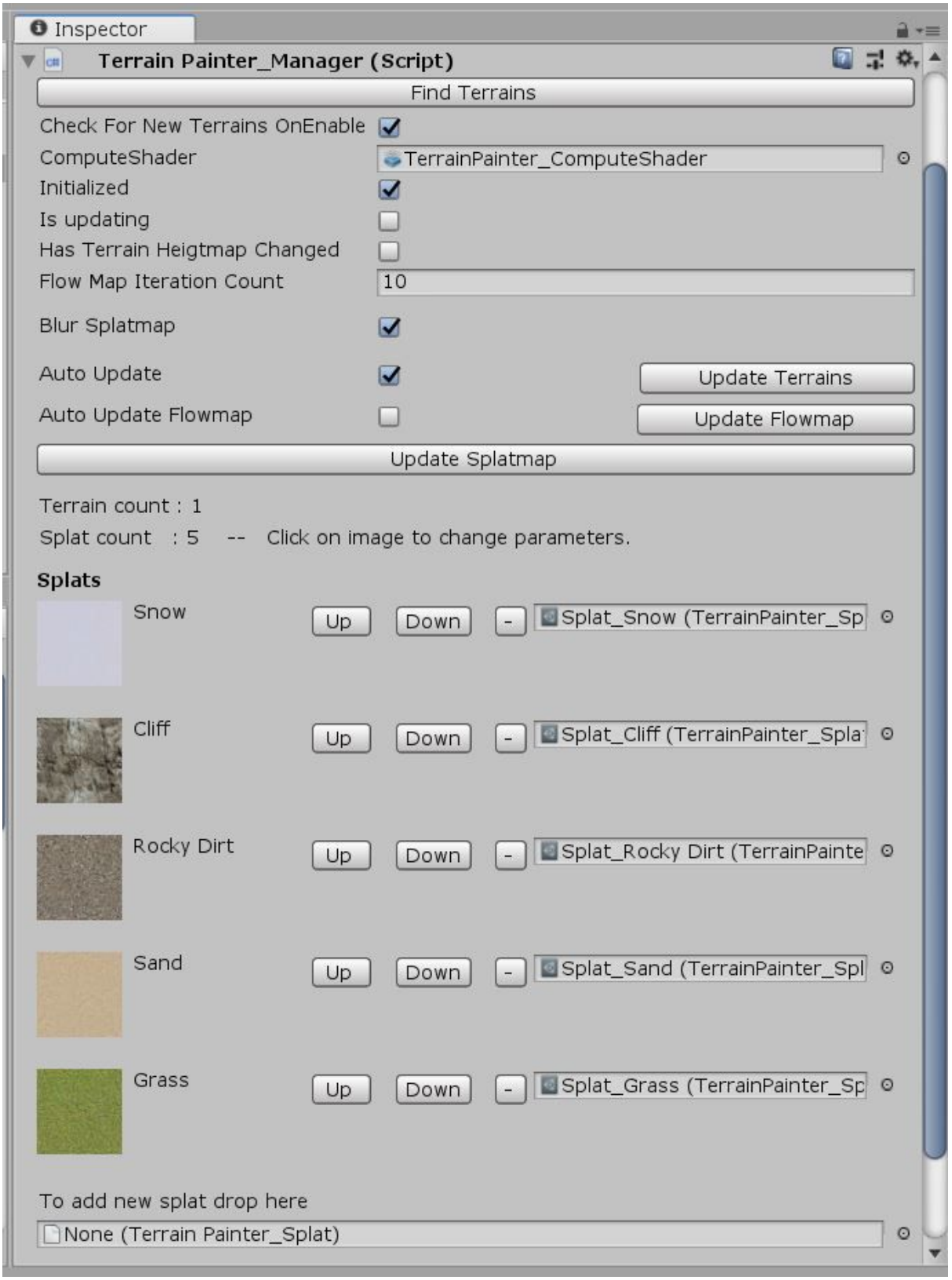
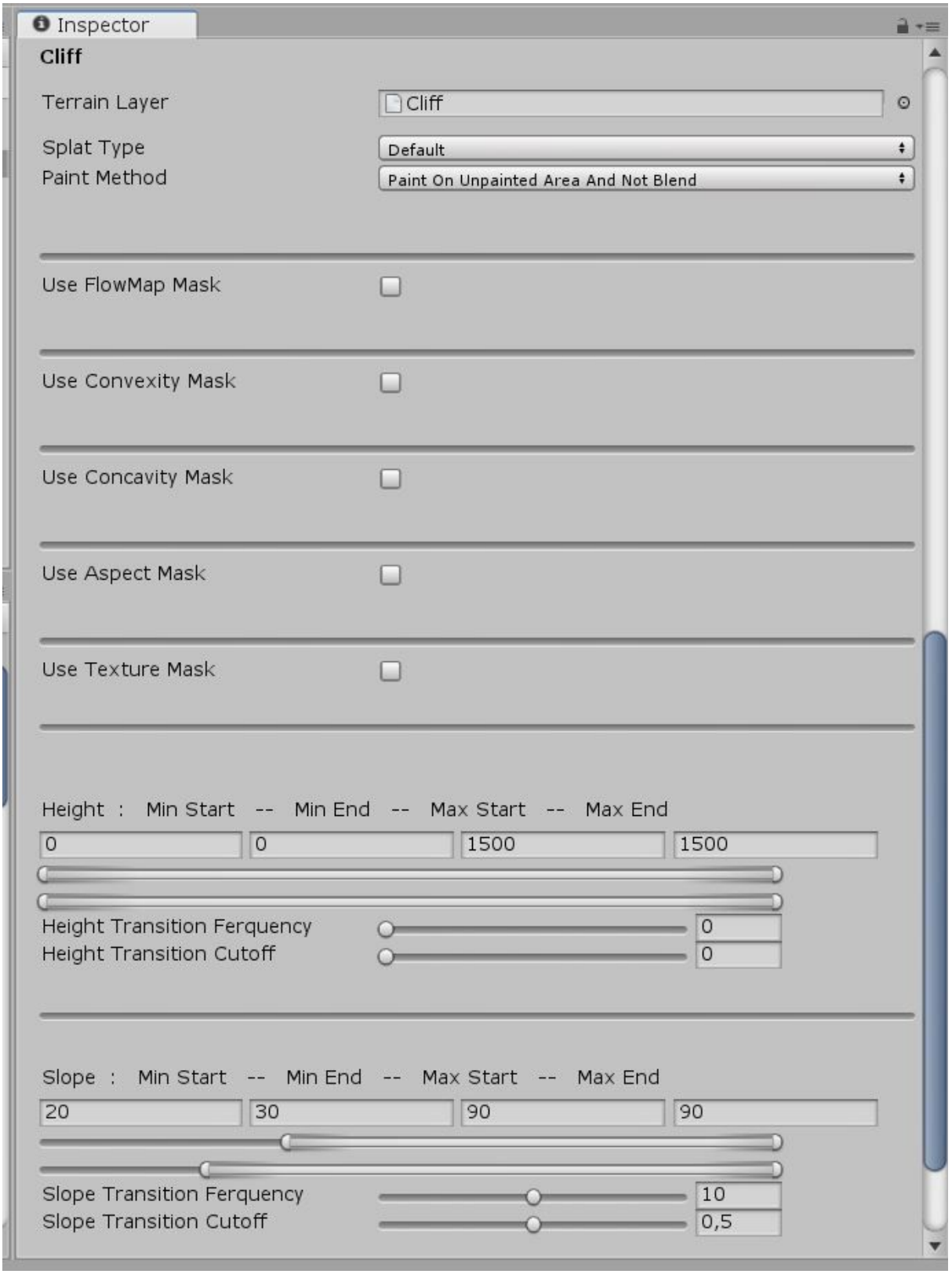
1- Create TerrainPainter_Splat prototype in project panel.
2- Create a game object. And add TerrainPainter_Manager component.
3- Add TerrainPainter_Splat prototypes to TerrainPainter_Manager component.
4- Click on image you want to edit. Parameters tab will be opened.
5- After that just tweak parameters to see effect.




Collab
Account
Layers
Layout
Inspector
TerrainPainter Manager
Static
Tag
Untagged
Layer
Default
Transform
Terrain Painter_Manager (Script)
Add Component
Terr
Search
Terrain
Terrain Collider
Terrain Painter_Manager
Terrain Painter_Terrain
New script


Collab
Account
Layers
Layout
Hierarchy
Create
All
Example Scene*
Main Camera
Directional Light
TerrainPainter Manager
Example Terrain
Project
Create
Assets
TerrainPainter
Terrain Painter
Editor
Resources
Scenes
Scripts
TerrainLayers
TerrainPainter_Splats
Splat_Cliff
Splat_Grass
Splat_Rocky Dirt
Splat_Sand
Splat_Snow
Packages
Inspector
ComputeShader
TerrainPainter_ComputeShader
Initialized
Is updating
Has Terrain Heigtmap Chang
Flow Map Iteration Count
10
Blur Splatmap
Auto Update
Update Terrains
Auto Update Flowmap
Update Flowmap
Update Splatmap
Terrain count : 1
Splat count : 5 -- Click on image to change parameters.
Splats
Snow
Up
Down
-
Splat_Snow (Terr
Cliff
Up
Down
-
Splat_Cliff (Terrai
Rocky Dirt
Up
Down
-
Splat_Rocky Dirt
Sand
Up
Down
-
Splat_Sand (Terr
Grass
Up
Down
-
Splat_Grass (Ter
To add new splat drop here
None (Terrain Painter_Splat)
Add Component


Inspector
Terrain Painter_Manager (Script)
Find Terrains
Check For New Terrains OnEnable
ComputeShader
TerrainPainter_ComputeShader
Initialized
Is updating
Has Terrain Heigtmap Changed
Flow Map Iteration Count
10
Blur Splatmap
Auto Update
Update Terrains
Auto Update Flowmap
Update Flowmap
Update Splatmap
Terrain count : 1
Splat count : 5 -- Click on image to change parameters.
Splats
Snow
Up
Down
-
Splat_Snow (TerrainPainter_Sp
Cliff
Splat_Cliff (TerrainPainter_Spla
Rocky Dirt
Splat_Rocky Dirt (TerrainPainte
Sand
Splat_Sand (TerrainPainter_Spl
Grass
Splat_Grass (TerrainPainter_Sp
To add new splat drop here
None (Terrain Painter_Splat)


Inspector
Cliff
Terrain Layer
Cliff
Splat Type
Default
Paint Method
Paint On Unpainted Area And Not Blend
Use FlowMap Mask
Use Convexity Mask
Use Concavity Mask
Use Aspect Mask
Use Texture Mask
Height : Min Start -- Min End -- Max Start -- Max End
0
0
1500
1500
Height Transition Ferquency
0
Height Transition Cutoff
0
Slope : Min Start -- Min End -- Max Start -- Max End
20
30
90
90
Slope Transition Ferquency
10
Slope Transition Cutoff
0,5