

Terrain Painter

Thank you for buying this asset, good luck!

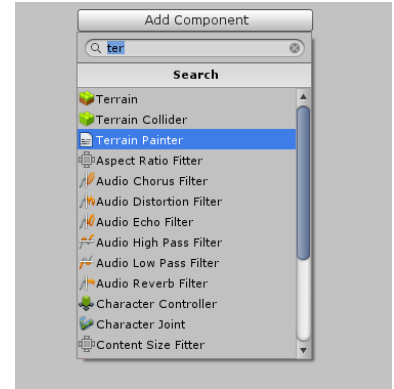
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Attaching Terrain Painter

There are numerous options to add the component to your terrain.

The first option:

1. Select your terrain in the hierarchy
2. Go to the inspector and click “Add Component”
3. Search for “Terrain Painter”

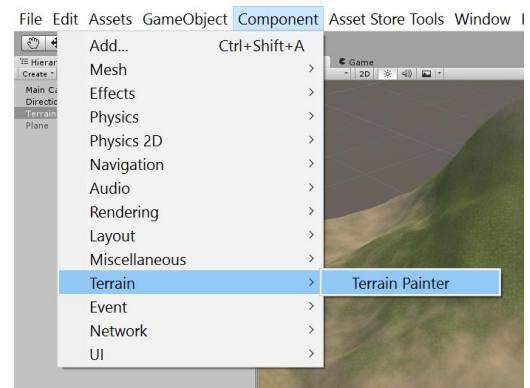


The second option:

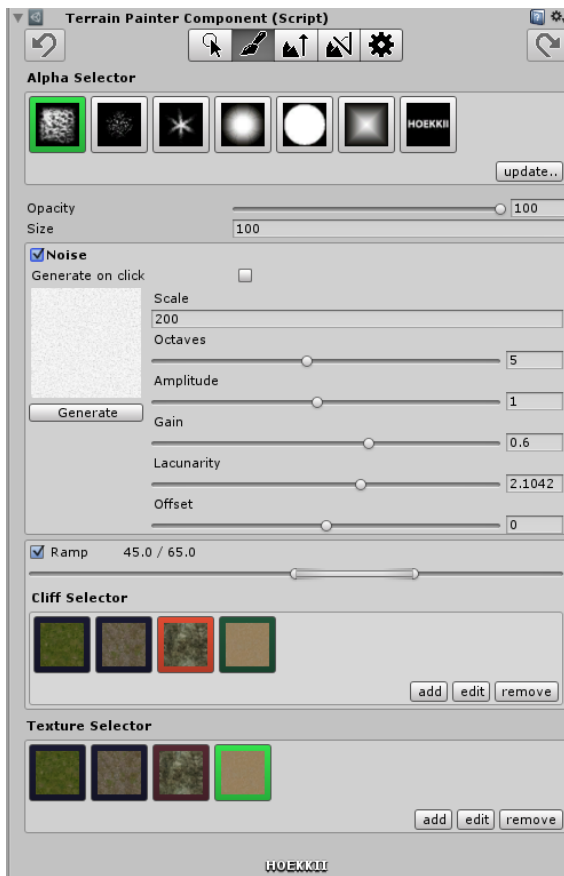
1. Select your terrain in the hierarchy
2. “Component->Terrain->Terrain Painter”

The third option:

1. Go to the “Terrain Painter” folder in the project view
2. Press on the arrow of “TerrainPainter.dll” and drag and drop “TerrainPainterComponent” to your terrain.










Inspector



MAIN TOOLBAR

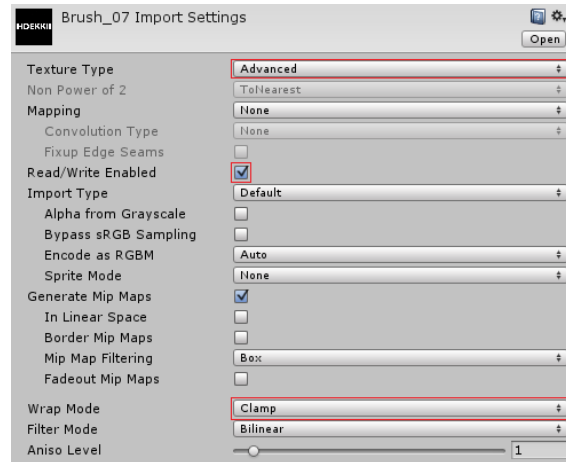


	Undo	(unavailable)
	One-Click-Paint	(unselected)
	Texture-Brush	(selected)
	Height-Brush	
	Ramp-Brush	
	Settings	
	Redo	

ALPHA SELECTOR

This is for selecting your paint-brush. To add custom brushes follow the instructions;

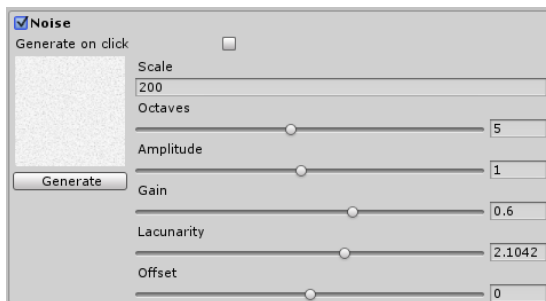
1. Go to the “TPBrushes” folder, located in “Assets/.../Terrain Painter/Resources/”.
2. Add the new brushes to the folder.
3. Select the new brushes in Unity, and go to the inspector
4. Change “Texture Type” to “Advanced”
5. Check “Read/Write Enabled”
6. Change “Wrap Mode” to “Clamp”



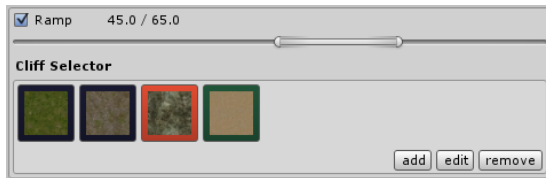
NOISE

Use the checkbox in the left corner to disable/enable the noise option.

When “Generate on click” is enabled, it will generate a new noise texture everytime you start to paint. When in the “One-Click-Paint” menu, it will generate every time you press “PAINT”.



RAMP



Use the checkbox in the upper-left corner to enable/disable the ramp option

The first value you see is the value when the cliff texture start to being visible. The value on the other side of the forward-slash is the value when the cliff texture is fully visible.

Cliff selector

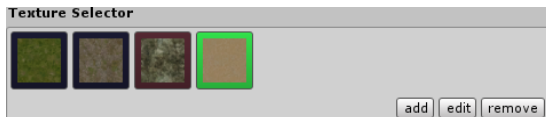
Color codes:

Black:	Unselected
Red:	Selected Cliff Texture
Green-tinted:	Selected Paint Texture

Buttons:

add:	Adds a new splat-prototype to the terrain.
edit:	Edits the current selected texture
remove:	Removes the current selected texture (after a warning message)

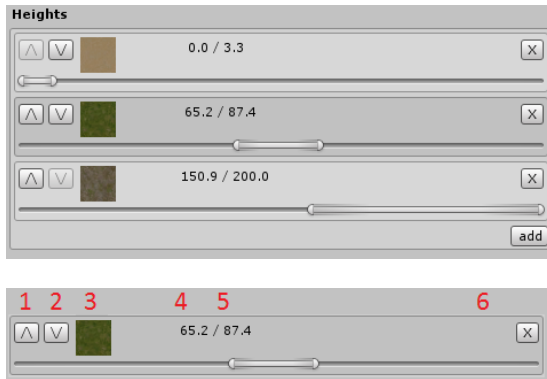
TEXTURE SELECTOR



Color codes:

Black:	Unselected
Green:	Selected Paint Texture
Red-tinted:	Selected Cliff Texture

HEIGHT



1. Move texture up
2. Move texture down
3. The current texture
4. This is the height where the texture is fully visible
5. This is the height where the textures stops being fully visible
6. Remove from height-list

Add Button, adds a splat-prototype to the height list