

Displaced Mesh

This component can be used to displace a sphere mesh using a displacement texture, and apply it to a MeshRenderer.

Original Mesh

The source sphere mesh.

NOTE: This doesn't require UV data.

Height Tex

The displacement texture.

NOTE: Only the alpha channel is used, so this can use the Alpha8 format.

Inner Radius

The radius given to vertices that have 0 alpha.

Outer Radius

The radius given to vertices that have 1 alpha.