

# Terrain

This component handles the generation of terrain meshes used for planets and stars.

## Resolution

This allows you to set how many quads will be used to construct a single terrain patch. A setting of 4 means the terrain patch will use 4x4 quads.

## Skirt Thickness

This allows you to set how thick the terrain edge skirts are. This technique is used to hide seams between terrain edges. Increase this setting if you see gaps between terrain patches.

## Radius Min

The inner radius of the terrain after displacement.

NOTE: If you combine multiple displacement sources then it's possible to exceed this.

## Radius Max

The outer radius of the terrain after displacement.

NOTE: If you combine multiple displacement sources then it's possible to exceed this.

## Max Depth In Edit Mode

This allows you to set the amount of times the terrain patches can be split while running in edit mode.

## Max Collider Depth

This allows you to set how detailed the generated Mesh Colliders can be. A value of 0 will give you no mesh colliders, whereas a value of 5 means your terrain can split up to 4 times while still retaining full collider detail.

## Split Distances

This allows you to set how many times the terrain can be split, and allows you to control the observer distance required for a **Terrain Patch** to split or merge. For example, if the first split distance is 10.0, then at least one observer must be within 10.0 planet radii for it to split into higher detail meshes.

## Material

This allows you to set the material applied to all terrain patches.

NOTE: This can be overridden for each terrain patch.

## Corona

If you want to apply a **Corona** or **Atmosphere** on top of your terrain, then drag and drop it here.