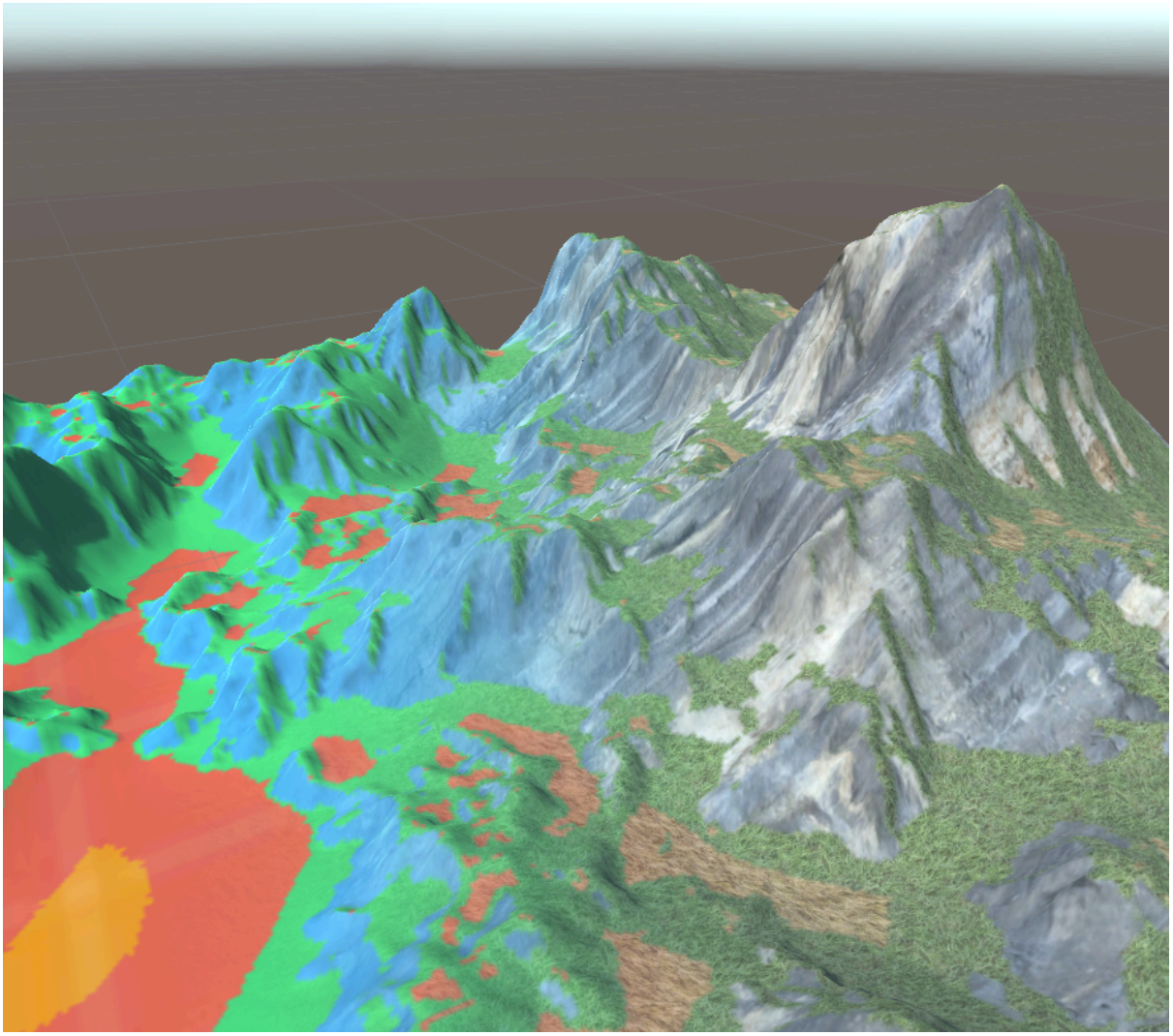
# Terrain Splat Map Generator



## Overview

Generate and apply the terrain textures procedurally from your rules.

## Requirements

This was Developed and Tested in Unity 5.1.2.

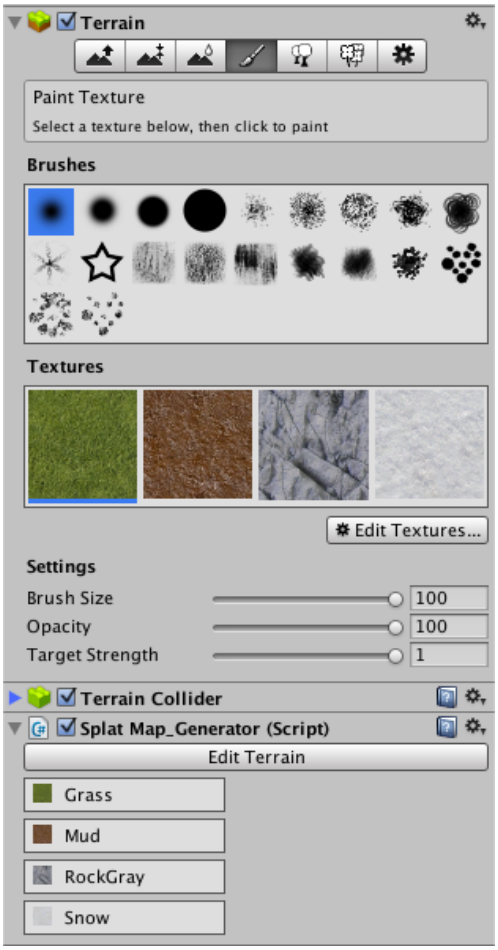
## Features

- Integrates with Unity's default Terrain asset
- Apply textures using the terrain's angle, height and other settings
- Quickly apply textures so you can spend more time crafting your environment

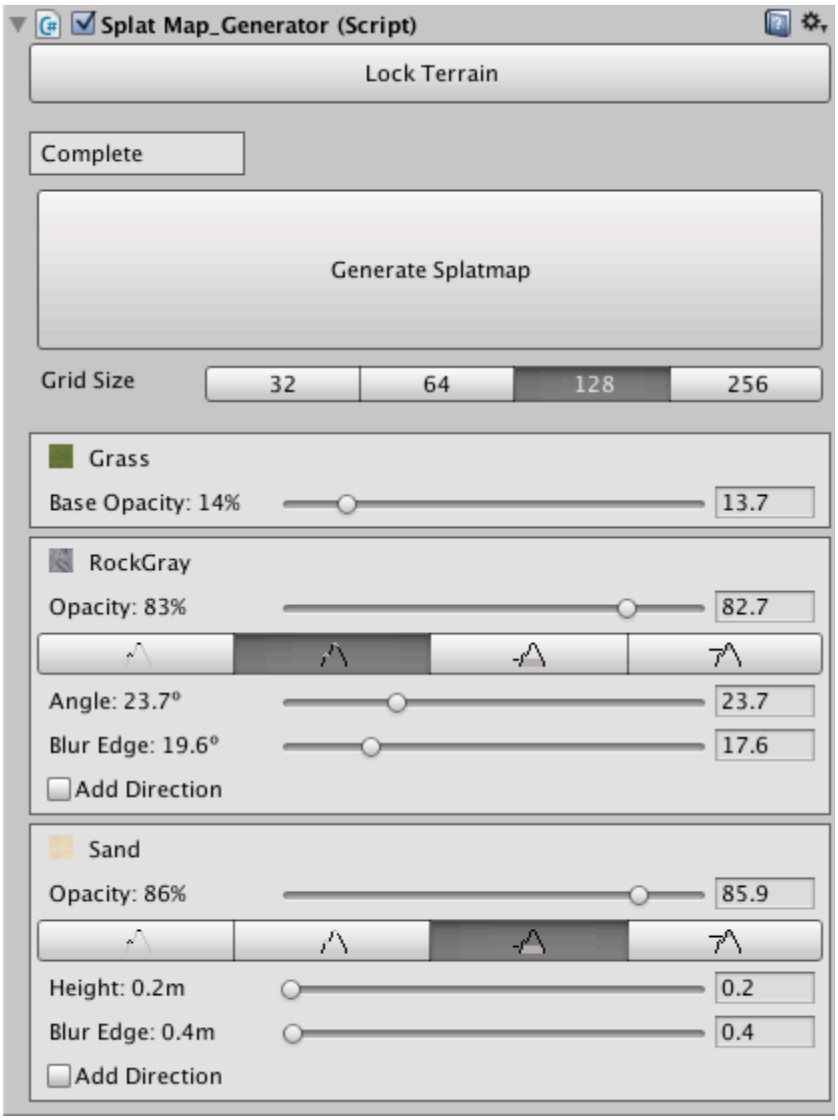
## How to Use

Import the package to your scene. You should see a folder labelled **SplatMapGenerator**

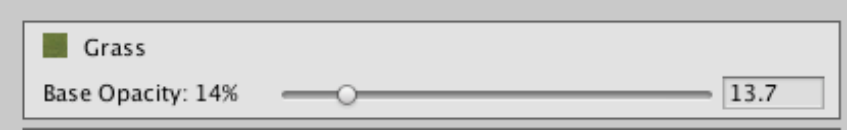
When you have created your terrain, add the component *SplatMap_Generator.* This will link into the paint textures section in the terrain editor and will integrate with the textures.



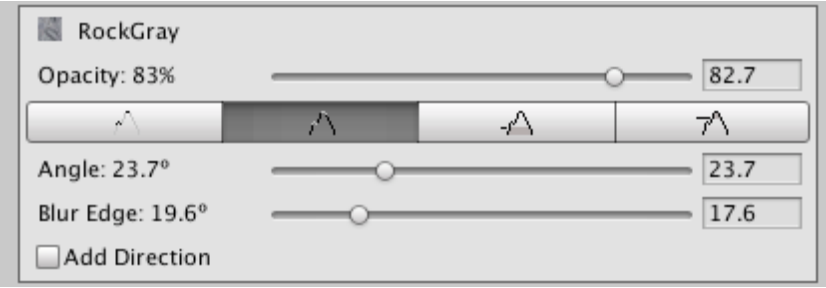

When you add your textures to the terrain editor, SplatMap_Generator will collect them. A list is generated to show the texture and texture name. To edit the rules for each texture, click **Edit Terrain**




Clicking **Edit Terrain**, you will have access to the terrain options.




For the first texture, this is always the base layer. To control the strength, use **Base Opacity** (0 is no strength 100 is full strength).




Each texture afterwards, you can adjust the **Application Type**, **Opacity**, **Amount**, **Edge Blur** and **Direction**

## Opacity


This will allow you to set the “see through” of your textures (0 is transparent and 100 is opaque). For example, you have grass and cliff rock, you will set the cliff rock to a higher amount to cover the grass.

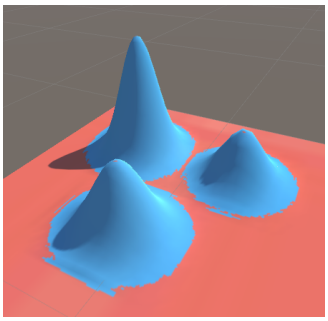
All these values are normalised so you should use opacity to set priorities. If you have 4 textures and all are set to 100%, each texture will appear to have an opacity of 25%.

## Application Type

These are the buttons located at the top of each texture menu. You have four available options. **Flat Angle**, **Slope Angle**, **Low Terrain** and **High Terrain**. You can only have **one** that is applied to the texture

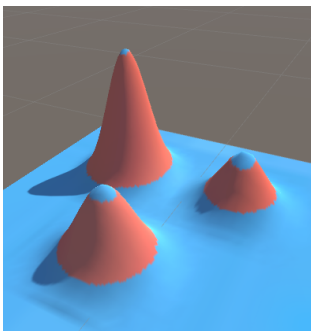
### Flat Angle

This will affect any face less than the **Angle** amount.



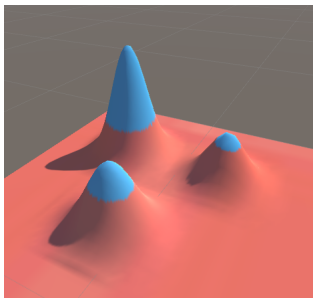
### Slope Angle

This will affect any face greater than the **Angle** amount.



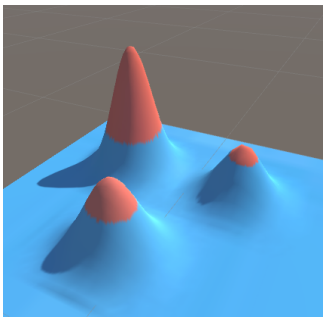
### Low Terrain

This will affect any face less than the **Height** amount.



### High Terrain

This will affect any face greater than the **Height** amount.



## Amount


This is how you modify the application type. Depending on what it is affecting it will either be **Height** or **Angle**.

**Height** is measured in metres(m) or unity units.

**Angle** is measured in Degrees (°).

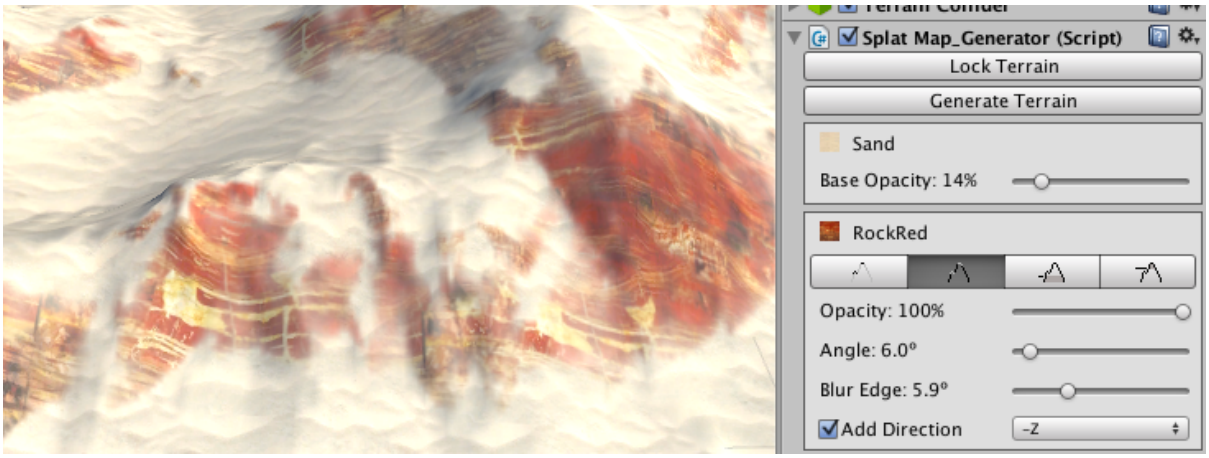
## Edge Blur


from nice crisp transitions or gradients. The **Edge Blur** will allow you to set this. What unit it will blur will depend on your **Terrain State**

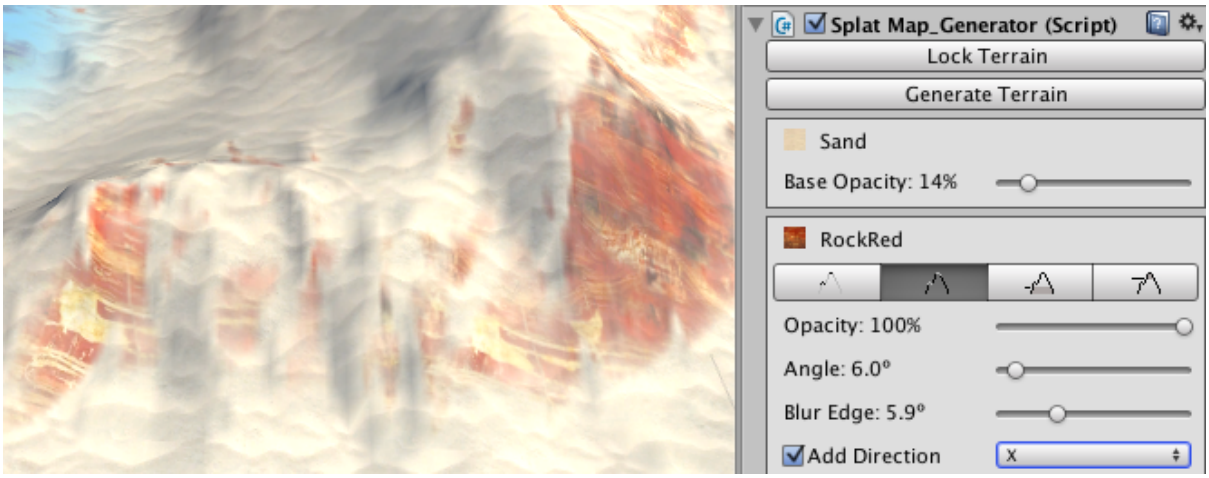
## Direction


This will allow you to apply a texture at a specific direction. This is calculated by the faces normal.

**Add Direction** is set *False* by default. When activated you will have access to a drop down to choose a direction.

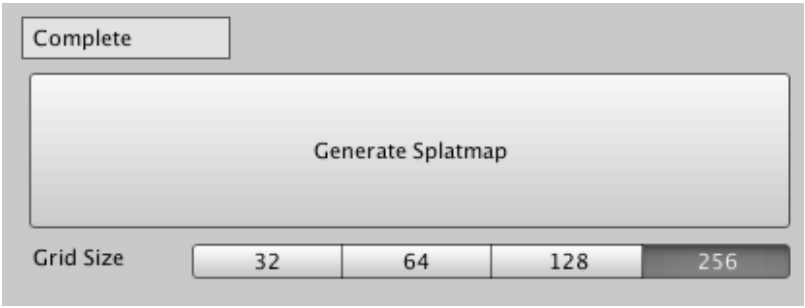



This example the *RockRed* is apply to the **–Z** direction.

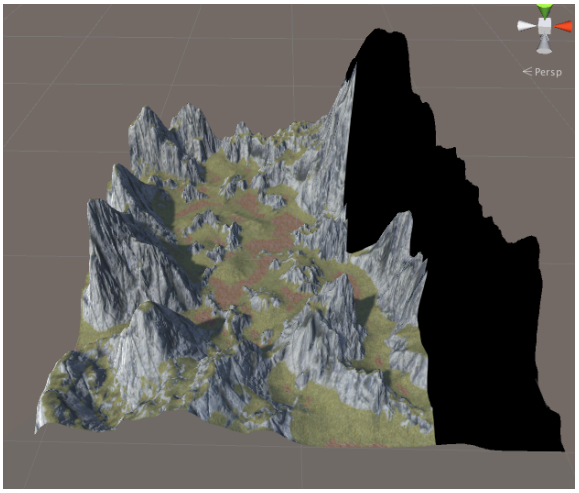



This example the *RockRed* is apply to the **X** direction.

## Generating Splat Map




Before generating the terrain, first you must select a **Grid Size**. The smaller the number, the smaller the grid.




*Example of a 64 grid been generated*

When you are satisfied with your settings. Click **Generate Splatmap**. This will generate the splat map and apply it to the terrain.

For larger **Base Texture Resolution** In **Terrain Settings**, it may take longer depending on your machine.