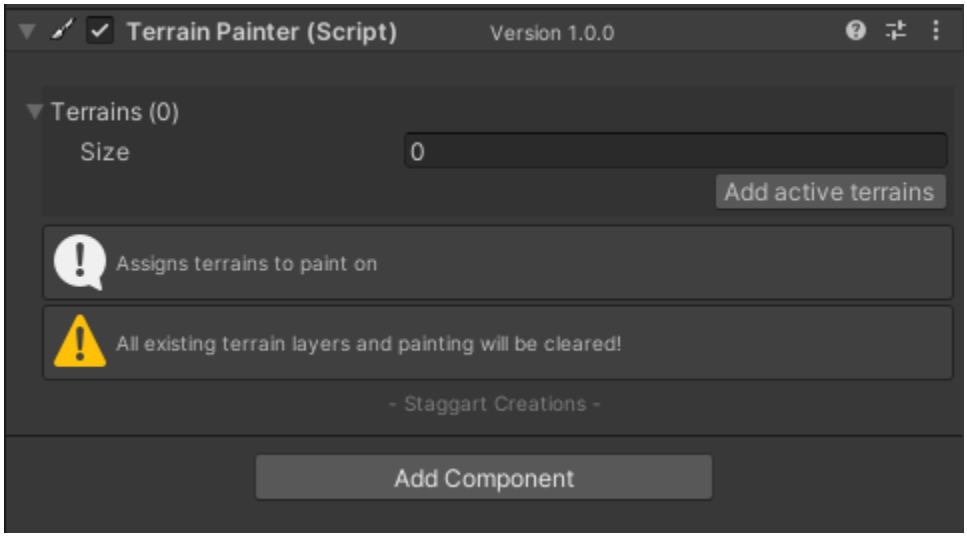
Procedural Terrain Painter

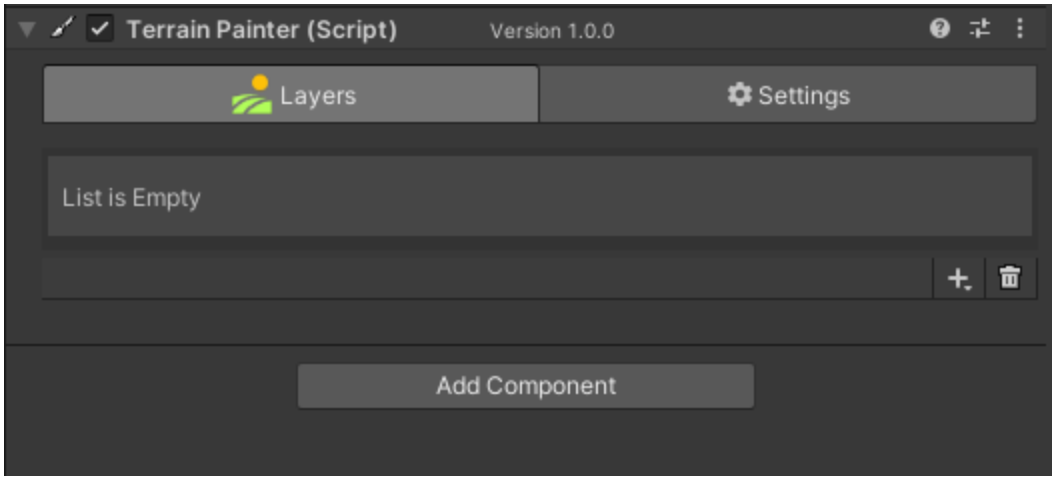
Thank you for downloading this package, it is something I created for personal use, so hope it also proves useful to you! If you are familiar with it, please consider leaving a review!

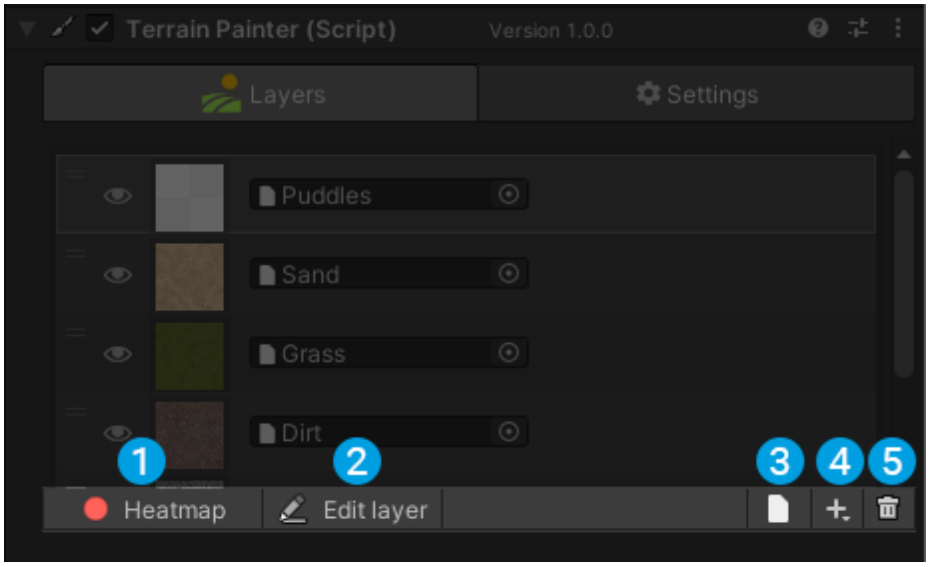
PTP_TerrainMat *_Demo*

URP
HDRP

Add component->Terrain Painter




Terrain Painter (Script)
Version 1.0.0
Layers
Settings
List is Empty
Add Component


Terrain Painter (Script)
Version 1.0.0
Layers
Settings
Puddles
Sand
Grass
Dirt
1
2
3
4
5
Heatmap
Edit layer

1.
2.

3.
4.
5.

1.
2.
3.

4.
5.
6.

Modifier	Description

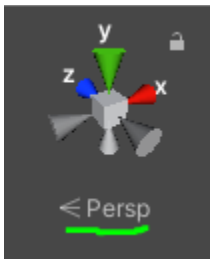
Auto Repaint

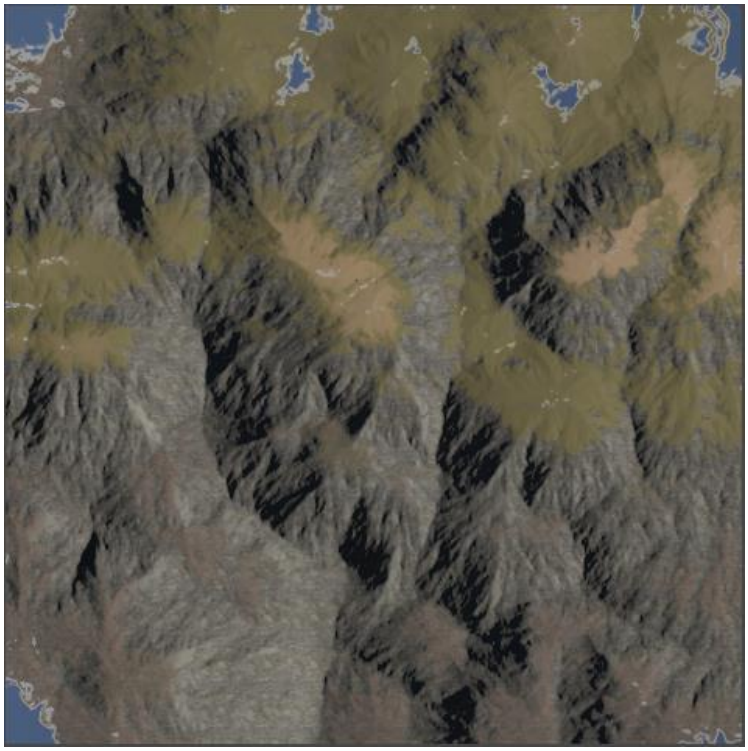
Splatmap resolution

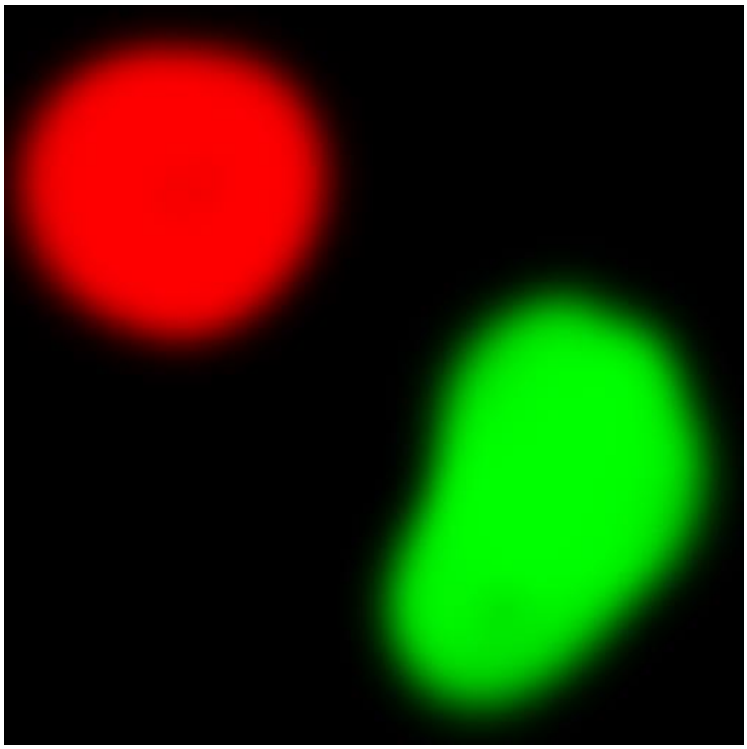
Colormap resolution

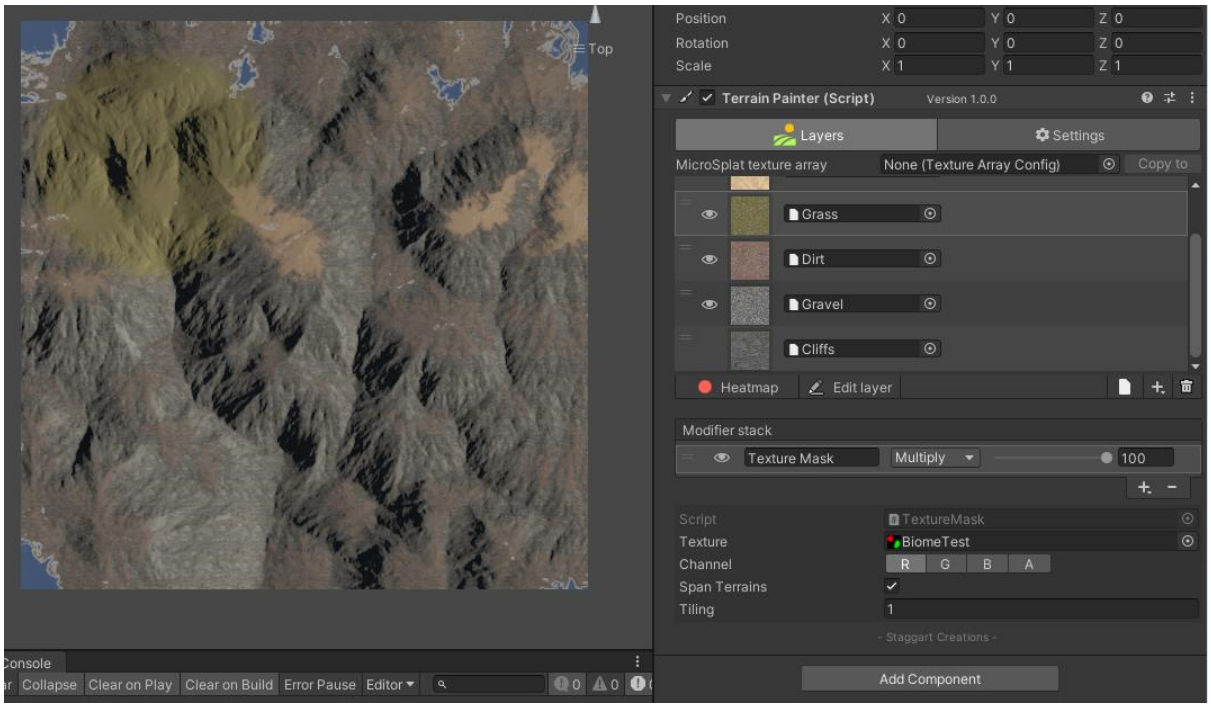
Refresh Vegetation On Paint (Only if Vegetation Studio Pro is installed)

Recalculate Bounds

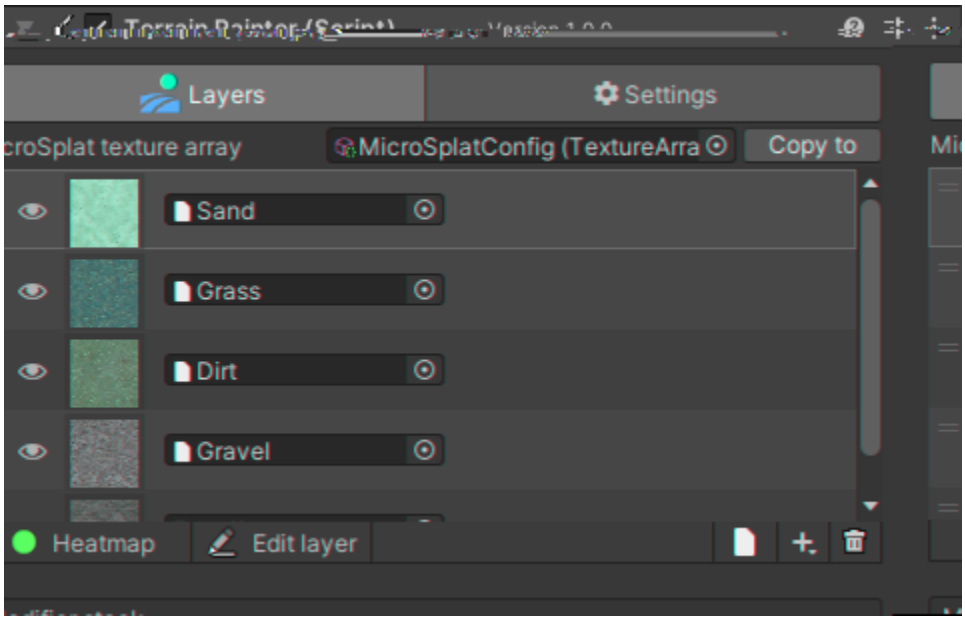

y
z
x
Persp






Top
Position
X 0 Y 0 Z 0
Rotation
X 0 Y 0 Z 0
Scale
X 1 Y 1 Z 1
Terrain Painter (Script)
Version 1.0.0
Layers
Settings
MicroSplat texture array
None (Texture Array Config)
Copy to
Grass
Dirt
Gravel
Cliffs
Heatmap
Edit layer
Modifier stack
Texture Mask
Multiply
100
Script
TextureMask
Texture
BiomeTest
Channel
R G B A
Span Terrains
Tiling
1
- Staggart Creations -
Add Component
Console
Collapse
Clear on Play
Clear on Build
Error Pause
Editor

TextureArrayConfig



Console error about PaintContext.ApplyDelayedActions()