http://www.pocketplayground.net/

Desert Terrain Pack

Desert Terrain Pack Information

The desert terrain pack consists of 18 unique landscapes designed to offer a terrain collection that can be used to construct a vast desert environment, or simply be used individually if that is your preference. The pack includes the following landscapes:

- Dunes_Regular – This landscape is a vast dune filled desert landscape that can be used at a basic level simply as dunes, or in a more advanced fashion as a combinable height map for desert rock feature type terrains. An example of this is the Desert_Rock_Feature2 landscape that combines a rock formation with the basic dunes height map.
- Dunes_Large – This landscape offers a simple and grand dune formation.
- Desert_Canyon 1 & 2 – These landscapes provide you an option to drop your map below ground level into an eroded hole in your desert map.
- Desert_Feature_Dip 1 & 2 – These landscapes provide a scenic dip below ground level, ideal for breaking up a larger plainer desert environment.
- Desert_Feature_LowRock – This landscape provides a scenic low lying rock formation, ideal for breaking up a larger and plainer desert environments.
- Desert_Hills1 – This landscape provides a rocky hill terrain that may suit your desert environment.
- Desert_Mountain 1 to 6 – Scenic rocky mountainous variations and formations. These can look fantastically epic when enlarging the terrain size. Alternatively they offer a feature break in an otherwise plain desert scene.
- Desert_Rock_Feature 1 to 6 – These rock formations are excellent inserts into a larger desert environment. Alternatively they can themselves provide a great desert setting.

The pack includes Unity scenes for every landscape, with each terrain textured accordingly and ready for customisation with things like desert shrubs, trees and rocks.

The pack also includes the .raw terrain file for each landscape. All terrain .raw files are 16 bit windows encoded and can be imported using Unity or other compatible 3rd party terrain management addons such as Terrain Composer.

All terrains have a raw file height map resolution of 1024.

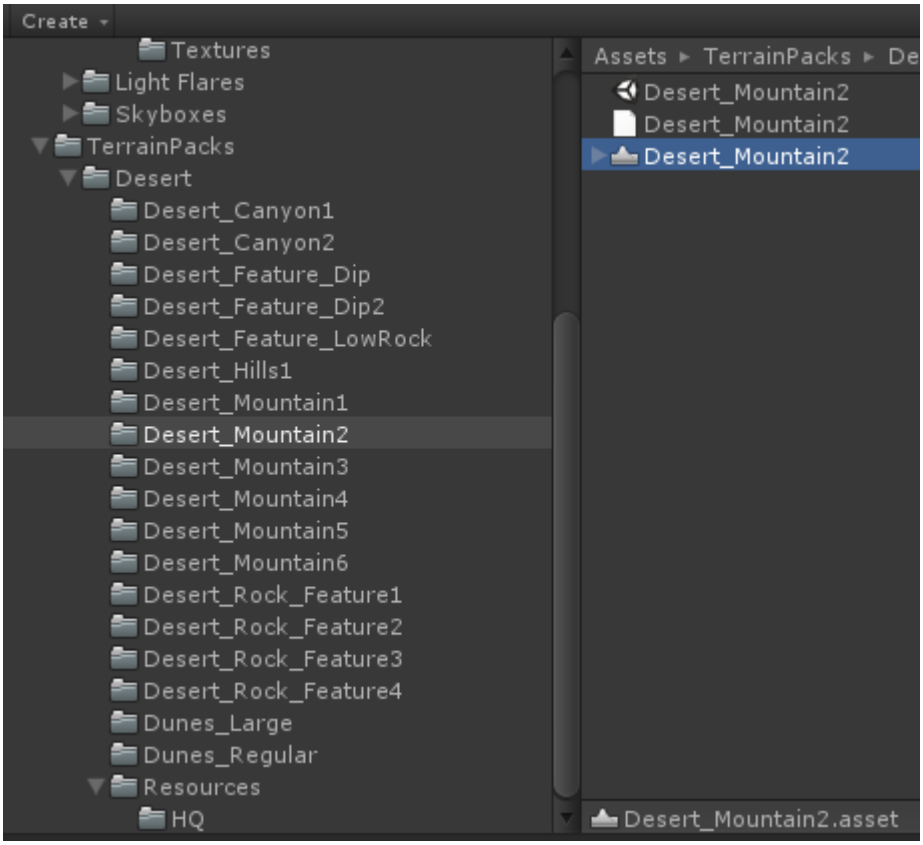
License Information

All textures used in this pack have been created with images from CGTextures.com. These textures **can** be used for private and commercial use provided certain criteria are met. Please visit www.cgtextures.com for more information on these criteria.

Many of the textures include a higher quality alternative (approx 3000x3000 and suffixed with _HQ) located within the Resources\HQ folder. The lower resolution textures have been linked to the Unity terrain objects in the current scenes but can be changed to HQ if you require.

Importing a Textured landscape into an Existing Scene

If you have an existing scene that you want to “drag and drop” into, you can do this very easily. With your existing scene open and the Desert Pack asset imported, simply navigate to the desired landscape folder in the Project tab, then drag and drop the .asset file into your scene. In this example below you would drag and drop the circled “Desert_Mountain2” Terrain asset into your scene.

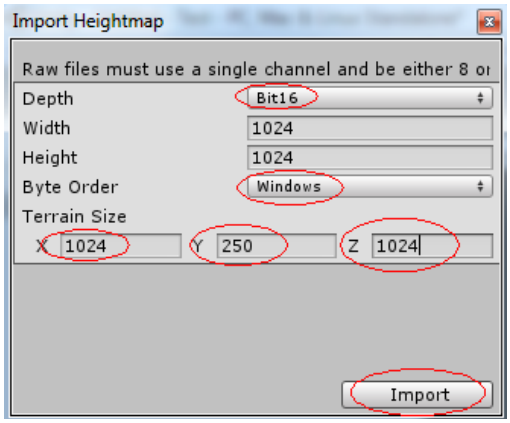


Importing Height maps

Unity can be used to import a raw height map file onto a blank terrain. It is recommended that a power of 2 terrain size if used for the best results, eg 512x512, 1024x1024, 2048x2048, 4096x4096 etc. Other sizes can be used but may result in some loss of quality.

The following is an example of how to import a raw height map file from the Desert Pack.

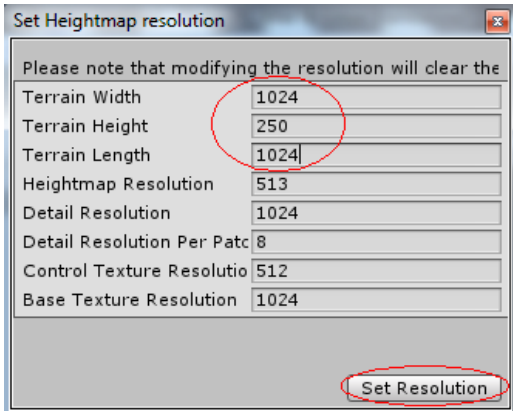
1. Create a new scene or open an existing scene you wish to add a terrain to
2. From the Terrain menu (along the top) select Create Terrain. A new terrain will be added to your scene hierarchy and it will be selected by default.
3. From the Terrain menu, select Import Height map – Raw
4. Browse to the Assets -> Desert Pack folder and choose the desired landscape .raw file. (for example Desert_Mountain2.raw)
5. Ensure the Depth is Bit16 and that the Byte Order is Windows. Set the Terrain Size (Width = x, Length = z, Height = y) to a suitable size (preferably power of 2) such as x = 1024 and z = 1024. The Terrain height will vary depending on how much height you would like the terrain to have. For most of the Desert Pack examples you could experiment with heights of 250 to 600 however it will need to scale with the width and length you are using for your terrain to look realistic. As a general rule, the larger the terrain size, the higher the terrain height value will likely need to be. They can always be adjusted later if required. Click Import



6. You now have a desert terrain. If you can't see your desert landscape, double click on your Terrain object in the Hierarchy which will centre it in the viewport.

Hint

- If you want to adjust the terrain size, select your terrain object in the Hierarchy and from the terrain menu, select Set Resolution. You can then set the Terrain Width and Length to a suitable size (preferably power of 2) such as 1024 x 1024. The Terrain height will vary depending on how much height you would like the terrain to have. . For most of the Desert Pack examples you could experiment with heights of 250 to 600 however it will need to scale with the width and length you are using for your terrain to look realistic. As a general rule, the larger the terrain size, the higher the terrain height value will likely need to be. Click Set Resolution when done.



Example Scenes

The Desert Pack contains an individual example scene file for each of the 18 different landscapes. The example scene files can be found in the Desert subfolders within the Desert Pack. For example in *Assets\Desert Pack\Desert_Mountain2* there is a scene file called *Desert_Mountain2.unity*

Each of these scene files contain a textured version of the desert landscape (as per the screenshots), a camera presenting the screenshots and a first person controller for exploring the scene with some mixed Unity free and Unity Pro based rendering effects.