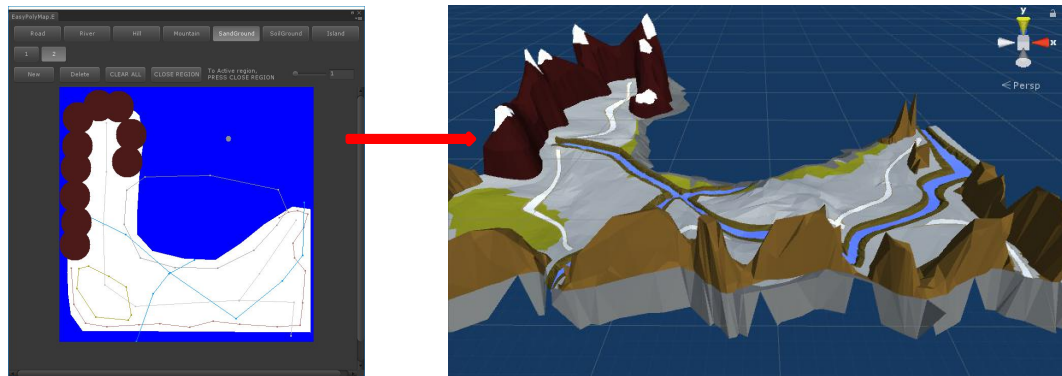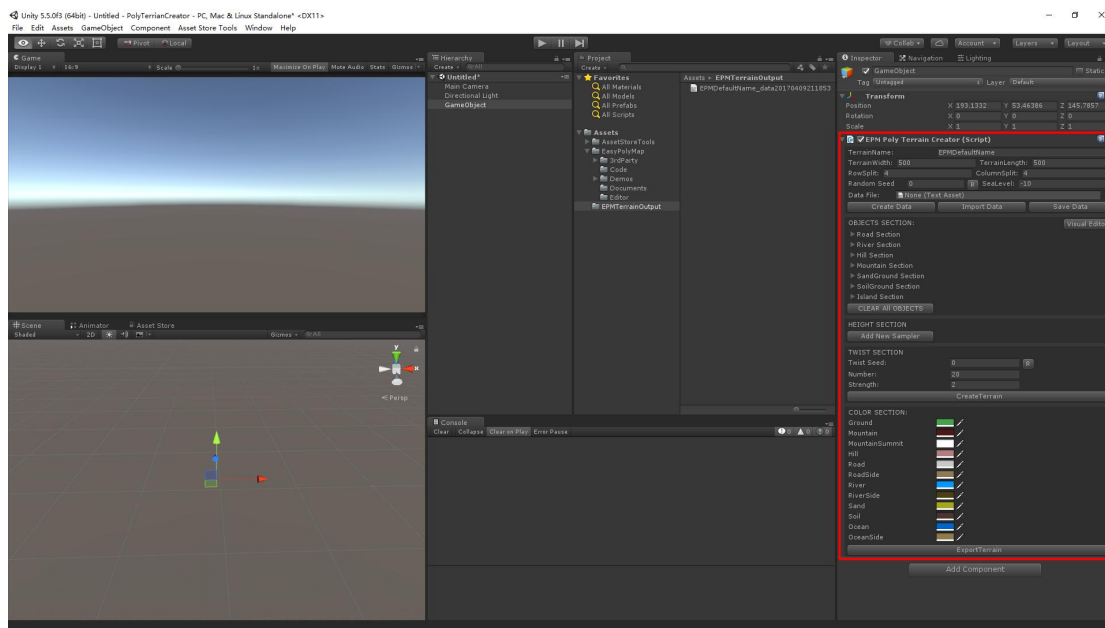Thanks for your support for this project!

This project main helps you create a twisted Low Poly terrain by Simply Draw some lines and points. I'm glad you interest it.

Step by Step to create your own Poly Terrain

1.

Open an empty scene from unity. Add a new GameObject. Attach the EPMPolyTerrainCreator on it.
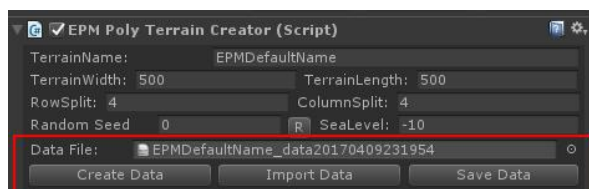

2. Input the name for your terrain, Edit the width and length information. The terrain will be cut into 4x4 grid by default.
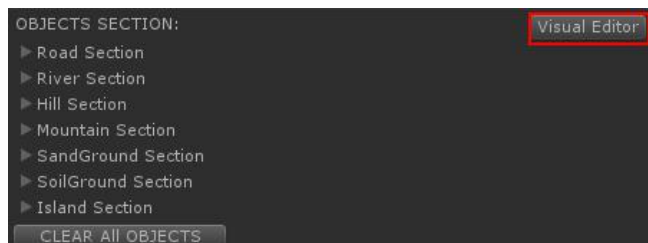
3.You can Click **Create Data** to create a new data file, or you can drag a txt file into the Data File Field. Here, I just clicked Create Data.
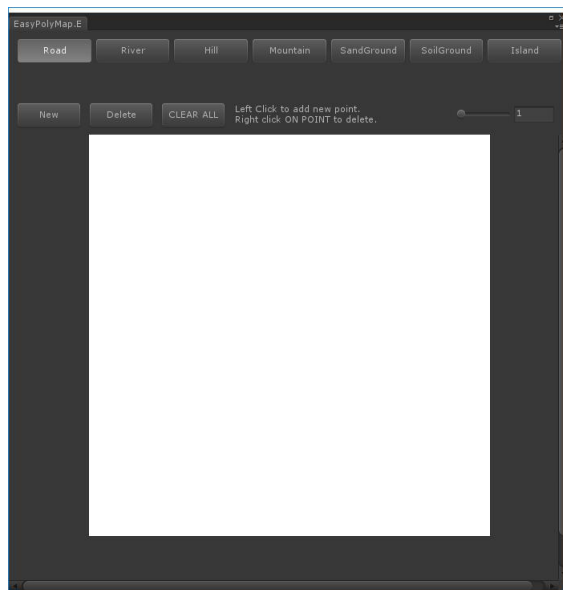You can press **Save Data** whenever you want to save current data back to file.

4. Select **Visual Editor** On OBJECTS SECTION to Open Visual Editor.

The Opened Visual Editor looks like below:

5.If you want to create Island, Select **Island** first, By default, All the white pixels of the texture are terrain.

Here Let's draw an island first.

(1) Click **Island Button**.

(2) Click **New**

(3) Now you can click on the texture to draw a consecutive line set. These are borders of Island.

(4) After you finish Drawing borders, make sure to press **Close Region** to active region.
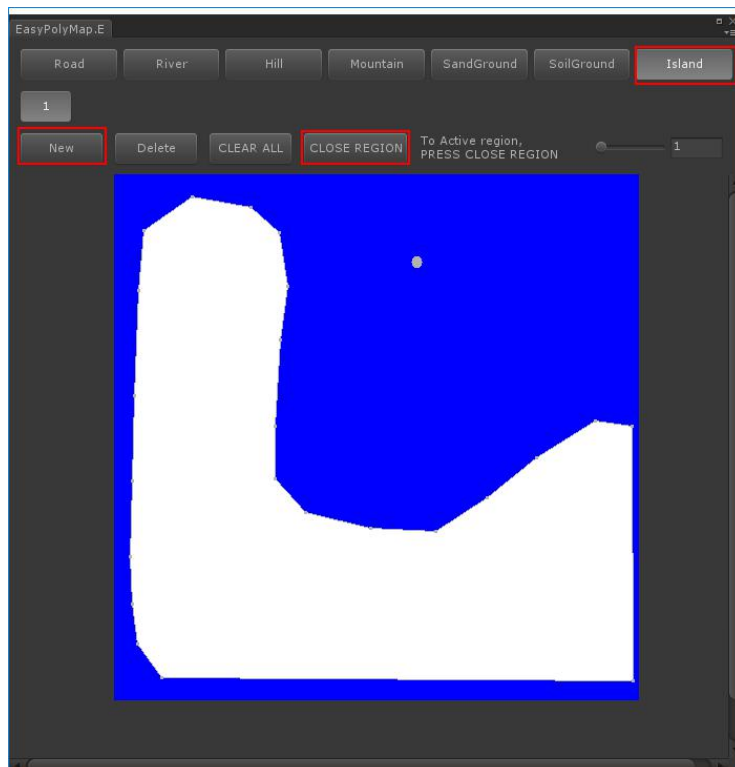
6. Now you can press **CreateTerrain** Button on Twist Section to see what you have done.

Since all the points of the terrain are randomly generated, there is a small chance to generate invalid triangle…. If you are unlucky enough and generated invalid triangles, please **TRY DIFFERENT RANDOM SEED.**
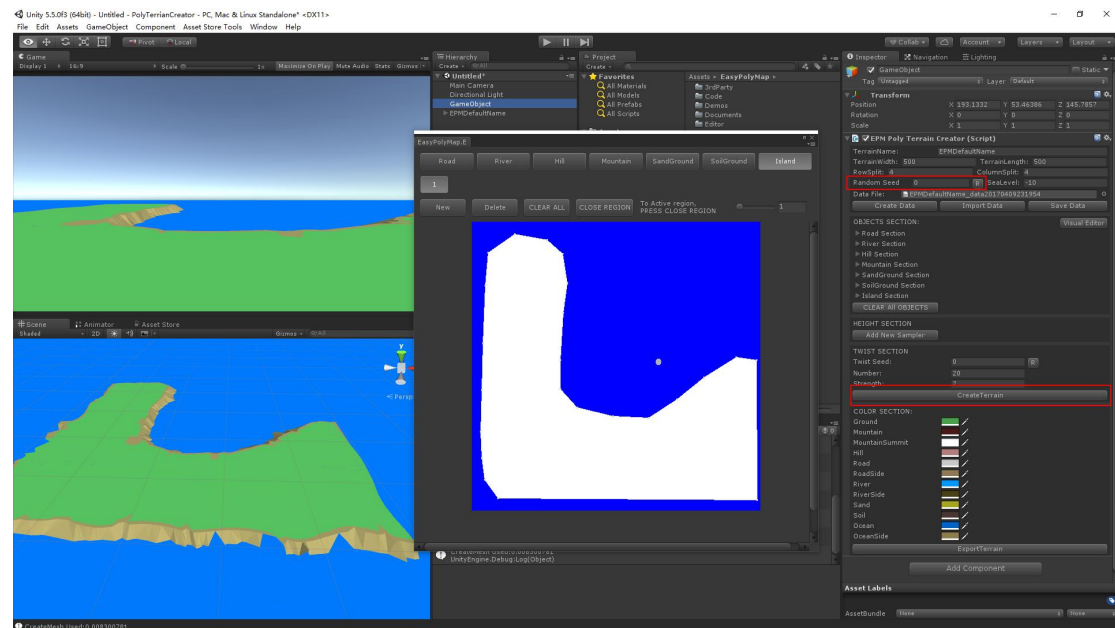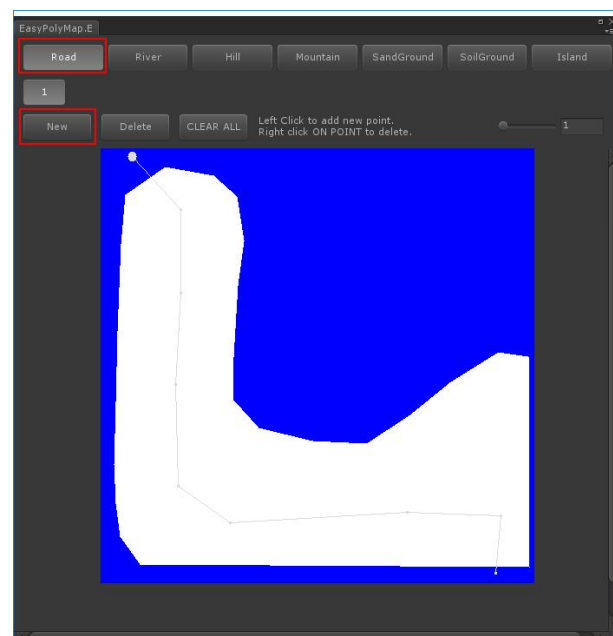

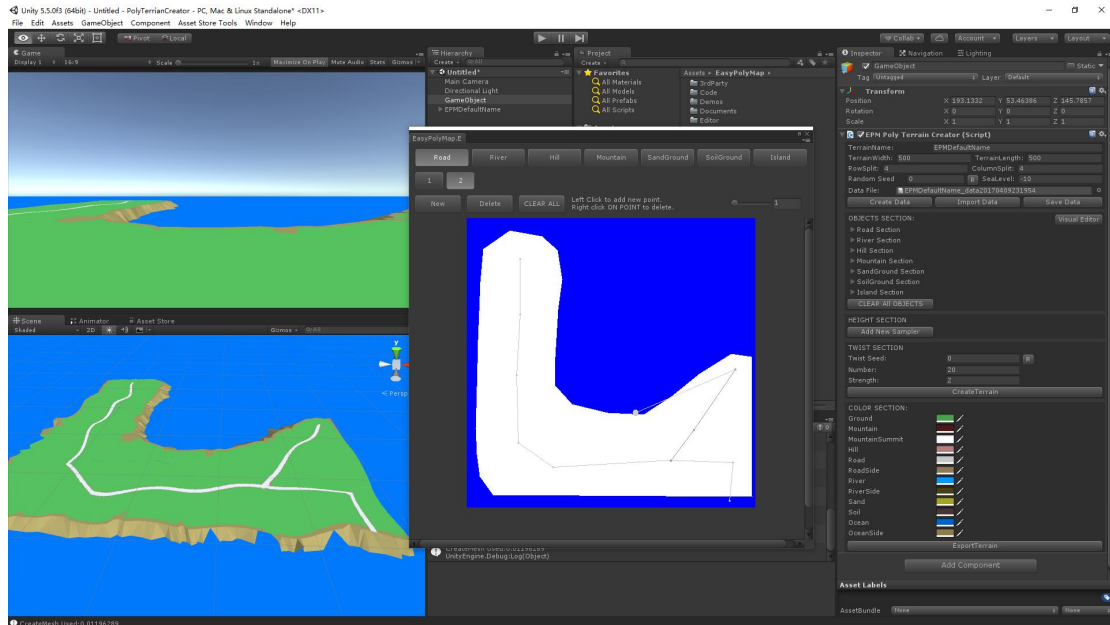7. Now Let's create more objects, Let's draw some roads.
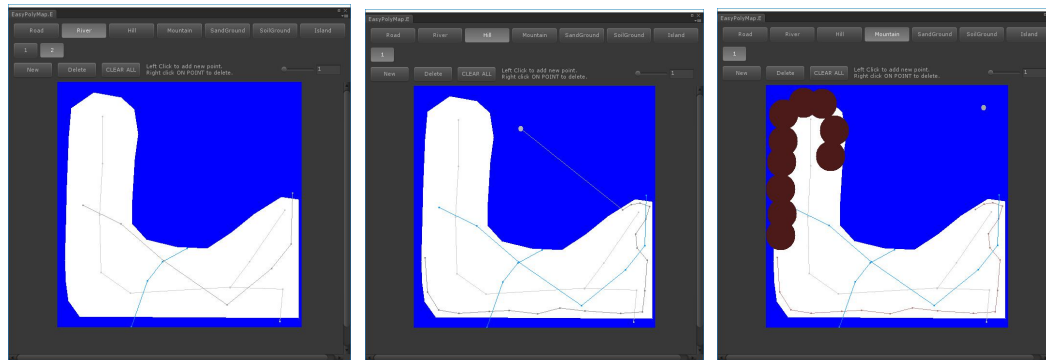
(1) select **Road**

(2) Press **New**.

(3) Now you can click on the texture to draw a consecutive line set.
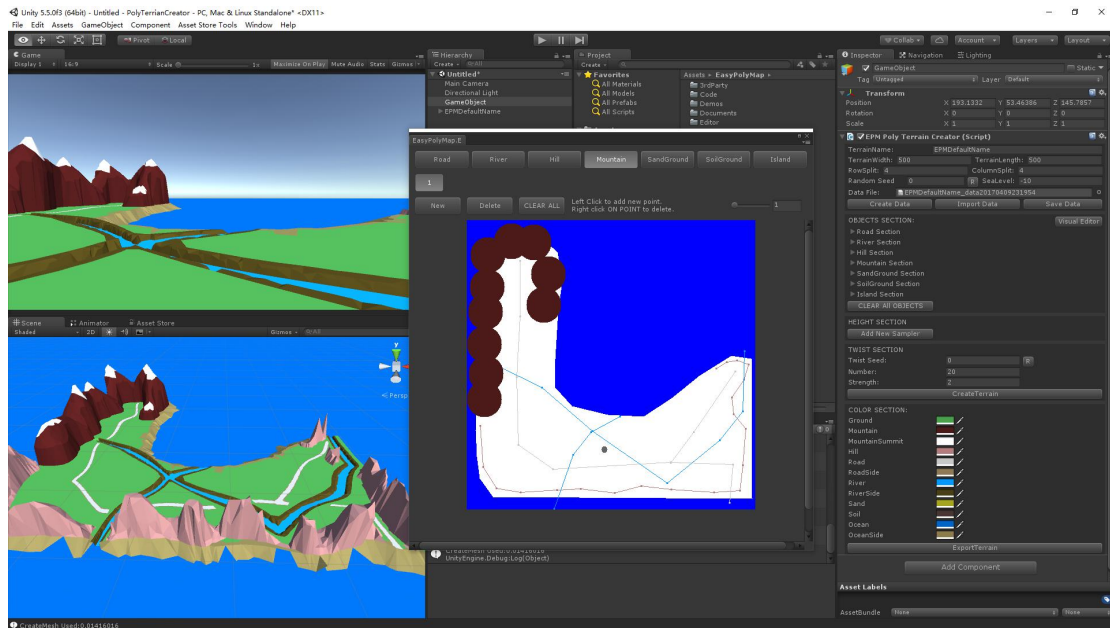

(4) Click **New** button again to paint more Road. Then Press **CreateTerrain** to see the effect.
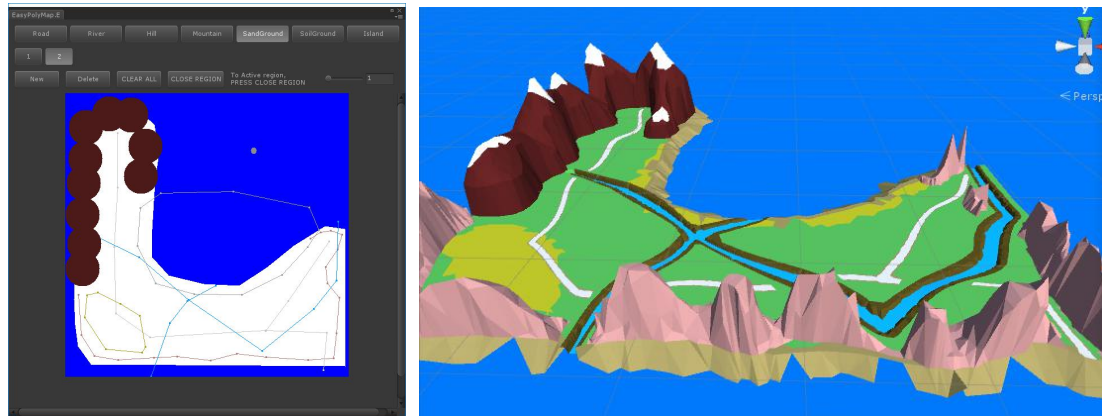
8.Now Let's create some river, hill, and mountain, mountains are represent as circles.

Press **CreateTerrain** to see effect. You can set different random seed to see the difference.


Lets make some sand ground (sand ground is just a label, you can change it to any color you like)

8. Close the Visual Editor window, Let now twist and heighten the terrain.

(1) In HEIGHT SECTION, click **Add New Sampler**.

(2) Change the value whatever you like to see different effects. ☺

(3) You Can add 2 or more samplers to see combined effects.

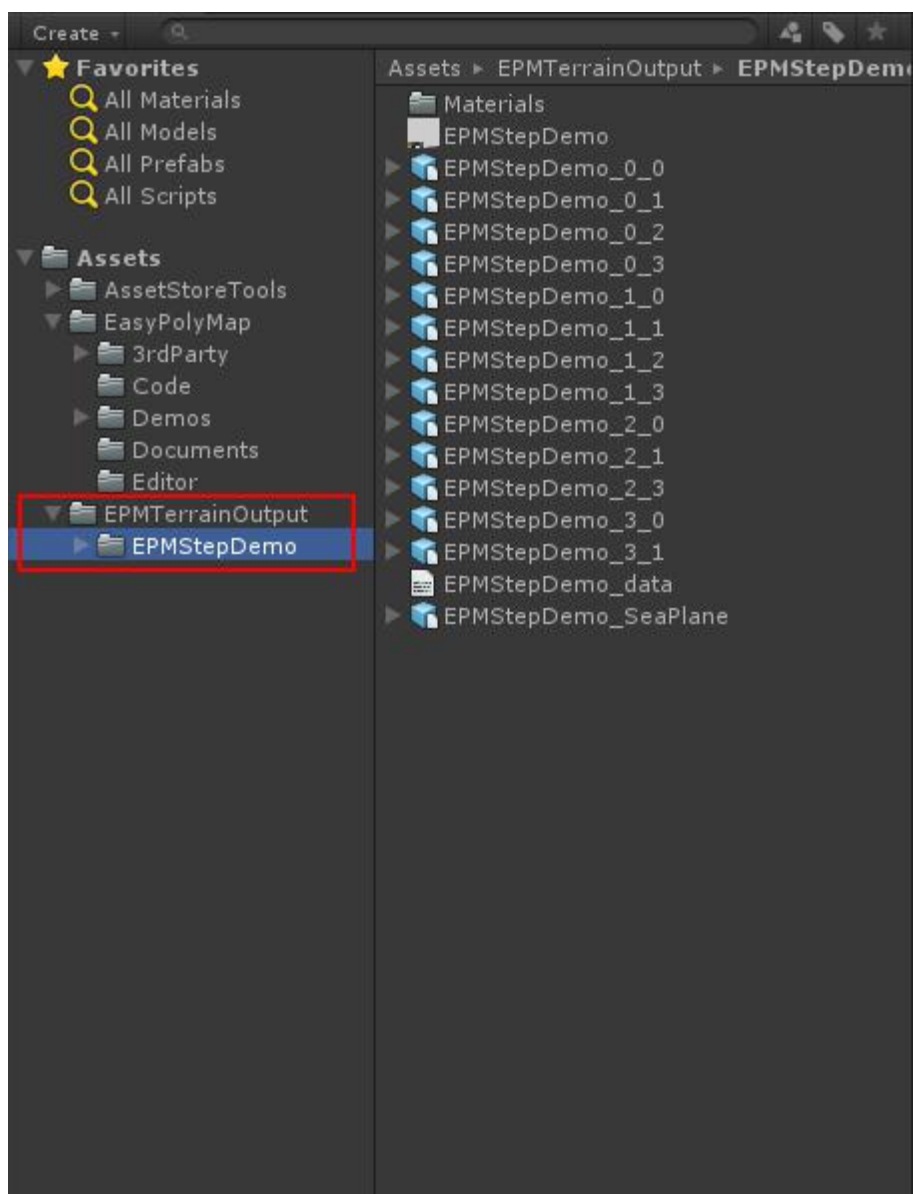(4) In TWIST SECTION, change the parameter to whatever you like. ☺
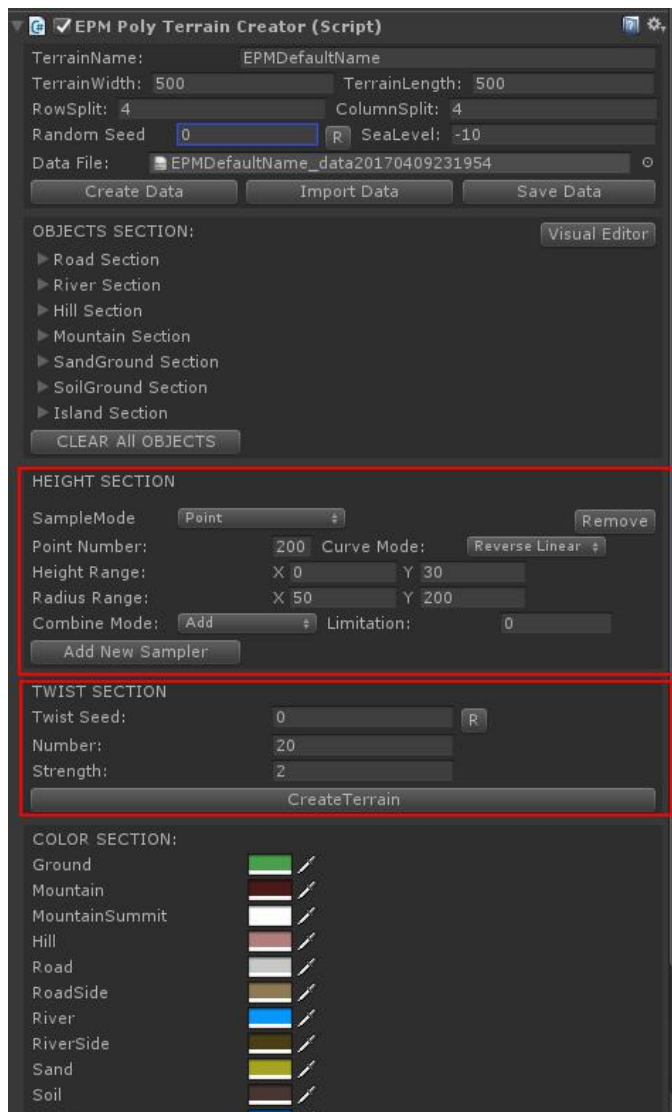
Now click **CreateTerrain**. You can Change Each type's color via COLOR SECTION
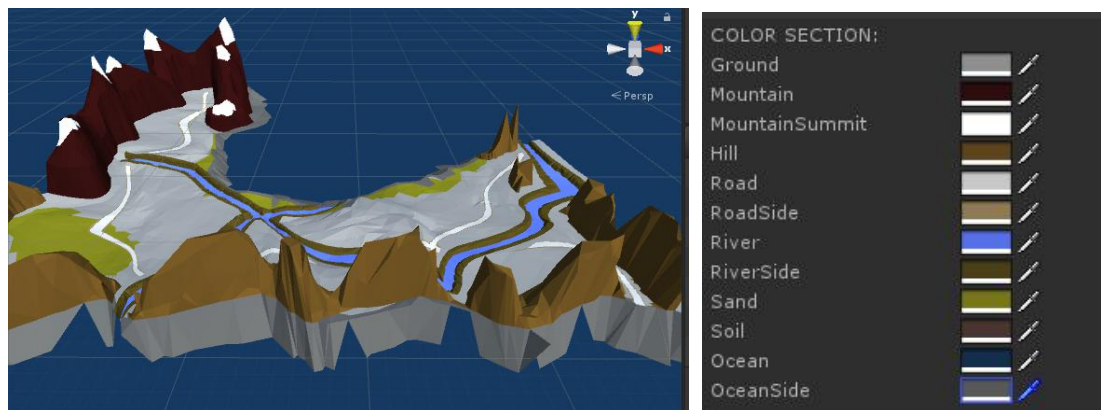
Click **ExportTerrain** to export the terrain into obj file. The terrain will be saved on your disk.

9. Open the EmptyDemo, drag the data file into Data File field and click Play.