



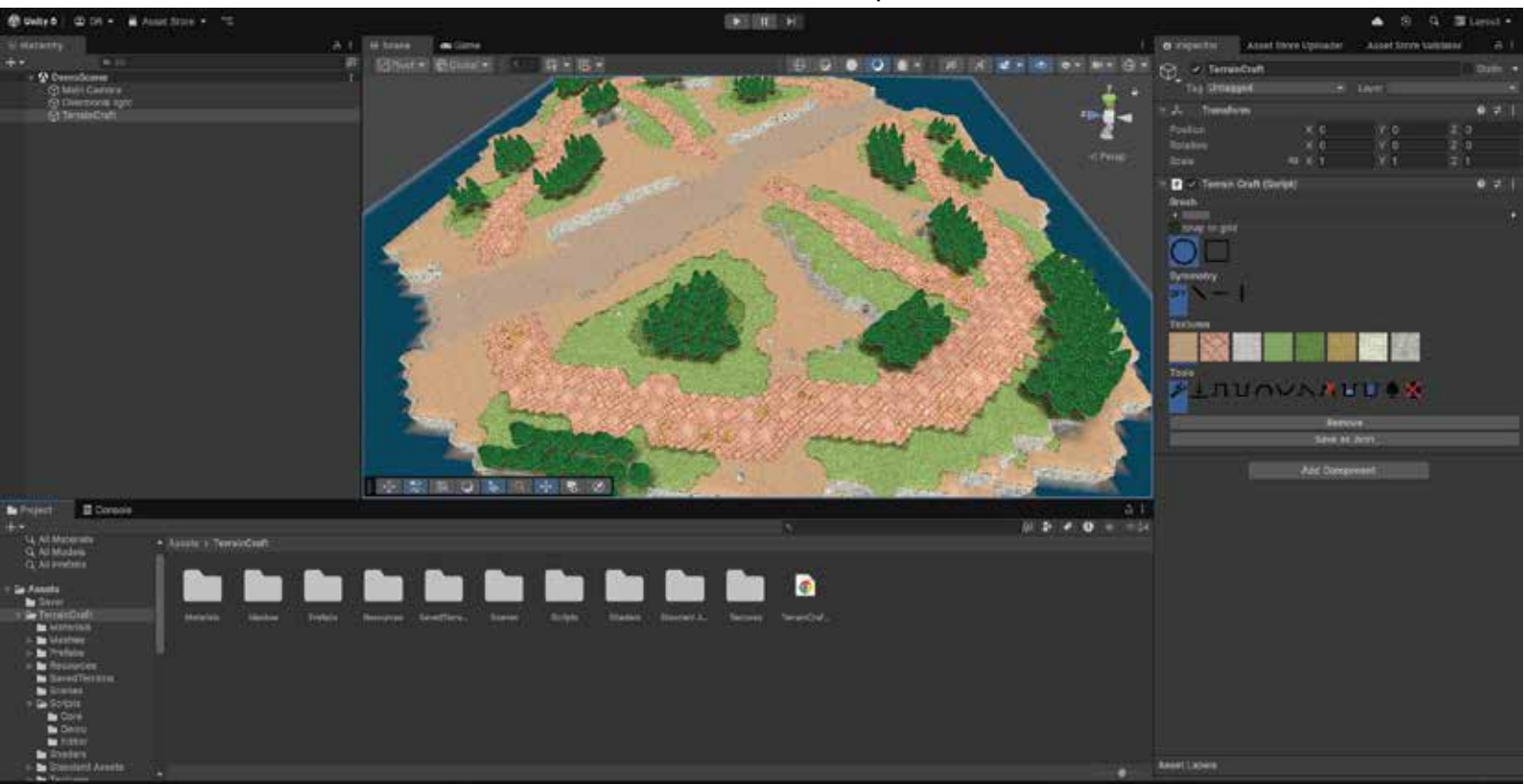
TerrainCraft is a tool for RTS terrains that is fully optimized for use in any OS. It uses a single material for ground (water excluded) and creates a single Atlas texture with up to 7 textures (+1 for cliffs). It is fully optimized for mobile devices or any platform.

TerrainCraft currently support URP and Built In

Make sure that you enable decals in Settings/PC_Renderer

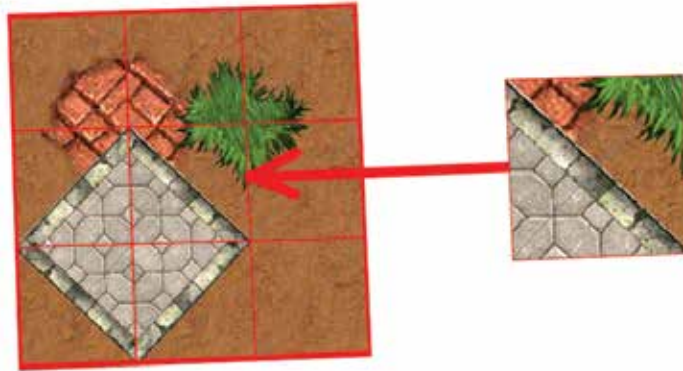
To make it Built in: remove URP from the project: 1) Open the Package Manager: Go to Window -> Package Manager. 2) Remove URP Package: In the list of Unity Registry packages, find the "Universal RP" package. Click on it and then click the "Remove" button.

Delete folder TerrainCraft and extract it from "TerrainCraftBuiltIn.zip"



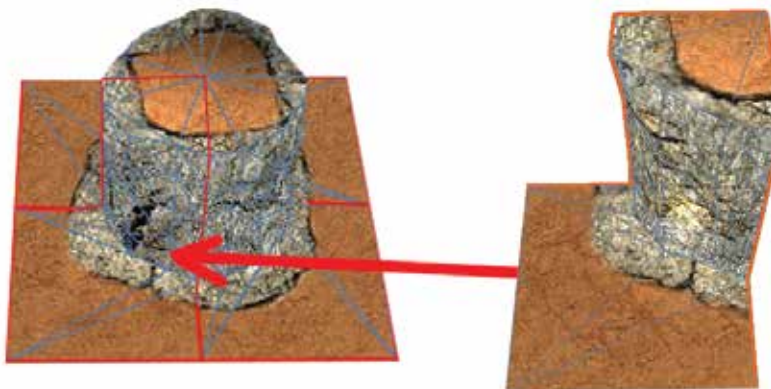
How does it paints textures?

It works by using 4 UV map coordinates so it is able to print up to 4 textures on the same mesh of one field by using its shader. For Example: When 3 parts of the same fields are painted with different textures it draws mesh 4 times and it uses transparency for all other painted textures at its bottom it paints a full field of first-background texture and on other UV maps, it paints other textures.

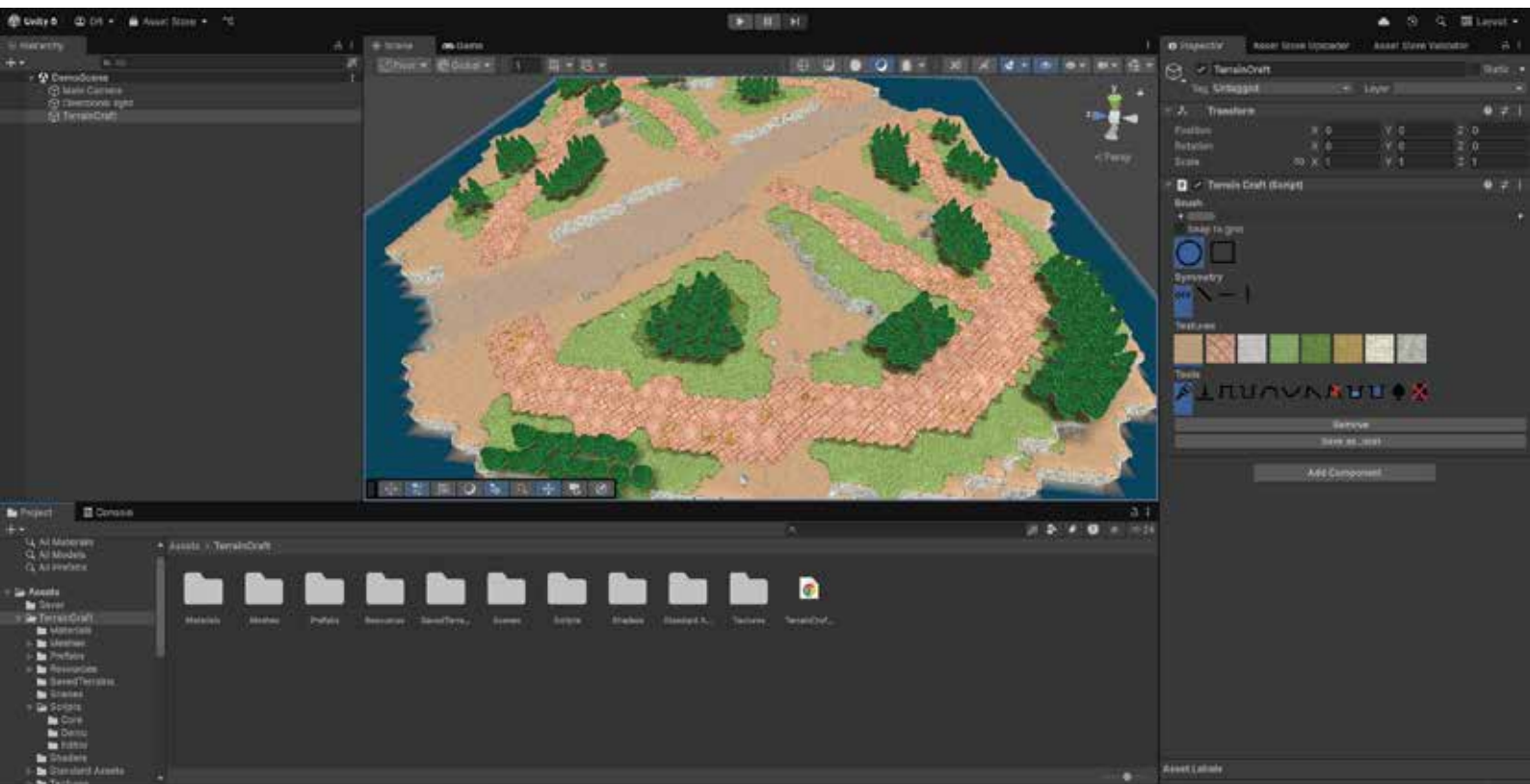


How does it make cliffs?

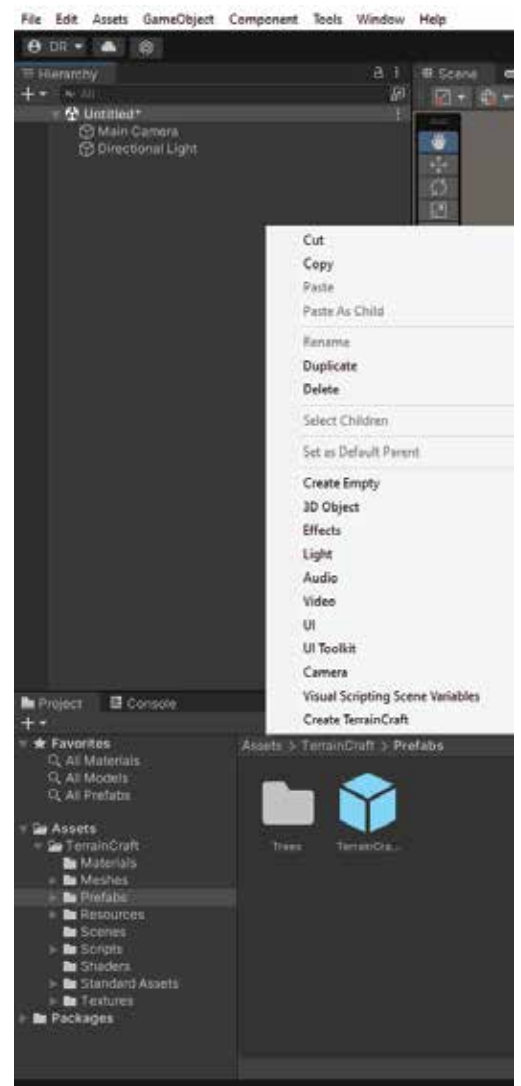
It calculates the cliff looks based on point value and it creates fields. Each field will have the look based on points it. You can use custom mesh for cliffs.



TerrainCraft - How to use



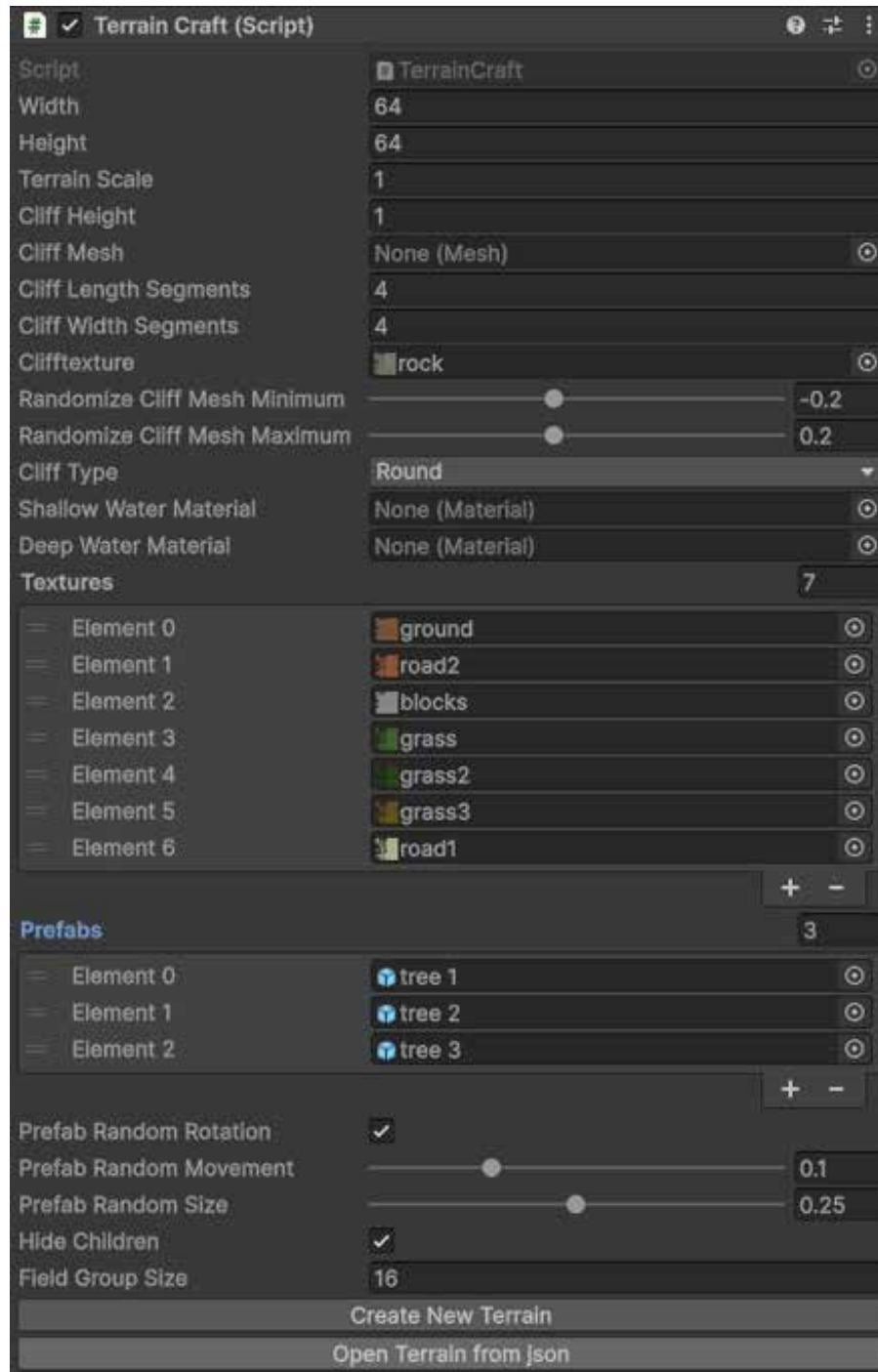
In "TerrainCraft/Prefabs" you will find "TerrainCraft.prefab" to drag it in your scene or right click in hierarchy and chose "Create TerrainCraft".



TerrainCraft - How to use

TerrainCraft Options

- Width and Height : dimensions of Terrain
- Terrain Scale : scale of the terrain
- Cliff Height : Height of created cliff
- Cliff Mesh : custom mesh for cliffs if left blank TerrainCraft will create cliff mesh
- Cliff Segments : number of vertical and horizontal vertices when TerrainCraft creates cliff mesh (if there is no cliff mesh)
- Cliff Texture: texture of cliffs
- Randomize Cliff Mesh: how much vertices of created cliff would be randomized (if there is no cliff mesh)
- Cliff Type: if the created cliff is Round or Flat
- Water Materials: Materials for created water
- Textures: Textures of the terrain (up to 7)
- Prefabs: Prefabs to be created on terrain
- Random Prefab Rotation: Randomization of created prefabs rotation
- Random Prefab Movement: Randomization of created a prefab position next to a point
- Random Prefab Size: Randomization of the size of created prefab
- Hide Children: Hides TerrainCraft created objects
- Field Group Size: Groups fields mesh data
- Create New Terrain: Creates Terrain with those options
- Open Terrain from json file



TerrainCraft - How to use

TerrainCraft Drawing Options

- 1) Brush Size slider: select for brush size
- 2) Snap to grid option: it snaps to points, it can help for more precise work
- 3) Brush shape: Choose the shape of the brush. This has point when the size is bigger than 1.
- 4) Symmetry: with this option, everything created will be created symmetric on the other side of the map
- 5) Textures: these are ground textures for painting
- 6) Texture paint brush
- 7) make cliffs and vertices in the selected level, click and drag and you will make everything in the level of where you first clicked
- 8) Create cliff up
- 9) Create cliff down
- 10) Move vertices of the terrain up
- 11) Move vertices of the terrain down
- 12) Create a ramp - this will connect different cliff levels - works only if one is bigger for 1 cliff level
- 13) Remove ramps
- 14) Create shallow water
- 15) Create deep water (you cant use ramps since it is a bigger cliff level than 1)
- 16) Create prefabs
- 17) Remove prefabs
- 18) Select Prefab
- 19) Remove Terrain: deletes created terrain and return user to Terrain Options 1
- 20) Save Terrain as Json





Thank you for using TerrainCraft and support the developer.

