



Happy to be a part of this *universe!*

About

3DMeshes

Contact

Mazed Grove

Electorch's Systems

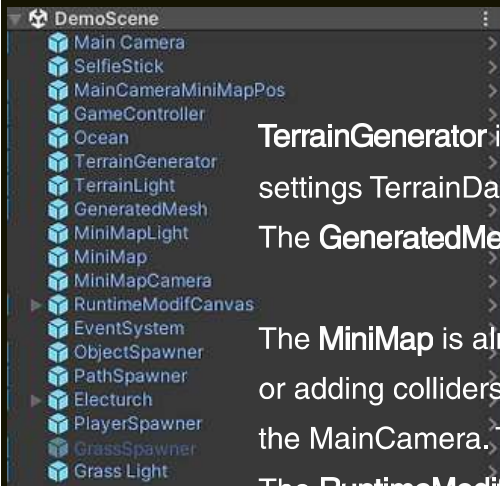


TABLE OF CONTENTS

Page #

Table Of Contents	0
DemoScene Overview	1
Start Tutorial	2
Useful Links	3

DemoScene overview



The **TerrainGenerator** is the gameobject that generate the Terrain mesh according to the settings TerrainData, NoiseData and ColorData.

The **GeneratedMesh** is the actual mesh of the Terrain with it's mesh collider and material.

The **MiniMap** is almost the same as **GeneratedMesh** but without applying the HeightMap or adding colliders. The **MiniMapCamera** creates render texture to display the **MiniMap** on the MainCamera. The **MiniMapLight** only affects the **MiniMap**.

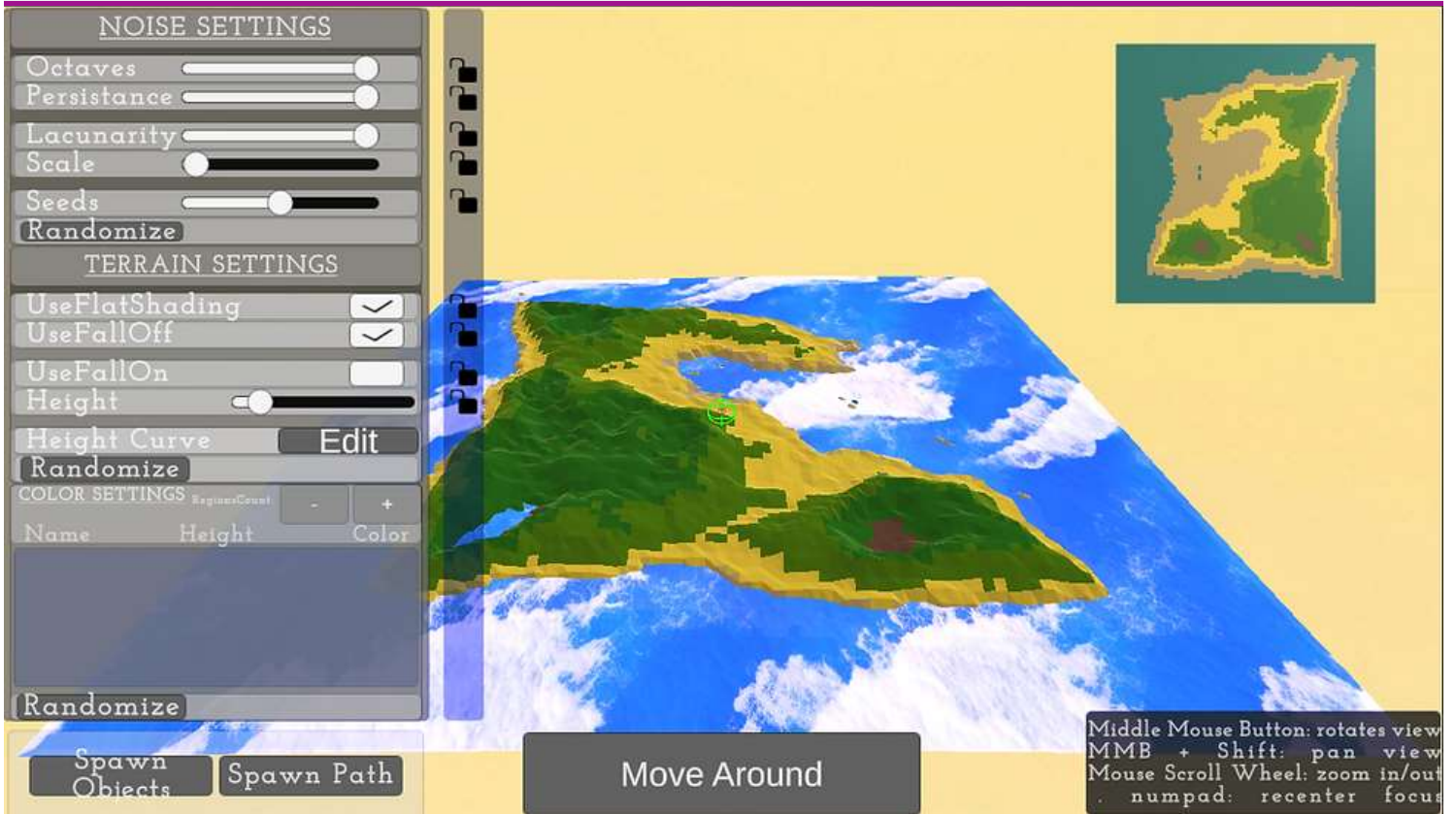
The **RuntimeModifCanvas** object is the gameobject that enables **TerrainRuntimeModification**, instead of changing the settings from the Data Folder inside unity, **TerrainRuntimeModification** enables you to make a build and keep modifying the terrain settings.

The **ObjectSpawner** spawns object on top of the terrain, it also spawn object at certain height only or certain amount of patches, like spawning corals underwater or forest clumps.

The **PathSpawner** create procedurally generated path along the terrain to add flat collision. It can also spawn parkour structure with Parkour path.

Electurch is one of my Goblimps, He has idle, walking, running, jumping and falling animations.

The **GrassSpawner** spawns grass blades it uses the Grass Compute shader from [MinionsArt](#). To make your object interact with the grass they need the ShaderInteractor.cs



Start Tutorial



NoiseSettings

Octaves: The number of layer of noise applied (from 0 to 6)

Persistence: Controls decrease in amplitude of octaves (from 0 to 1)

Lacunarity: Controls increase in frequency of octaves (from 1 to 2.5)

Scale: Changes the scale of the perlin noise (from 1 to 500)

Seeds: Generates another random terrain with same settings (from -100000 to 100000)

TerrainSettings

UseFlatShading: The appearance of the mesh edges are determined to be evened out (false/smooth) or well defined (true/flat).

UseFallOff: Use FallOff texture to clamp the height (create island)

UseFallOn: Use inversed FallOff texture to clamp the height (create wall around)

Height: Modify the Max and Min height of the Terrain (from 0 to 500)

ColorSettings

Name: Name of the region

Height: Height of the region (from 0 to 1)

Color: Color of the region (click on it to change)

How to use my system in your scene?

Step1: Do you want your player to be able to change all the settings of the terrain? If yes keep reading, if no jump to step 4.

Step2: If you said yes at step1, you will need the TerrainRuntimeModification.cs along with the RuntimeModifCanvas prefab and the Event System for the Canvas to work.

Step3: If you want your player to be able to change the seeds only like in Minecraft, you will only need the SeedChanged() from TerrainRuntimeModification.cs as long as the SeedSlider.

Step4: If you said no at step1, you just want the generated mesh then. You will need the FBXExporter package and just export the generated mesh to an fbx.

Electorch Strauss

