



WORQ STUDIOS

Terrain Creator (Low Poly 1.0)

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Some of our other products include:

- **IFT Visual Scripting:** IFT (If Then) is a very easy to use yet robust visual programming tool based on the simple logic “**IF** some **event** occurs, **THEN** execute some **action**”. IFT was built from the ground up with simplicity and ease of use in mind. IFT currently supports over 60 events from categories such as AI events, mouse events, keyboard events, mobile input events, navmesh events, physics events and many more. There are also over 120 actions to execute when those events occur but that is not even the best part of it all. A major feature of IFT is that it integrates seamlessly with UnityEvents and messages so you to create your own custom events and actions to fire from within your own code. Whether you are new to programming, or an expert looking to simplify workflow, IFT is definitely a tool that belongs in your arsenal.
- **AI Machine :** AIM (AI Machine) is a very easy to use yet robust graph based AI and general programming tool based on behavior trees.
- **Advanced Enemy AI :** Complete AI system for your game enemy. Includes patrol, detect, sight, hearing, chase, retreat, investigate.
- **Enemy Hearing Mechanism (Free Asset):** Give hearing abilities to your game entities
- **Enemy Sight And Vision (Free Asset):** Give Seeing abilities to your game entities, allow them to see whatever you allow them to see.
- **Advanced Visual Player Prefs:** This was created to simplify and expand the use player Preferences. It expands upon the default unity Player Prefs by adding more datatypes such as Bools, Color, Vector2s and Vector 3s. Advanced Player Prefs also comes with a powerful visual editor so that users can easily view, manipulate and modify preferences right from the comfort of the Unity Editor

- **Ultimate Utility Pack (Free Asset):** A collection of several tools to make work in unity much easier and to save production time. Tools such as multi object renamer, selector, delete (Find and delete objects by name, tag or layer), playmode clipboard (allows you to copy settings that you alter whilst in playmode and apply to editor mode permanently), and many other tools.

WHAT IS Terrain Creator?

Terrain Creator (Low Poly Version) is a very powerful, one-click, all in one tool for creating low poly/faceted terrains in unity. It offers several terrain modification and alteration features so as to allow users much degree of freedom with regards to terrain looks and feel. The asset also comes with a painting tool for painting, stylizing and decorating generated terrains.

Features:

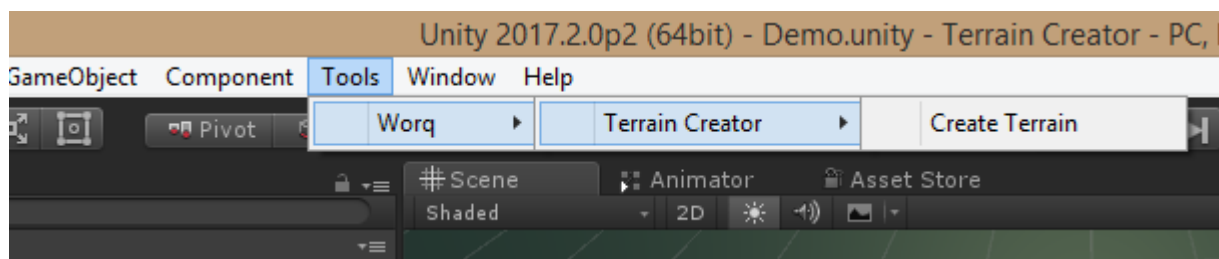
- One click setup.
- Very easy to use
- Several terrain alteration tools.
- Draw terrain heightmap using curves
- Paint tool for decorating and stylizing terrains
- Very intuitive, user friendly and easy to setup and use.
- 24 / 7 support.
- Very fast growing community.
- Many more exciting features.

HOW TO SETUP

Section A (Importing)

1. Import Terrain Creator (Low Poly) .unity package into your project.

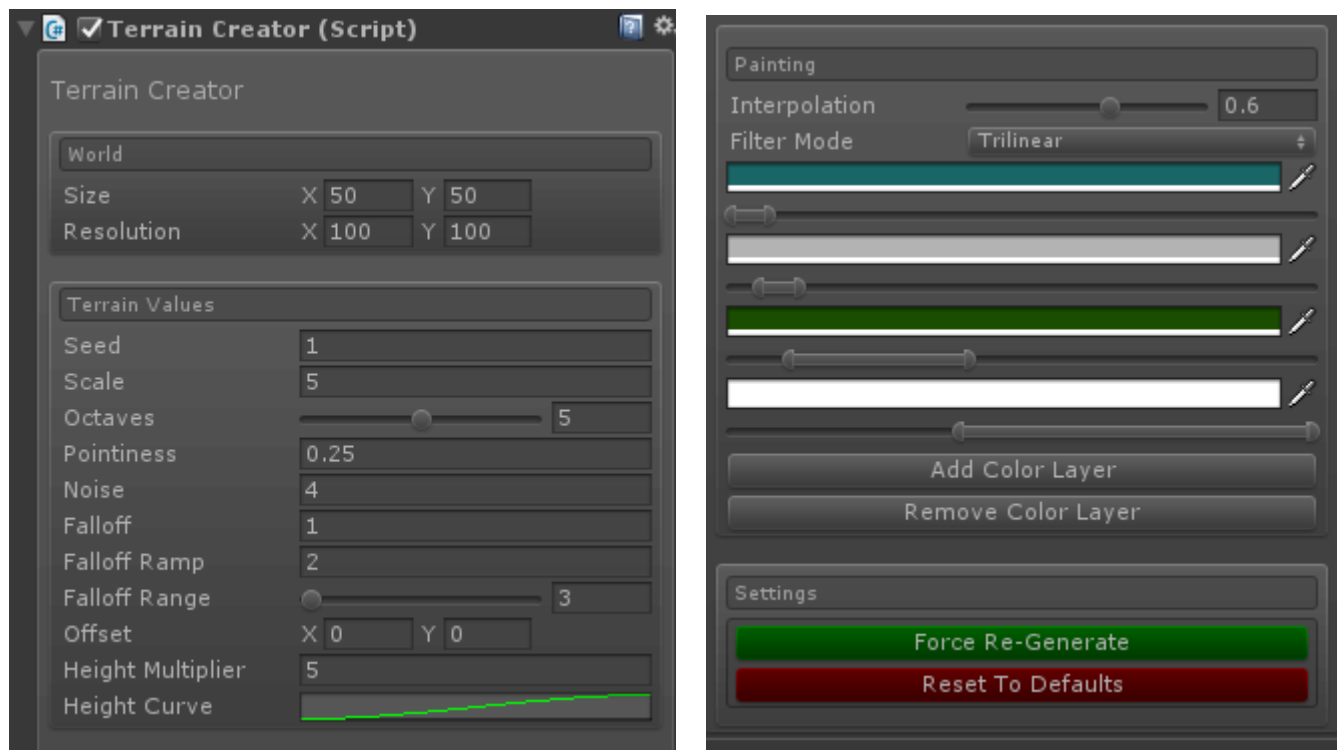
You should now have the Terrain Creator menu appear under “Tools/Worq/Terrain Creator” menu.



Section B (Setting up)

To create a new terrain, simply navigate to “Tools/Worq/Terrain Creator” menu and click create terrain as shown above. Doing so creates a new terrain object and adds it to the scene. To alter settings for any particular Terrain Creator terrain, select the terrain and see the “Terrain Creator” component attached to it in the inspector.

Section C (The Terrain Creator Component)



The Terrain Creator component contains all the settings for any Terrain Creator terrain. These settings are grouped into 4 sections:

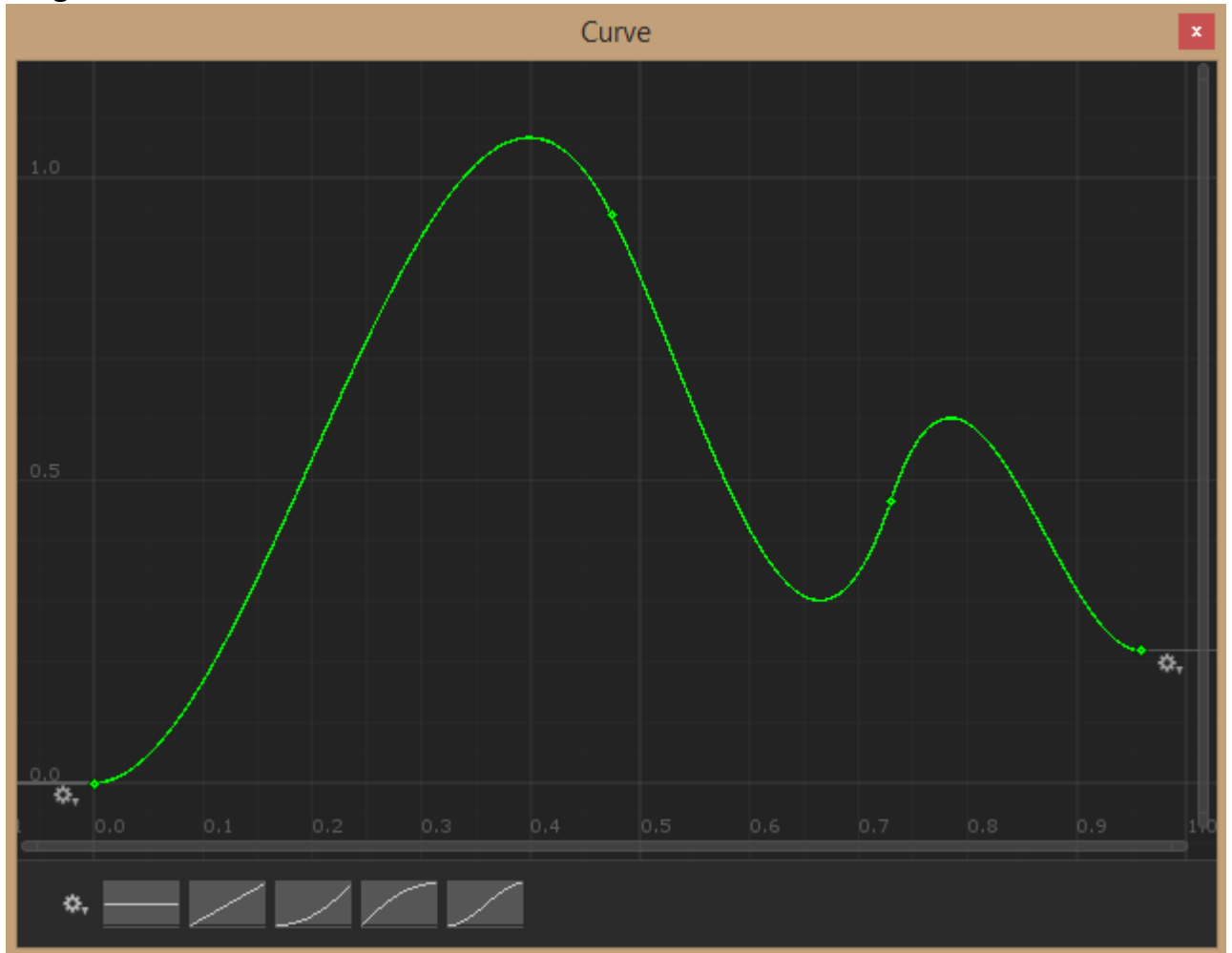
World Section

- **Size:** The size parameter defines how big or small the terrain is. This contains X and Y values for defining length and width of terrain.
- **Resolution:** Terrain resolution defines the quality of the terrain. Higher resolution means a more defined terrain (albeit more CPU intensive than a lower resolution terrain).

Terrain Values

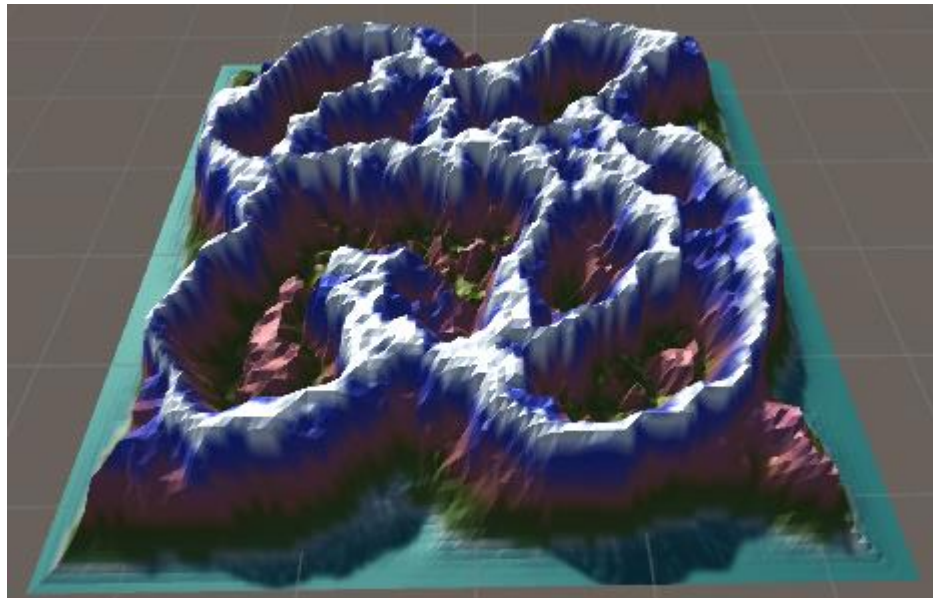
- Seed: The seed is a value that dictates the terrain that is being generated. When the same seed value is used, the same terrain is generated every time. This is very useful if the user likes the topology of one particular terrain and wants to generate the same terrain elsewhere. Same seed value equals same terrain.
- Scale: Scale defines the size of the features of a terrain. A lower scale value results in smaller mountains, smaller rivers, ponds etc while a larger scale value results in the contrary.
- Octaves: Defines how smooth or rough the terrain is.
- Pointiness: Increases the peaks of the terrain.
- Noise: Adds noise to the terrain. Used to get rougher terrain
- Falloff: Increases or decreases the distance from the edge of the terrain to the point where the terrain heightmap begins affecting the terrain. This is very useful for creating islands. By increasing the falloff, you move the landmass towards the center of the terrain, thus leaving space for water that surrounds said landmass.
- Falloff Ramp: Defines how drastic or smooth the falloff is.
- Falloff Range: Offsets the falloff by this value.
- Offset: This value is used to shift the entire landmass so as to reveal or hide some parts. Playing with this value can result in entirely different terrains.
- Height Multiplier: This value increases the overall height of the terrain. Higher Height Multiplier value equals higher terrain.

- Height Curve:



The height curve no doubt one of the most useful features of this tool is used to define the shape of the terrain as it goes upwards. Think of the curve as a path that the terrain follows as it goes upwards. What you draw in the height curve is what the terrain looks like height-wise. This can be used to create very interesting terrains.

The height curve above results in the following terrain heightmap:



Painting

The painting section is where you paint and stylize terrains. This uses color layers that work with height values. Every terrain is given a height value of 1 and every height point on the terrain falls between 0 and 1 (with the lowest points of the terrain at 0 and the highest at 1). This means that any said point on the terrain that is along the Y axis falls on a terrain height value that is between 0 and 1.

Each color layer contains two fields, a color field and a range field. The color field is used for setting the color of that layer, and the range field for setting min and max height values for that layer. Every layer paints the terrain with its set color, at height range between the min and max height values. The range slider has two draggable handles, one on its left and another on its right. The handle on the left handle sets the min height value for that layer and the right slider handle sets the max height.

As an example, if you add a new color layer, set its color to blue and give it a min height value of 0 and a max height value of 0.5, it will paint the lower half of the terrain blue. Adding another color layer, setting the color as red and its min and max values to 0.5 and 1 respectively paints the upper half of the terrain red.

- Interpolation Value: This value defines how smooth the smoothness of the transition between one color and the next.
- Add Color Layer Button: Adds a new color layer.

- Remove Color Layer: Deletes the selected color layer.

Settings

- Force Re-Generate: Used to regenerate the terrain if modifications have been made but the editor fails to update the terrain (Happens only in rare cases).
- Reset To Defaults: Reset the terrain to it's default settings, as if the current terrain was deleted and a new terrain object was created.

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