STYLIZED NATURE PACK

If you're new to the terrain editor in Unity, you should read this:
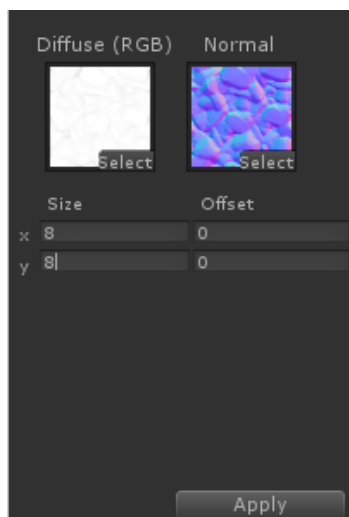
http://docs.unity3d.com/Manual/terrain-UsingTerrains.html

To show you how to use this pack, lets create this:
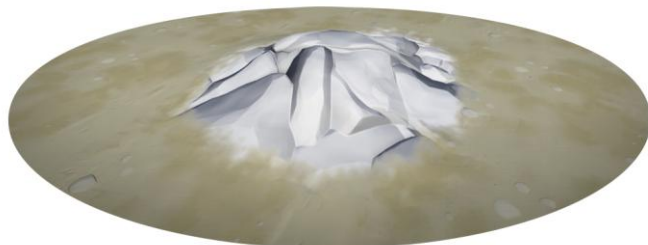
1.

The first material you add in the texture slot will be the one covering all of your terrain, so I added the "Ground texture 1" first.

Before adding stones to your scene, use the tiling stone texture with normal map on the terrain.
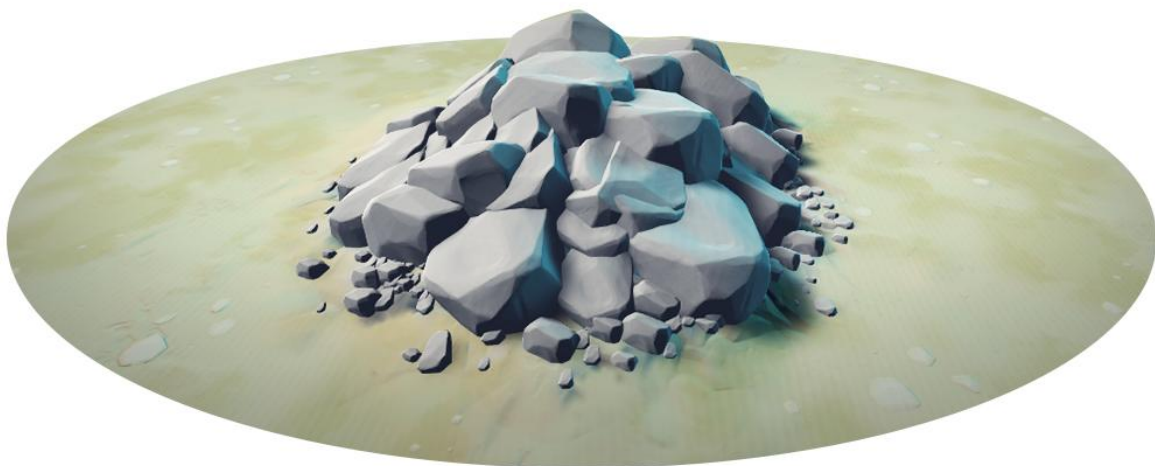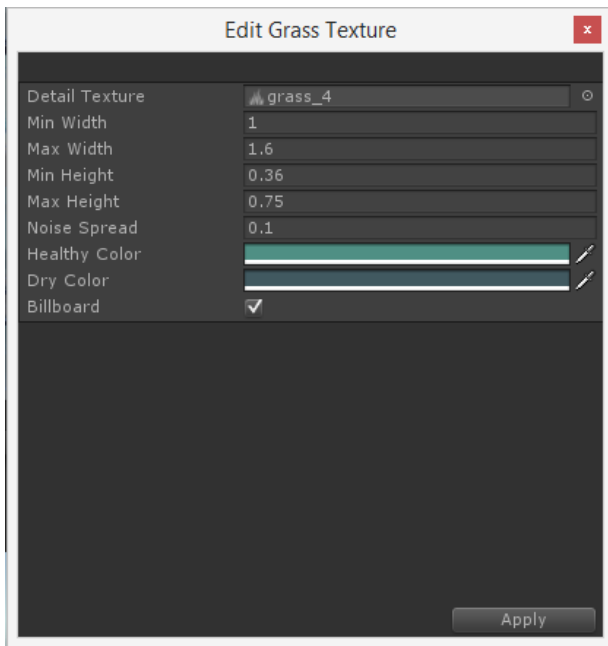
2.

With the mesh brush, or by hand, place some stones by random in a pile. Add some smaller stones around the sides.

I personally use MeshBrush (there's several on the asset store) to paint stones in the scene. It has a lot of settings for randomizing and easy combine the meshes to reduce draw calls.

https://www.assetstore.unity3d.com/en/#!/content/14453

3.

Edit Grass Texture		☒
Detail Texture	grass_4	
Min Width	1	
Max Width	1.6	
Min Height	0.36	
Max Height	0.75	
Noise Spread	0.1	
Healthy Color		
Dry Color		
Billboard	✓	

| | | Apply |

Let's add some grass. Paint a green texture on the terrain before adding the grass to make it look more thick.

4.

Use more than one grass texture for more variation and try not to make the grass go through the stones.

In the terrain settings, set the Grass Tint to middle gray to avoid color changes (Hit play with a white color as tint to see what I mean).

Add some pebbles on the ground and add more grass textures.

It's as simple as that.

Tips:

- All the stones has a secondary detail map. Increase the tiling if you're using them as big rocks in your scene.
- If you feel that the trees are a bit to heavy you can easily decrease the planes in the tree creator. More information here: http://docs.unity3d.com/Manual/class-Tree.html

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